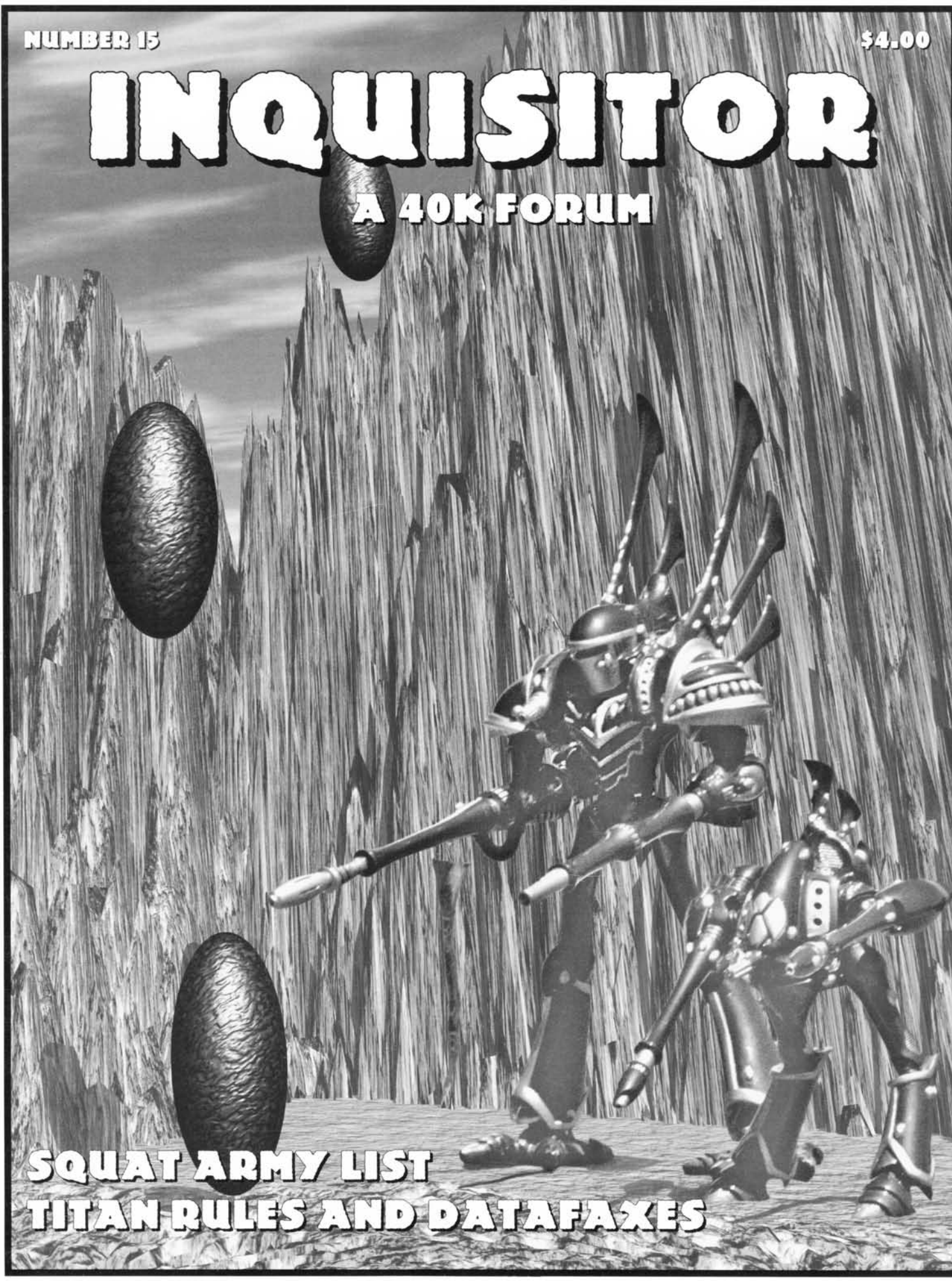


NUMBER 15

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INQUISITOR

A 40K FORUM



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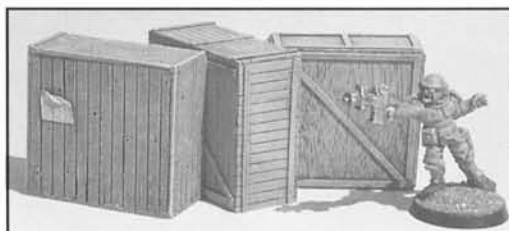
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INQUISITOR

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Thanks Joel!

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Illustration by Joel Phillips



INQUISITOR

OPEN FORUM

Hi everyone, sorry again about the long delay in getting this issue out. I do not seem to have as much "free" time as I used to have. My wife and I have also moved, which in itself was a major undertaking even without considering moving my shop, game room and related junk.

THIS ISSUE

Because of all the stuff we've stuffed into this issue, a number of the normal features are missing. Hot Lead, Q&A, Convention Listings, Want Ads and the subscription/back issues order blank all got bumped but will return next issue.

Squat Army List

For all of you incredibly patient Squat players and fans, included in this issue is a fairly complete Squat Army List/Codex with all kinds of new and interesting stuff for the Squats. There are Berserkers for the Brotherhood and a number of new elite troop types for the Engineer Guild.

Titan Datafax Rules

Finally, we are done with the datafaxes and rules for the Warhound, Reaver, Revenant and Phantom Titans. The new datafaxes make Titans more playable in "normal" games, but you still need to field a 2000 point army to be able to have any Titans. Now there are two completely separate rule systems for using Titans in 40K, the datafax system for smaller games and the Inquisitor system for larger games where the true power of the Titans can be more accurately represented.

The new version of Game Workshop's Epic game is now out. Called *EPIC 40,000*, it is a major rework and simplification of the old Space Marine/Titan Legions game. The high points are the new morale system that uses blast markers to indicate the decline of your troops' will to fight, the condensation of the thousands of weapons types and of course some of the very detailed new miniatures like the Thunderhawk and some of the Imperial vehicles. Hopefully we will get a slightly longer review in the next issue.

NEXT ISSUE

At Games Workshop's request, as of September 1st 1997, ARMORCAST will no longer be providing datafaxes in its model kits. Games Workshop wants Armorcast to market the kits as model kits, not gaming pieces. What this means as far as *INQUISITOR* is concerned is that all of the existing datafaxes for current Armorcast vehicles will be published in *INQUISITOR*, starting with issue #16, which will have datafaxes for the Exocrine, Malefactor, Haruspex, Cannon of Khorne and Cauldron of Blood.

Issue 16 will be a special datafax issue with the above listed datafaxes and probably quite a few more, including some for older vehicles that have not had second edition datafaxes done for them such as the two-armed Ork dreadnought.

Until next time,

Tim DuPertuis

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SQUAT ARMY LIST

Alan Carey, TimDuPertuis

ARMY COMMANDERS

In the original Squat army list in White Dwarf 111, the Squats were divided into two separate armies; Brotherhood and Engineers Guild, each with separate army lists. A player could field a Brotherhood only army, a Guild only army or a Brotherhood army with a Guild Expeditionary Force (complete Guild sub-army).

We have continued the idea of two completely separate armies in this army list so that you may play a pure Brotherhood army, a pure Engineer Guild army or an army of troops from both armies. To field an army of both Brotherhood and Guild troops you must buy two completely separate armies (using all army limits)

Note that Hearthguard and Guildmasters are available as commanders in these lists, so that you do not have to include a mighty hero (with his high points cost) as your commander.

SQUAT FORCES

Squat troop types and rules are the same as listed in the Codex Imperialis book with the following exceptions and additions.

SQUATS AND AXES

Squats have a great affinity for axes in preference to other close combat weapons and train with them extensively enough to give them a partial parry ability with them. For this reason there are no sword type weapons in the Squat Wargear Lists, only axes and Squat power axes. Squats using any axe may parry on a 4+ roll on a D6. Roll each time you wish to attempt a parry.

Any axe can also be thrown as a Squat charges into close combat. Resolve the thrown axe in the shooting phase after the Squat has made contact with the target. Make a normal to hit roll (with a +1 to hit because of the close range). If the target is hit, resolve wounds with the strength of the thrower for axes and with the strength of the (two handed) power axe for thrown power axes. Any axe thrown this way is considered lost and can not be recovered.

BROTHERHOOD TROOPS

HEARTHGUARD HEROES, MEDICS, BATTLE STANDARD

We have brought back the intermediate level Hearthguard Hero and the Medics from the original Squat army list in White Dwarf 111 and added the Battle Standard character common to most other armies.

ANCESTORS

In addition to the Ancestor Lords we have added Ancestors of lower abilities to provide a variety of psychic ability levels.

BERSERKERS

New to this Squat army list are the Berserker characters and squads. These guys are just really pissed off Squats who aren't going to take it any more, so they take it out on their enemies!

SPECIAL RULES

Berserkers are affected by the rules for *frenzy* as described in the rulebook with the following exception: Berserkers spin their Squat power axes in such a whirlwind of blurring steel that opponents are somewhat reluctant to try and stick a weapon through, so even when frenzied, Berserkers still get any parries they would normally have.

Berserkers also get the Furious Charge ability of the Khorne Berserkers. This allows a triple move when charging, if the model can get into close combat using the triple move. See the Chaos Codex (page 31) for a full description.

LONGBEARDS

These are the oldest and most experienced Squat troops and often lead the rest of the warriors in the assault.

GUILD TROOPS

GUILDLORD

The new Guildlord is the highest ranking Guild character to appear on the battlefield. He has the same repair abilities as a Guildmaster, but adds a +1 to repair die rolls. Remember that repairs can only be made to damaged hit locations, not destroyed ones.

GUILD MEDICS, BATTLE STANDARD

We have brought back the Medics from the original Squat army list in White Dwarf 111 and added the Battle Standard character common to most other armies.

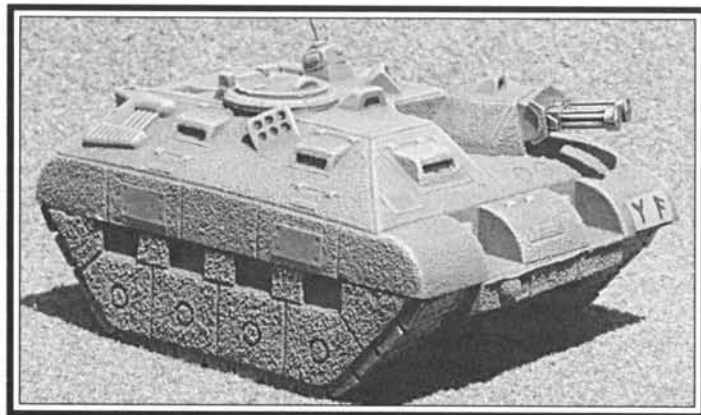
GUILD APPRENTICES

The most gifted offspring of both stronghold and Guild are inducted into the Guild at an early age and given extensive training in technology. These youngsters of 30-40 years of age make up a considerable part of a guild army.

DEMOLITION SQUADS

Combat engineers are the troops that keep other troops moving by clearing obstacles and reducing fortified positions. Squat Demolition Squads are Guild Engineer squads with the extra training, equipment and experience to make them combat engineers. Combat engineers are useful in tight urban combat and are even capable of taking down Titans with a little luck.

Squat Timber Wolf APC



SQUAT WARGEAR

WEAPONS

MOLE MORTAR

The current Mole Mortar rules make the weapon far more accurate than any other weapon in the game system. To bring the Mole Mortar more into line with other weapons, the following rule change is adopted: Roll to hit as with a normal blast marker weapon (scatter, hit/misfire etc.), then roll on the Mole Mortar Accuracy table: a roll of 1 gives the Airburst result instead of the Off Target result. Other rolls remain the same.

SQUAT POWER AXE

Squats are much better at building axes than any other race, so their power axes have better stats than normal power axes.

Weapon	Str.	Dam.	Sv. Mod	Arm. Pen.	Special
One Handed PA	6	1	-3	D6+D12+6	HTH
Two Handed PA	7	1	-4	D6+D12+7	HTH

SAWN-OFF SHOTGUN

This close combat weapon is brought back from the original Rogue Trader 40K rulebook. It is considered a pistol and uses the same ammo as a basic shotgun. The knockback and knockdown rules are the same as for the shotgun when shooting the sawn-off. In close combat, resolve knockback and knockdown at the end of the combat round. In close combat the maximum knockback distance is 2" no matter how many hits are made. Test for knockdown for each hit.

Weapon	Range		To hit	
	Short	Long	Short	Long
Sawn-Off Shotgun	4	8	-	-1

GUILD WEAPONS

NEO-PLASMA GUN

This weapon works exactly like a normal plasma gun, but may fire every turn unless jammed. The neo-plasma gun is only available to Guild Characters and specialized Ruby squads.



Illustration by Joel Phillips

HEAVY NEO-PLASMA GUN

This weapon works exactly like a heavy plasma gun, but may fire every turn on maximal. May only be vehicle mounted.

CHAINCUTTER

This heavily modified mining tool is a bundle of surprise gadgets, miners tools, and deadly built in arm enhancements. The weapon counts as having 2 weapons in close combat, gives 1 parry, doubles all fumble rolls by the opponent, and doubles all critical hits by the Squat.

Weapon	Strength	Damage	Save Mod.	Arm. Pen.	Sp
Chaincutter	5	1	-2	2D6+5	HTH

LIGHTNING HAMMER

This Lightning Hammer is a combination of a powerful electromagnet and an anti-graviton field. The Lightning Hammer can hurl the Squat exactly like a jump pack, except that there are no limits on facing. The Lightning Hammer can be used in close combat after hurling the squat. If the Lightning Hammer is not used in the movement phase, it can be thrown up to 24", hit one target, and automatically return to the Squat. The Lightning Hammer requires both hands to use, and uses the Squat two-handed power axe stats both in HTH combat and when thrown, but only gets the HTH penetration bonus when used in HTH.

Weapon	Str.	Dam.	Save Mod.	Arm. Pen.	Sp
Lightning Hammer	7	1	-4	D6+D12+7	Special

DEMOLITION WEAPONS

LASCUTTER

This is a weapon from the original Rogue Trader 40K rulebook that didn't make it into the second edition. It is used like a cutting torch and is primarily used for cutting man-sized holes in just about anything that doesn't move. It is a shooting weapon and may not be used in HTH combat. A user must move up and touch the target and then fire in the following turn. A successful penetration roll allows the user to cut a man-sized hole in the target, allowing models to enter.

Weapon	Range	To Hit	Str.	Dam.	Sv. Mod	Arm. Pen.	Sp
Lascutter	0"	-	10	2D10	-6	D6+2D10+10	Move or Fire

DEMOLITION CHARGES

Demolition charges are specialized shaped-charge weapons capable of burning holes in the toughest armor, up to and including Titan armor and bunker doors. They are available with two charge levels; standard and heavy. Demo charges may be placed on buildings, vehicles, Dreadnoughts and Titans. Demo charges must be placed by a model touching the target, and may never be thrown. Placement occurs in the shooting phase and counts as shooting, so a model must move up (not run or charge) in the movement phase and place the charge in the shooting phase. Demo charge placement does not count as hand-to-hand combat, so the HTH combat penetration bonus is not applied. The charge will explode in the player's following shooting phase. This gives the placing model a chance to get away before the charge explodes.

Demo Charge Placement On Moving Targets

It is obviously much harder to attach and set a charge on a rapidly moving target than a stationary one. Roll on the table below to see if the charge is placed successfully on a moving target. A model riding on a target vehicle does not have to test for placement. If placement is not successful, the engineer retains the charge and may use it next turn.

Target Movement Successful Placement roll

0-4"	Automatic
4"->10"	3-6
10"->15"	4-6
15"->20"	5-6
20"+	6

Standard Demo Charge

A standard demo charge has a strength of 9, does 3D6 damage, has no blast area and has a -6 save modifier. A model may carry enough charges to last a whole battle.

Weapon	Str.	Dam.	Sv. Mod	Arm. Pen.	Special
Demo Charge8	3D6	-6	4D6+8	Sp	

Heavy Demo Charge

A heavy demo charge has a strength of 10, does 4D6 damage, has no blast area and has a -6 save modifier. These charges are so large and heavy that a model may carry only one at a time.

Weapon	Str.	Dam.	Sv. Mod	Arm. Pen.	Special
Heavy Demo Charge	10	4D6	-6	5D6+10	Sp

ARMOR

SQUAT BERSERKER RUNE BELT

The Squat Berserker Rune Belt is a personal force field that provides a 5+ save that is unaffected by save modifiers.

SQUAT EXO-ARMOR

Squat exo-armor is very similar to Marine Terminator armor and follows the same rules as Marine Terminator armor with one exception: Squat exo-armor does not count as two models for vehicle transport purposes. Exo-armor provides a 4+ modifiable saving throw on 2D6 and is equipped with a bolt pistol, targeter and Squat power axe.

Exo-armor weapons can be upgraded as allowed in the wargear lists. There are also special rare Wargear Cards that allow heavy weapons upgrades to exo-armor. See the Squat Wargear Cards elsewhere in the article. Exo-armor fitted with the Wargear cards suffer no HTH encumbrance penalty and the weapons become *Move and Fire* weapons.

In addition to the Squat Wargear Cards, the only weapon Wargear Cards that can be used with exo-armor are: Master-Crafted Bolt Pistol (replaces bolt pistol), Digital Lasers and Auxillary Grenade Launcher. Squat Ancestors in Exo-armor can replace their Squat power axe with Force Sword, Force Axe or Force Rod.

CHARACTERS AND HEAVY WEAPONS

If a character is armed with a heavy weapon, then the model is restricted by the normal targeting rules in the same way as any other model.

SQUAT VEHICLES

We have provided datafaxes for a number of Squat vehicles based on Nexus Marine resin vehicle kits from the Kryomek game system. The vehicle kits are not easy to find, but they are available. If the kits are not available, just use Rhinos, Chimeras, Predators and Whirlwinds.

If you do use these or other small vehicles as Squat vehicles, they are not subject to the +1 to hit modifier for large vehicles, since they are considerably smaller than a Rhino (which gets the +1

target size modifier) or even an Imperial Dreadnought (which does not get the +1 target size modifier).

Thrust Jet Technology

In addition to tracked and wheeled vehicles, Squats have developed their own version of skimmer technology using jet thrusters instead of anti-grav units. These vehicles are not nearly as advanced as Eldar skimmers, but do provide better mobility than normal tracked vehicles. Vehicles using Squat thrust jet technology are played in the same way as skimmers with the following exceptions:

- Thrust jet vehicles are only able to fly over obstacles that are no taller than 6" high.
- Thrust jet vehicles may not make pop up attacks.

Squat Timber Wolf APC (Thrust Jet)



Squat Firestorm Assault Guns, lower photo has scratch-built battlecannon insert.





SQUAT BROTHERHOOD ARMY LIST

ARMY SELECTION

Characters: 50% Up to half of the points value of the army may be chosen from the Characters section of the army list.
 Squads: 25%+ At least a quarter of the points value of the army must be chosen from the Squads section of the army list.
 Support: 50% Up to one half of the points value of the army may be chosen from the Support section of the army list.

CHARACTERS

0-1 WARLORD 67 Points

The Squat Brotherhood army may be commanded by a Squat Warlord. The Warlord is the toughest Squat in the army. He leads by example, not by stature.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warlord	3	7	6	4	5	3	5	3	10

WEAPONS Las Pistol, Frag Grenades

ARMOR Sealed Carapace armor (4+ save).

WARGEAR The Warlord may be given up to 3 Wargear cards and may be given additional equipment chosen from the Armor, Transport, Assault Weapons, Special Weapons and Grenades sections of the Squat Brotherhood Wargear list.

SPECIAL If the Warlord is taken as the army commander, then any Squat Brotherhood units that have a model within 12" of him may use his Leadership when they take a Leadership test.

STRATEGY If the Warlord is taken as the army commander, he has a Strategy Rating of 2.

0-1 BATTLE STANDARD 43 Points

The Squat Brotherhood army may include one Battle Standard.

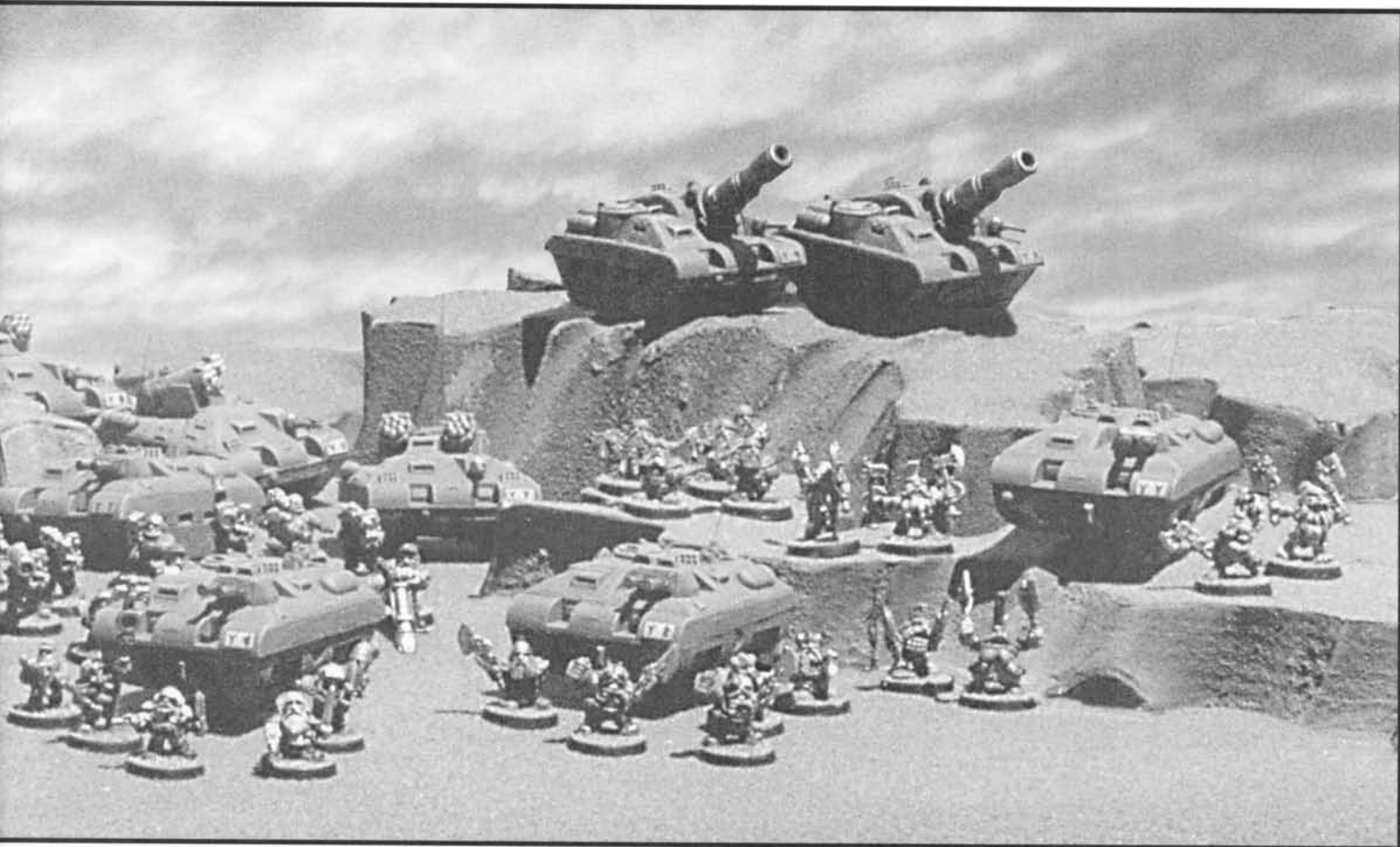
Troop Type	M	WS	BS	S	T	W	I	A	Ld
Standard Bearer	3	5	4	3	4	1	3	1	10

WEAPONS Las Pistol, Frag Grenades.

ARMOR Sealed Carapace armor (4+ save).

WARGEAR The Battle Standard may be given up to 1 Wargear card and may be given additional equipment chosen from the Armor, Transport, Assault Weapons, and Grenades sections of the Squat Brotherhood Wargear list.

SPECIAL Any Squat units that have a model within 12" of the Battle Standard may re-roll the dice if they fail a Break test.



A large Brotherhood army assembled for battle. On the left a Wolverine tank leads a platoon of Firestorm assault guns. In the center, batteries of support weapons watch over a recon bike squad leading a platoon of tracked Timber Wolf APCs and their dismounted troops. On the right, two long barreled versions of the Firestorm provide cover for a platoon of Typhoon missile support vehicles and a platoon of thrust jet versions of the Timber Wolf APC.

HEARTHGUARD HERO 40 Points Per Model

A Hearthguard Hero may be added to any Squat squad or may be an independent character. A Hearthguard Hero may be used as the army commander instead of the Warlord.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Hearthguard Hero	3	6	5	4	5	2	4	2	10

WEAPONS Las Pistol, Frag Grenades.

ARMOR Sealed Carapace armor (4+ save).

WARGEAR A Hearthguard Hero may be given up to 2 Wargear cards. Heartguard may be given additional equipment chosen from the Armor, Assault Weapons, Transport, Special Weapons and Grenades sections of the Squat Brotherhood Wargear list.

SPECIAL If a Hearthguard Hero is taken as the army commander, then any Squat Brotherhood units that have a model within 12" of him may use his Leadership when they take a Leadership test.

STRATEGY If a Hearthguard Hero is taken as the army commander, he has a Strategy Rating of 2.

HEARTHGUARD CHAMPION ... 23 Points Per Model

A single Hearthguard may be used as the army commander instead of the Warlord. A single Hearthguard may be added to any Brotherhood squad. Hearthguard Champions may also be used as a bodyguard squad for the Warlord made up of 3 or more Hearthguard Champion models.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Hearthguard Chp.	3	5	4	3	4	1	3	1	10

WEAPONS Las Pistol, Frag Grenades.

ARMOR Sealed Carapace armor (4+ save).

WARGEAR A Hearthguard Champion may be given up to 1 Wargear card and may be given additional equipment chosen from the Armor, Assault Weapons, Transport, Special Weapons and Grenades sections of the Squat Brotherhood Wargear list.

SPECIAL If a Hearthguard Champion is taken as the army commander, then any Squat Brotherhood units that have a model within 12" of him may use his Leadership when they take a Leadership test.

STRATEGY If a Hearthguard Champion is taken as the army commander, he has a Strategy Rating of 2.

SQUAT MEDIC 33 Points Per Model

Your Brotherhood army may include any number of Medics.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squat Medic	3	5	4	3	4	1	3	1	10

WEAPONS Las Pistol, Frag Grenades.

ARMOR Sealed Carapace armor (4+ save).

WARGEAR The Medic is equipped with a medi-pack and may be given up to 1 Wargear card. The Medic may be given additional equipment chosen from the Armor, Transport, Assault Weapons, Special Weapons and Grenades sections of the Squat Brotherhood Wargear list.

BERSERKER CHAMPIONS

Berserker Champion 27 Points Per Model

Berserker Master 44 Points Per Model

Berserker Lord 71 Points Per Model

If your Squat army includes Berserker squads, each Berserker squad may be accompanied by as many Berserker Champions as desired.

Berserker Champions must always accompany squads and may never be independent characters.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Berserker Champion	3	5	4	3	4	1	3	1	10
Berserker Master	3	6	5	4	5	2	4	2	10
Berserker Lord	3	7	6	4	5	3	5	3	10

WEAPONS Two Squat power axes.

ARMOR Rune Belt (5+ unmodified save).

WARGEAR The Berserker Champions may be given up to 2 Wargear Cards and may be given additional equipment chosen from the Assault Weapons section of the Squat Brotherhood Wargear list. Berserker Champions may not have any shooting weapons although they may throw axes.

SPECIAL Subject to *frenzy*. See special rules for Berserkers.

0-1 ANCESTOR LORD 200 Points

A Squat Brotherhood army may include one Ancestor Lord. The Ancestor Lord holds the wisdom of the ages and advises the Warlord during battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ancestor Lord	3	8	6	5	6	4	5	4	10

WEAPONS Las Pistol, Frag Grenades.

ARMOR Sealed Carapace armor (4+ save).

WARGEAR The Ancestor Lord may be given up to 3 Wargear Cards and may be given additional equipment chosen from the Armor, Assault Weapons, Special Weapons and Grenades sections of the Squat Wargear list.

SPECIAL The Ancestor Lord is a psyker with a mastery level of 4, and adds a D3 to the strategy rating of a Warlord. The Ancestor Lord may ride in a sidecar attached to any bike in the Brotherhood force.

ANCESTORS

Ancestor 49 Points Per Model

Ancestor Champion 85 Points Per Model

Ancestor Master 137 Points Per Model

Your Brotherhood army may include any number of Ancestors.

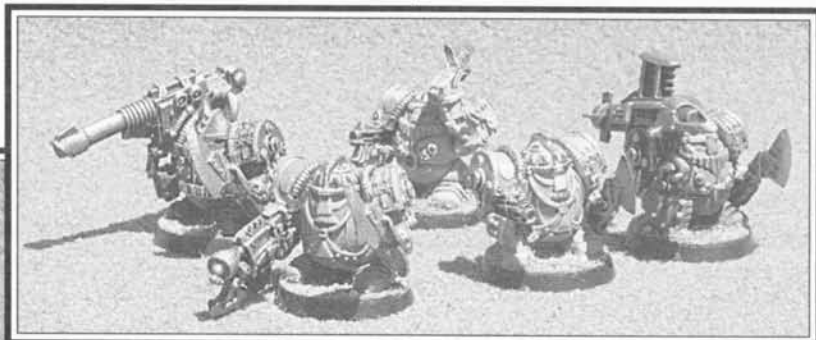
Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ancestor	3	5	3	3	5	1	3	1	9
Ancestor Champ.	3	6	4	4	5	2	3	2	9
Ancestor Master	3	7	5	4	5	3	4	3	9

WEAPONS Las Pistol, Frag Grenades.

ARMOR Sealed Carapace armor (4+ save).

WARGEAR Ancestors may be given up to 2 Wargear Cards and may be given additional equipment chosen from the Armor, Transport, Assault Weapons, Special Weapons and Grenades sections of the Squat Brotherhood Wargear list.

SPECIAL The Ancestor is a psyker with a mastery level of 1. The Ancestor Champion is a psyker with a mastery level of 2. The Ancestor Master is a psyker with a mastery level of 3. Ancestors may ride in a sidecar attached to any bike in the Brotherhood force.



Hearthguard squad in exo-armor with (L to R) lascannon, combi-flamer, bolt pistol, bolt pistol and missile launcher.

Brotherhood command with (L to R) Medic, Battle Standard, Warlord with combi-weapon, Ancestor and Hearthguard.

SQUADS

WARRIOR SQUADS 70 Points

Your Brotherhood army may include any number of Warrior squads.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squad Warrior	3	4	3	3	4	1	2	1	9

SQUAD A squad consists of 5 models.

WEAPONS Las Pistol, Frag Grenades.

ARMOR Mesh armor (5+ save).

WARGEAR Any models may have lasguns at a cost of 2 points or bolters at a cost of 3 points per model. The entire squad may be equipped with Krak grenades at a cost of 3 points per model. Any models may have weapons from the Assault Weapons, Special Weapons and/or the Heavy Weapons sections of the Wargear list.

BERSERKER SQUADS 115 Points

Your Brotherhood army may include any number of Berserker squads.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squad Champion	3	4	3	3	4	1	2	1	9

SQUAD A squad consists of 5 models.

WEAPONS Two Squat power axes.

ARMOR Rune Belt (5+ unmodified Save)

WARGEAR Any models may have axes at a cost of 1 point per axe.

SPECIAL Subject to *frenzy*. See special rules for Berserkers.

LONGBEARD SQUADS 140 Points

Your Brotherhood army may include one Longbeard Squad for every full 750 points in your Brotherhood army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squad Champion	3	5	4	3	4	1	3	1	10

SQUAD A squad consists of 5 models.

WEAPONS Las Pistol, Frag grenades.

ARMOR Power armor (3+ save).

WARGEAR Any models may have weapons from the Assault Weapons section of the Squad Brotherhood Wargear list. Any models may have lasguns at a cost of 2 points or bolters at a cost of 3 points per model. Two models may be given weapons from the Special Weapons list. The entire squad may be equipped with Krak grenades at a cost of 3 points per model.



A Warrior or Longbeard squad equipped as a close combat squad. Two figures are metal (power fist and power axe) and the others are from the old plastic Fantasy Regiments box set.

RECON SQUADS 70 Points

Your Brotherhood army may include one Recon squad for every full 750 points in your Brotherhood army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squad Recon	3	4	3	3	4	1	2	1	9

SQUAD A squad consists of 5 models.

WEAPONS Las Pistol, Frag Grenades.

ARMOR Mesh armor (5+ save).

WARGEAR Any models may have lasguns at a cost of 2 points, bolters at a cost of 3 points or needle sniper rifles at a cost of 10 points per model. One model may be given a weapon from the Special Weapons list, and one model may be equipped with a weapon from the Heavy Weapons list. The entire squad may be equipped with Krak grenades at a cost of 15 points.

All models in the squad may be equipped with Squat bikes for 15 points per model.

SPECIAL

Recon squads and any Hearthguard Champion (not wearing Exo-armor) that leads them, are allowed to infiltrate at the start of the battle. Recon squads mounted on bikes may not infiltrate.

SUPPORT

ALLIES

A Squat army may have allies from the Imperial Guard army lists.

WEAPONS TEAM 28 Points per Team

A Brotherhood army may have one weapon team per squad in the army.

A weapon team consist of two Squat warriors.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squad Warrior	3	4	3	3	4	1	2	1	9

WEAPONS Las Pistol, Frag Grenades.

ARMOR Mesh armor (5+ save).

WARGEAR Any models may have lasguns at a cost of 2 points or bolters at a cost of 3 points per model. Any model may have weapons from the Assault Weapons section of the Brotherhood Wargear list.

SUPPORT The weapon team must chose a weapon from the Support Weapons section of the Squad Brotherhood wargear list.

VEHICLE CREW Included in Vehicle Cost

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squad Warrior	3	4	3	3	4	1	2	1	9

WEAPONS Bolt Pistol, Frag Grenades.

ARMOR Mesh armor (5+ save).

SUPPORT The vehicle is purchased from the Vehicle section of the Squat Brotherhood wargear list.

SQUAT BROTHERHOOD WARGEAR LIST

ARMOR

One upgrade per model. May only be chosen for character models.

Upgrade to Power Armor (3+ save)	5 points
Upgrade to Exo-Armor (4+ save on 2D6)	27 points
(Bolt Pistol, Targeter and Squat Power Axe)	
Exo-Armor Right Arm Upgrades	
Upgrade Bolt Pistol to Bolter	1 point
Upgrade Bolt Pistol to Combi-Weapon	7 points
Upgrade Bolt Pistol to Squat Power Axe	5 points
Upgrade Bolt Pistol to Power Fist	8 points

ASSAULT WEAPONS

Any number per model.

Axe	1 point
Squat Power Axe	7 points
Power Fist	10 points
Bolt Pistol	2 points
Hand Flamer	5 points
Plasma Pistol	4 points
Sawn-off Shotgun	2 points

SPECIAL WEAPONS

One per model.

Flamer	7 points
Meltagun	6 points
Plasma Gun	6 points
Shotgun	2 points

HEAVY WEAPONS

One per model. May not be chosen for character models. All heavy weapons come with targeters.

Autocannon	19 points
Grenade Launcher with Frag and Krak grenades ..	15 points
Additional Grenade Launcher ammo	
Plasma Grenades	3 points
Heavy Bolter	11 points
Heavy Plasma Gun	30 points
Heavy Stub Gun	7 points
Lascannon	34 points
Missile Launcher with Frag and Krak missiles	34 points
Additional Missile Launcher ammo	
Plasma Missiles	5 points
Anti-Plant Missiles	5 points
Melta Missiles	5 points
Multimelta	50 points

GRENADES

Any Number per model. May only be chosen for character models.

Blind Grenades	2 points
Frag Grenades	2 points
Krak Grenades	3 points
Melta Bombs	5 points
Photon Flash	2 points
Plasma Grenades	3 points

SUPPORT WEAPONS

One item per crew. May not be chosen for character models. All support weapons come with targeters.

Mortar (See IG Codex for rules)	20 points
Mole Mortar	30 points
Multilaser	34 points
Rapier Laser Destroyer	34 points
Thudd Gun	23 points
Tarantulas	
Twin Autocannon	30 points
Twin Heavy Bolters	20 points
Twin Heavy Stub Guns	15 points
Twin Heavy Plasma Guns	40 points
Twin Lascannon	45 points
Single Multimelta	50 points

TRANSPORT

Squat Bike	15 points
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VEHICLES

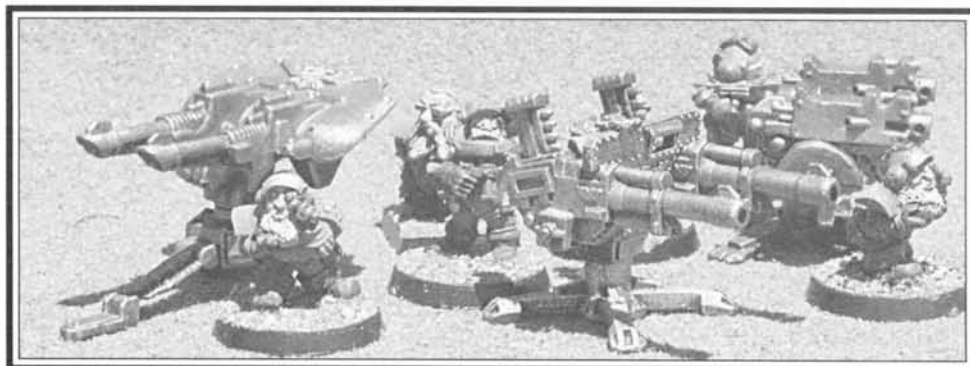
Squat Vehicles (no large target +1 to hit modifier)

Squat Timber Wolf APC	55 points
Squat Timber Wolf APC (Thrust Jet)	65 points
Squat Wolverine Tank	130 points
Squat Wolverine Tank (Thrust Jet)	140 points
Squat Firestorm Assault Gun	see datafax
Squat Firestorm Assault Gun (Thrust Jet)	see datafax
Squat Typhoon	100 points
Squat Typhoon (Thrust Jet)	110 points

Imperial Vehicles

Rhino	50 points
Predator	see datafax
Whirlwind	150 points
Chimera	140 points

Brotherhood Tarantula battery featuring a twin lascannon model from Space Crusade, twin autocannon and twin heavy bolters





Hearthguard squad with Ancestor on bikes, including one of the old exo-armor bikes with a Squat in power armor (Adeptus Mechanicus figure), a good use of the bike now that exo-armor models can not ride bikes.

Berserker squad with Berserker Champion. Models are Citadel/ Maurader Slayer models with Ork and Marine plastic power axes added.

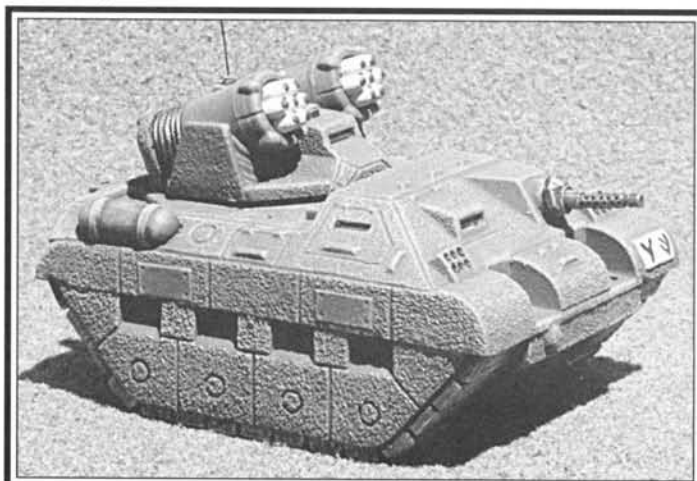


Warrior squad equipped as a tactical squad. Figures are from the old plastic Fantasy Regiments box set.

Squat Wolverine Tank with gun made from a Chaos dreadnought heavy plasma gun



Squat Typhoon Missile Launcher





SQUAT ENGINEER GUILD ARMY LIST

ARMY SELECTION

Characters: 50% Up to half of the points value of the army may be chosen from the Characters section of the army list.
 Squads: 25%+ At least a quarter of the points value of the army must be chosen from the Squads section of the army list.
 Support: 50% Up to one half of the points value of the army may be chosen from the Support section of the army list.

CHARACTERS

0-1 ENGINEER GUILDLORD72 Points

The Guildlord is the highest ranking Guild character to appear on the battlefield.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guildmaster	3	7	6	4	5	3	5	3	10

WEAPONS Las Pistol, Frag grenades

ARMOR Power armor (3+ save).

WARGEAR The Guildlord may be given up to 3 Wargear Cards and may be given additional equipment chosen from the Armor, Transport, Assault Weapons, Special Weapons, Guild Weapons, Grenades sections of the Squat Guild wargear list.

SPECIAL If the Guildlord is taken as the army commander, then any Squat Brotherhood units that have a model within 12" of him may use his Leadership when they take a Leadership test.

STRATEGY If a Guildlord is taken as the army commander, he has a Strategy Rating of 2.

0-1 BATTLE STANDARD 43 Points

The Squat Guild army may include one Battle Standard.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Standard Bearer	3	5	4	3	4	1	3	1	10

WEAPONS Las Pistol, Frag Grenades.

ARMOR Sealed carapace armor (4+ save).

WARGEAR The Battle Standard may be given up to 1 Wargear card and may be given additional equipment chosen from the Armor, Transport, Assault Weapons, and Grenades sections of the Squat Guild Wargear list.

SPECIAL Any Squat units that have a model within 12" of the Battle Standard may re-roll the dice if they fail a Break test.

ENGINEER GUILDMASTERS 40 Points Per Model

A Guildmaster may be used as the army General instead of the Guildlord. The Guildmasters are the technicians and scientists responsible for the manufacture of the Squat weapons of war. They also train the other Guild troopers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guildmaster	3	6	5	4	5	2	4	2	10

WEAPONS Las Pistol, Frag Grenades.

ARMOR Sealed Carapace armor (4+ save).

WARGEAR A Guildmaster may be given up to 2 Wargear card and may be given additional equipment chosen from the Armor, Transport, Assault Weapons, Special Weapons, and Grenades sections of the Squat Guild Wargear list.

SPECIAL If a Guildmaster is taken as the army commander, then any Squat Brotherhood units that have a model within 12" of him may use his Leadership when they take a Leadership test.

STRATEGY If a Guildmaster is taken as the army commander, he has a Strategy Rating of 2.

GUILD MEDIC 33 Points Per Model

Your Guild army may include any number of Medics.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squat Medic	3	5	4	3	4	1	3	1	10

WEAPONS Las Pistol, Frag Grenades.

ARMOR Sealed Carapace armor (4+ save).

WARGEAR The Medic has a medi-pack and may be given up to Wargear card. The Medic may be given additional equipment chosen from the Armor, Transport, Assault Weapons, Special Weapons and Grenades sections of the Squat Brotherhood Wargear list.

0-1 GUILD ANCESTOR LORD 200 Points

A Guild army may include one Ancestor Lord. The Ancestor Lord holds the wisdom of the ages and advises the Guild command during battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ancestor Lord	3	8	6	5	6	4	5	4	10

WEAPONS Las Pistol, Frag Grenades.

ARMOR Sealed Carapace armor (4+ save).

WARGEAR The Ancestor Lord may be given up to 3 Wargear Cards and may be given additional equipment chosen from the Armor, Assault Weapons, Special Weapons and Grenades sections of the Squat Wargear list.

SPECIAL The Ancestor Lord is a psyker with a mastery level of 4, and adds a D3 to the strategy rating of a Guildlord. The Ancestor Lord may ride in a sidecar attached to any bike in the Guild force.

GUILD ANCESTORS

Ancestor 49 Points Per Model

Ancestor Champion 85 Points Per Model

Ancestor Master 138 Points Per Model

Your Guild army may include any number of Ancestors.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ancestor	3	5	3	3	5	1	3	1	9
Ancestor Champ.	3	6	4	4	5	2	3	2	9
Ancestor Master	3	7	5	4	5	3	4	3	9

WEAPONS Las Pistol, Frag Grenades.

ARMOR Sealed Carapace armor (4+ save).

WARGEAR Ancestors may be given up to 2 Wargear Cards and may be given additional equipment chosen from the Armor, Assault Weapons, Special Weapons and Grenades sections of the Squat Wargear list.

SPECIAL The Ancestor is a psyker with a mastery level of 1. The Ancestor Champion is a psyker with a mastery level of 2. The Ancestor Master is a psyker with a mastery level of 3. Ancestors may ride in a sidecar attached to any bike in the Guild force.



Engineer Guild command troops (L to R): Guildmaster in exo-armor with autocannon, Guildmaster with graviton gun, Guildmaster on bike with Ancestor, Guildlord with power fist and power axe, Guildmaster in exo-armor with heavy bolter.

ENGINEER GUILD SQUADS

GUILD BIKE SQUADS.....145 Points

Your Guild army may include any number of Guild Bike Squads.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squat Warrior	3	4	3	3	4	1	2	1	9

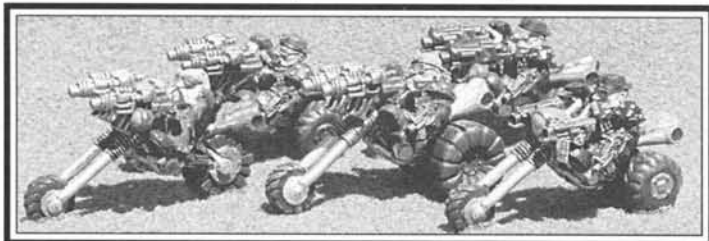
SQUAD A squad consists of 5 models.

WEAPONS Las Pistol, Frag Grenades.

ARMOR Mesh armor (5+ save).

WARGEAR Any model may be given additional equipment chosen from the Assault Weapons and Special Weapons sections of the Squad Guild Wargear list. The entire squad may be equipped with Krak grenades at a cost of 15 points.

SUPPORT The entire squad is mounted on Squat Warbikes.



CHROME SQUAD 34 Points Per Model

Your Guild army may include up to one of Chrome squad per 1500 points (fractions round up).

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squat Champion	3	5	4	3	4	1	3	1	10

SQUAD A squad consists of between 4 and 7 models.

WEAPONS Las Pistol, Frag Grenades.

ARMOR Mesh armor (5+ save).

WARGEAR Any model may be given additional equipment chosen from the Assault and Special Weapons sections of the Squad Guild Wargear list.

SUPPORT Chrome squads ride Squat bikes.

SPECIAL Chrome bikers get one free Skid Turn per movement phase.

DEMOLITION SQUAD 23 Points Per Model

Your Guild army may include up to one Demolition squad per 2000 points (fractions round up).

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squat Champion	3	5	4	3	4	1	3	1	10

SQUAD A squad consists of between 4 and 7 models.

WEAPONS Laspistol, Frag Grenades.

ARMOR Sealed Carapace armor (4+ save).

WARGEAR Any models may have lasguns at a cost of 2 points or bolters at a cost of 3 points per model. Any model may be given additional equipment chosen from the Armor, Assault Weapons, Special Weapons, Demolition Weapons and Grenades sections of the Guild Wargear list.

SUPPORT The entire squad may be mounted on Squat Warbikes for 15 points per model, unless wearing Exo-armor.

DIAMOND SQUAD68 Points Per Model

Your Guild army may include up to one Diamond Squad per 1500 points (fractions round up).

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squat Champion	3	5	4	3	4	1	3	1	10

SQUAD A squad consists of between 3 and 5 models.

WEAPONS Graviton Gun, Las Pistol, Frag Grenades.

ARMOR Power armor (3+ save).

RUBY SQUAD 40 Points Per Model

Your Guild army may include up to one of Ruby squad per 1500 points (fractions round up).

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squat Champion	3	5	4	3	4	1	3	1	10

SQUAD A squad consists of between 3 and 5 models.

WEAPONS Neo-Plasma Gun, laspistol, Frag Grenades.

ARMOR Sealed carapace armor (4+ save).

IRON SQUAD36 Points Per Model

Your Guild army may include up to one of Iron squad per 1500 points (fractions round up).

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squat Champion	3	5	4	3	4	1	3	1	10

SQUAD A squad consists of between 4 and 7 models.

WEAPONS Chaincutter, laspistol, Frag Grenades.

ARMOR Power armor (3+ save).

LIGHTNING HAMMER SQUAD 30 Points Per Model

Your Guild army may include up to one of Lightning squad per 1500 points (fractions round up).

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squat Champion	3	5	4	3	4	1	3	1	10

SQUAD A squad consists of between 4 and 7 models.

WEAPONS Lightning Hammer, Frag Grenades.

ARMOR Mesh armor (5+ save).

GUILD APPRENTICE SQUAD13 Points Per Model

Your Guild army may include any number of Apprentice Squads.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squat Warrior	3	4	3	3	4	1	2	1	8

SQUAD A squad consists of between 5 and 10 models.

WEAPONS Las Pistol, Frag Grenades.

ARMOR Mesh armor (5+ save).

WARGEAR Any models may have lasguns at a cost of 2 points or bolters at a cost of 3 points per model. Any model may be given additional equipment chosen from the Assault Weapons section of the Guild Wargear list. One model may be given a weapon from the Special Weapons list.

SUPPORT

WEAPONS TRIKE 35 Points

The heavy weapons trike consists of the trike and 2 crew.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squat Warrior	3	4	3	3	4	1	2	1	9

WEAPONS Las Pistol, Frag Grenades.

ARMOR Mesh armor (5+ save).

WARGEAR Any model may be given additional equipment chosen from the Assault Weapons sections of the Squat Guild Wargear list.

SUPPORT The crew rides a Squat weapon trike. One weapon must be chosen from the Guild Bike Weapons list.

ALLIES

A Squat Guild army may have allies from the Imperial Guard army lists.

VEHICLE CREW included in vehicle cost

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Squat Warrior	3	4	3	3	4	1	2	1	9

WEAPONS Bolt Pistol, Frag Grenades.

ARMOR Mesh armor (5+ save).

SUPPORT The vehicle is purchased from the vehicle section of the Squat Guild Wargear list.

SQUAT ENGINEER GUILD WARGEAR LIST

ARMOR

One upgrade per model. May only be chosen for models indicated in the lists.

- Upgrade to Power Armor (3+ save) 5 points
- Upgrade to Exo-Armor (4+ save on 2D6) 27 points
- (Bolt Pistol, Targeter and Squat Power Axe)
- Exo-Armor Right Arm Upgrades
- Upgrade Bolt Pistol to Bolter 1 point
- Upgrade Bolt Pistol to Combi-Weapon 7 points
- Upgrade Bolt Pistol to Squat Power Axe 5 points
- Upgrade Bolt Pistol to Power Fist 8 points

ASSUALT WEAPONS

Any number per model.

- Axe 1 point
- Squat Power Axe 7 points
- Power Fist 10 points
- Bolt Pistol 2 points
- Hand Flamer 5 points
- Plasma Pistol 4 points
- Sawn-off Shotgun 2 points

DEMOLITION WEAPONS

One per model except for Standard Demo Charges.

- Lascutter 20 points
- Standard Demo Charge 7 points
- Heavy Demo Charge (1) 8 points
- Heavy Flamer 25 points

SPECIAL WEAPONS

One per model.

- Flamer 7 points
- Meltagun 6 points
- Plasma Gun 6 points
- Shotgun 2 points

GRENADES

Any Number per model. May only be chosen for models indicated in the lists.

- Blind Grenades 2 points
- Frag Grenades 2 points
- Krak Grenades 3 points

- Melta Bombs 5 points
- Photon Flash 2 points
- Plasma Grenades 3 points

GUILD WEAPONS

One item per Guildlord or Guildmaster.

- Neo-Plasma Gun 12 points
- Chaincutter 15 points
- Lightning Hammer 12 points

GUILD TRIKE WEAPONS

One per Guild weapons trike. All trike weapons come with targeters.

- Autocannon 19 points
- Grenade Launcher with Frag and Krak grenades .. 15 points
- Additional Grenade Launcher ammo:
- Plasma Grenades 3 points
- Heavy Bolter 11 points
- Heavy Plasma Gun 30 points
- Heavy Stub Gun 7 points
- Lascannon 34 points
- Missile Launcher with Frag and Krak missiles 34 points
- Additional Missile Launcher ammo:
- Plasma Missiles 5 points
- Anti Plant Missiles 5 points
- Melta Missiles 5 points
- Multimelta 50 points
- Twin Autocannon 30 points
- Twin Heavy Bolters 20 points
- Twin Heavy Stubbers 15 points

TRANSPORT

- Squat Bike 15 points

VEHICLES

Squat Vehicles (no large target +1 to hit modifier)

- Squat Timber Wolf APC 55 points
- Squat Timber Wolf APC (Thrust Jet) 65 points
- Squat Wolverine Tank 130 points
- Squat Wolverine Tank (Thrust Jet) 140 points

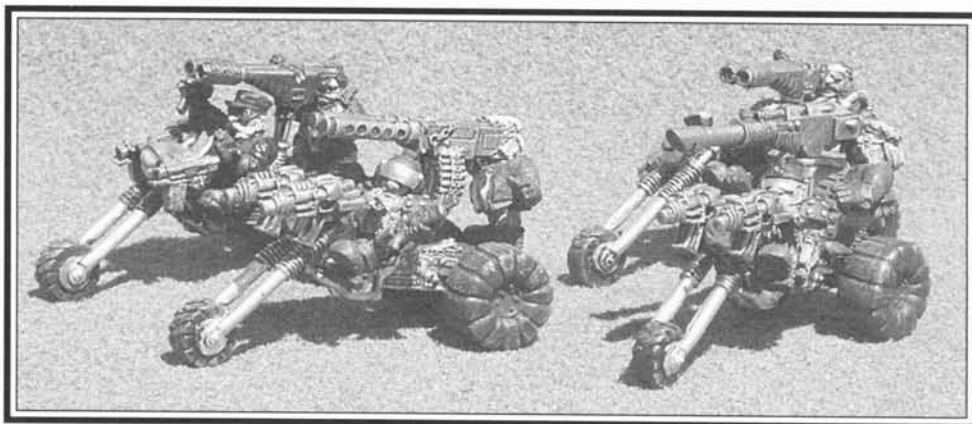
Imperial Vehicles

- Rhino 50 points
- Chimera 140 points



Squat Demolition squad on bikes carrying the tools of the trade.

Guild weapons trikes with multi-melta, lascannon (ex-Eldar piece) and twin heavy stub guns (from Necromunda).



SQUAT ARMY LIST DESIGN NOTES

Welcome to the Inquisitor Squat army list. It is our attempt to bring the Squats more into line with current army Codexes. The Black Codex Squat list was extremely basic and not much fun. This list is considerably more detailed and has some fun stuff!

When designing army lists, we have to be a bit more conservative than Games Workshop might be with the same army list. Because the folks at the Design Studio are the gods of the 40K universe, anything they do will be taken as a law, whereas anything we do relies on the acceptance of a broad base of players to become effective. If we do all kinds of silly things to an army list, not enough players will find the list useful to make it worthwhile.

In the original Squat army list in White Dwarf 111, the Squats were divided into two separate armies; a Brotherhood army list and a Guild Engineer army list. A player could field a Brotherhood army, a Guild army or a Brotherhood army with a Guild Expeditionary Force (complete Guild subarmy). We have continued the idea of two completely separate armies in this army list, although it is a bit easier to field a Brotherhood or Guild contingent now because lower levels of characters can be used as army commanders.

In some ways the differences between the two Squat army lists can be compared to the differences between the Imperial Guard and Space Marine armies, the Guard and Brotherhood armies being the slower armies with lots of support and the Space Marine and Guild Engineer armies being the fast strike forces with elite troops.

One of the problems with the Squats is the conflict between their relatively high WS and their slow movement of 3". How do they get into HTH combat to use the good WS? This list relies on relatively cheap APCs to get the Squats into combat.

This army list allows Squats to be played as a 'sit back and shoot' army but also allows them to take it straight to the enemy if a player desires.

The other main feature of this army list is the wide range of weapons available to the Squats and the flexibility with which the squads can be equipped with that wide range of weapons.

In addition to using the standard Imperial STC templates, we suspect that Squats might develop their own vehicle designs that are not based on design decisions for fitting overly large (human) troops into the vehicles. Crew/passenger height is a major factor in designing armored vehicles, so Squats would be able to design armored vehicles that are much shorter and less noticable (read targetable) than Human, Ork or Eldar designs. (Soviet tank crewmen were required to be 5'-4" or shorter to fit into the cramped quarters of late Soviet tanks that had a much lower profile than similar western tanks.)

To this end, we have added a number of Squat designed vehicles to the list. These Squat vehicles may seem cheap in points costs, but consider that they carry far fewer weapons than comparable Imperial vehicles, carry less troops, tend to be fairly slow and have a low combat speed, making them fairly inaccurate at speeds over 14".

The Squat vehicles shown in the article are Nexus Marine vehicles from the Kryomek game system currently marketed in the US by Simtac. These vehicles are a bit small for the 28mm Marines in the Kryomek game or in 40K, but are the perfect size for 40K squats.

Enjoy,

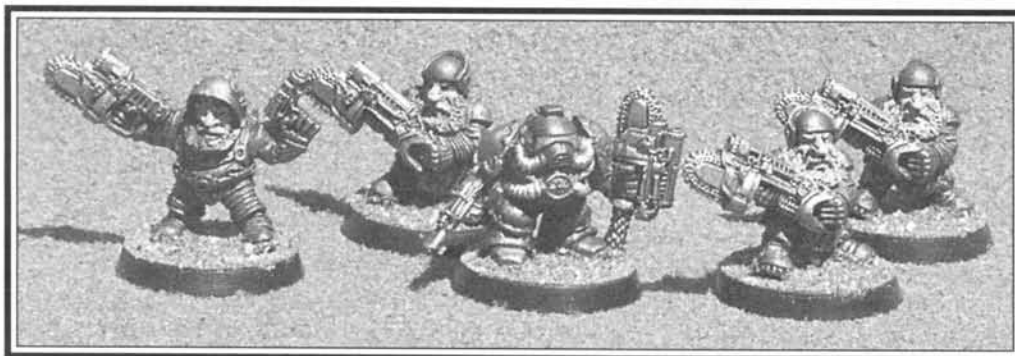
Alan and Tim



Modeling Notes: A number of the conversions for the Guild squads are based on models shown in White Dwarf 100, page 18, the models numbered 10 and 17 (referred to as model 10 and model 17 in the descriptions below). These Bob Olley/Iron Claw Miniatures models do not seem to show up in any of the Games Workshop catalogs, although there seem to be a quite a few of them out there, given that I have about ten of each of them of them from various sources.

Diamond squad models are based on models 071010/23 and 071010/26 with the guns from model 10. Diamond squad clothing and armor is painted to resemble metal so that they look like they are wearing power armor. Paint is white with a thin blue ink wash, drybrushed with silver.

Ruby squad models are 071010/5, model 17 with Ork plasma gun, model 10 with Ork plasma gun and model 071016/29.



Three of the Iron squad models are model 17. One is 071010/23 and one is 072117/45 (Adeptus Mechanicus), with weapons from model 17. Much of their clothing and armor is painted to resemble metal so it looks like they are wearing power armor.

Lightning Hammer squad models are older models from the Citadel Fantasy Dwarf range. Much of their clothing and armor is painted to resemble metal so that they look a little less archaic.



Guild Chrome squad with close combat weapons, ready for slicing and dicing.

EXO-ARMOR HEAVY FLAMER 25 Points

Upgrade the exo-armor bolt pistol to a heavy flamer. When mounted on exo-armor the heavy flamer causes no encumbrance in HTH combat.

SQUAT EXO-ARMOR ONLY
AVAILABILITY: RARE

(Only one allowed in any Squat army, including a combined Brotherhood and Guild army)

EXO-ARMOR LASCANNON 45 Points

Upgrade the exo-armor bolt pistol to a lascannon. When mounted on exo-armor the lascannon becomes a move and fire weapon and causes no encumbrance in HTH combat.

SQUAT EXO-ARMOR ONLY
AVAILABILITY: RARE

(Only one allowed in any Squat army, including a combined Brotherhood and Guild army)

EXO-ARMOR HEAVY PLASMA GUN 40 Points

Upgrade the exo-armor bolt pistol to a heavy plasma gun. When mounted on exo-armor the heavy plasma gun becomes a move and fire weapon and causes no encumbrance in HTH combat.

SQUAT EXO-ARMOR ONLY
AVAILABILITY: RARE

(Only one allowed in any Squat army, including a combined Brotherhood and Guild army)

EXO-ARMOR HEAVY BOLTER 15 Points

Upgrade the exo-armor bolt pistol to a heavy bolter. When mounted on exo-armor the heavy bolter becomes a move and fire weapon and causes no encumbrance in HTH combat.

SQUAT EXO-ARMOR ONLY
AVAILABILITY: RARE

(Only one allowed in any Squat army, including a combined Brotherhood and Guild army)



Illustration by Joel Phillips

EXO-ARMOR MISSILE LAUNCHER 45 Points

Upgrade the exo-armor bolt pistol to a missile launcher loaded with frag and krak missiles only. When mounted on exo-armor the missile launcher becomes a move and fire weapon and causes no encumbrance in HTH combat.

SQUAT EXO-ARMOR ONLY
AVAILABILITY: RARE

(Only one allowed in any Squat army, including a combined Brotherhood and Guild army)

EXO-ARMOR GRENADE LAUNCHER 45 Points

Upgrade the exo-armor bolt pistol to a grenade launcher loaded with frag and krak grenades only. When mounted on exo-armor the grenade launcher becomes a move and fire weapon and causes no encumbrance in HTH combat.

SQUAT EXO-ARMOR ONLY
AVAILABILITY: RARE

(Only one allowed in any Squat army, including a combined Brotherhood and Guild army)

SQUAT TIMBER WOLF APC

VEHICLE DATA

TRACKED MOVEMENT:

Slow Combat Fast
8" 14" 20"

Type: Tracked

THRUST JET MOVEMENT:

Slow Combat Fast
8" 14" 25"

Type: Thrust Jet

RAM VALUE:

Strength 8
Damage D12
Save -5

CREW:

1 Squat Driver, 1 Squat Gunner

TRANSPORT:

Six Squats.

WEAPONS:

Two linked heavy stub guns mounted in the turret with a targeter and a 90° field of fire to the front and a 90° field of fire to the left side. The Timber Wolf may also be fitted with a set of auto-launchers carrying frag or blind grenades (+5 points).

WEAPON DATA

Weapon	Range		To Hit		Save	Armor	
	Sh.	Long	Sh.	Long		Dam.	Mod. Pen.
Heavy Stub Gun	0-20	20-40	-	-	4	1	-1
						D6+4	
							Special
							Sust. Fire 4D

POINTS COST: 55 Points (Tracked)
POINTS COST: 65 Points (Thrust Jet)

TIMBER WOLF DAMAGE TABLES

D6	Location	Armor	
		Front	Side/Rear
1	Tracks/Thrust Jets	16	16
2-5	Hull	21	18
6	Heavy Stub Guns	20	20

Track/Thrust Jet Damage Table

- D6**
- The tracks/thrust jets are damaged but keep running. The Timber Wolf may only move at slow speed for the rest of the game.
 - The tracks/thrust jets are destroyed. The Timber Wolf moves out of control next turn and then comes to a permanent halt for the rest of the battle.
 - A track is blown off/thrust jet is destroyed and the resulting damage causes the Timber Wolf to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6 with no armor save allowed. Surviving models may dismount using the normal rules.

Hull Damage Table

- D6**
- The driver is killed. Unless his position is taken over the Timber Wolf will move out of control for the rest of the game.
 - A fiery explosion tears through the crew/passenger compartment. Roll a D6 for each model on board. On a roll of 4, 5 or 6 they are hit and killed with no armor save allowed.
 - The Timber Wolf's engine explodes, killing everybody on board with no armor save allowed. The vehicle is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
 - A spark ignites the Timber Wolf's fuel tank and it bursts into flames, killing everybody on board with no armor save allowed. The flaming wreck moves out of control next turn and then explodes. The any models within 3" of the vehicle suffer a hit exactly as if hit by a heavy flamer.
 - The Timber Wolf's ammunition explodes. The Timber Wolf is destroyed and any models within 3" of the center of the tank suffer D6 Strength 10 hits with a -3 saving throw modifier.

Heavy Stub Gun Damage Table

- D6**
- The twin heavy stub guns are damaged and may only be fired if you first roll a 4 or more on a D6.
 - The twin heavy stub guns are destroyed and the weapon may not fire for the rest of the game.
 - The twin heavy stub guns are destroyed as above, but the explosion causes a flashback to the hull causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this has.

SQUAT WOLVERINETANK

SQUAT WOLVERINE TANK

VEHICLE DATA

TRACKED MOVEMENT

Slow Combat Fast
8" 14" 20"

Tank: Tracked

THRUST JET MOVEMENT

Slow Combat Fast
8" 14" 25"

Tank: Thrust Jet

RAM VALUE:

Strength: 8, Damage: D12, Save: -5

CREW:

1 Squat Driver, 2 Squat Gunners

WEAPONS:

Turret mounted Squat Heavy Neo-Plasma Gun with targeter and a 360° field of fire. In the hull: One heavy stub gun with a targeter and a 90° arc of fire to the front. The heavy stub gun may be upgraded to a heavy bolter for 5 points. The Wolverine may also be fitted with a set of auto-launchers carrying frag or blind grenades (+5 points).

WEAPON DATA

Weapon	Range	To Hit	Save	Armor
	Sh. Long Sh. Long	Str. Dam.Mod. Pen.		Special
Squat HPG Max.	0-20 20-72	- - 10	D10 -6	D6+D10+10 1.5" Blast
Squat HPG	0-20 20-72	- - 7	D6 -2	D6+7 1.5" Blast
Heavy Stub Gun	0-20 20-40	- - 4	1 -1	D6+4 Sust. Fire 2D
Heavy Bolter	0-20 20-40	- - 5	D4 -2	D4+D6+5 Sust. Fire 2D

POINTS COST: 130 Points (Tracked)
POINTS COST: 140 Points (Thrust Jet)



WOLVERINE DAMAGE TABLES

D6	Location	Armor	
1	Tracks/Thrust Jets	Front	Side/Rear
2-4	Hull	22	21
5-6	Turret	23	21

D6 Track/Thrust Jet Damage Table

- The tracks/thrust jets are damaged but keep running. The Wolverine may only move at Slow speed for the rest of the game.
- 5 The tracks/thrust jets are destroyed. The Wolverine moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 6 A track is blown off/thrust jets are destroyed and the resulting damage causes the Wolverine to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6 with no armor save allowed. Surviving models may dismount using the normal rules.

D6 Hull Damage Table

- The driver is hit and killed with no armor save. The Wolverine will move out of control until another model takes over.
- 4 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4, 5 or 6 they are hit and killed with no armor save allowed.
- 5 The Wolverine's engine explodes, killing everybody on board with no armor save allowed. The Wolverine is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- 6 A spark ignites the Wolverine's fuel tank and it bursts into flames, killing everybody on board with no armor save allowed. The Wolverine is destroyed and any models within 3" of the Wolverine suffer D6 Strength 10 hits with a -3 saving throw modifier.

D6 Turret Damage Table

- The HPG in the turret is damaged and may only be fired if you first roll a 4 or more on a D6.
- The turret is jammed and may no longer rotate. HPG may only fire in a straight line at targets that are directly in front of it.
- The gunner is killed with no armor save allowed. Unless the position is taken over by another crew member, the HPG may no longer be fired.
- 4-6 The ammunition stored in the turret explodes and the Wolverine is destroyed. All the crew are killed with no armor save allowed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes D6 strength 9 hits with a -6 saving throw.

SQUAT FIRESTORM ASSAULT GUN

SQUAT FIRESTORM ASSAULT GUN

VEHICLE DATA

TRACKED MOVEMENT

Slow Combat Fast
8" 14" 20"

SP Gun: Tracked

THRUST JET MOVEMENT

Slow Combat Fast
8" 14" 25"

SP Gun: Thrust Jet

RAM VALUE:

Strength: 8, Damage: D12, Save: -5

CREW:

1 Squat Driver, 2 Squat Gunners

WEAPONS:

One assault battlecannon with targeter and a 45° field of fire to the front. You may replace the assault battlecannon with a **Battlecannon** for 25 points or a **Demolisher** for 40 points (Use rules in Imperial Guard Codex). In the hull: one **heavy stub gun** with targeter and a 90° field of fire to the front. The **heavy stub gun** may be upgraded to a heavy bolter for 5 points. The Firestorm may also be fitted with a set of auto-launchers carrying frag or blind grenades (+5 points).

WEAPON DATA

Weapon	Range		To Hit		Save	Armor		Special
	Sh.	Long	Sh.	Long		Str.	Dam.Mod.	
Assault Battlecannon	0-18	18-36	-	-	8	D6	-3	3D6+8 2" Blast
Battlecannon	0-20	20-72	-	-	8	D6	-3	3D6+8 2" Blast
Demolisher	0-12	12-24	-	-	10	D6	-3	3D6+10 3" Blast, M or F
Heavy Stub Gun	0-20	20-40	-	-	4	1	-1	D6+4 Sust. Fire 2D
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D4+D6+5 Sust. Fire 2D

POINTS COST: 100 Points (Tracked)

POINTS COST: 110 Points (Thrust Jet)

FIRESTORM DAMAGE TABLES

D6	Location	Armor	
		Front	Side/Rear
1	Tracks/Thrust Jets	17	17
2-5	Hull	23	18
6	Main Weapon	20	20

Track/Thrust Jet Damage Table

- D6**
- The tracks/thrust jets are damaged but keep running. The Firestorm may only move at Slow speed for the rest of the game.
 - The tracks/thrust jets are destroyed. The Firestorm moves out of control next turn and then comes to a permanent halt for the rest of the battle.
 - A track is blown off/thrust jets are destroyed and the resulting damage causes the Firestorm to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6 with no armor save allowed. Surviving models may dismount using the normal rules.

Hull Damage Table

- D6**
- The driver is hit and killed with no armor save. The Firestorm will move out of control until another model takes over.
 - A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4, 5 or 6 they are hit and killed with no armor save allowed.
 - The Firestorm's engine explodes, killing everybody on board with no armor save allowed. The Firestorm is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
 - A spark ignites the Firestorm's fuel tank and it bursts into flames, killing everybody on board with no armor save allowed. The Firestorm is destroyed and any models within 3" of the vehicle suffer D6 Strength 10 hits with a -3 saving throw modifier.

Main Weapon Damage Table

- D6**
- The main weapon is damaged and may only be fired if you first roll a 4 or more on a D6. The main weapon is destroyed and may not fire for the rest of the game.
 - The main weapon is destroyed as above, but the explosion causes a flashback to the hull causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this has.

SQUAT TYPHOON ROCKET LAUNCHER

SQUAT TYPHOON

VEHICLE DATA

TRACKED MOVEMENT

Slow Combat Fast
8" 14" 20"

SP Gun: Tracked

THRUST JET MOVEMENT

Slow Combat Fast
8" 14" 25"

SP Gun: Thrust Jet

CREW:

1 Squat Driver, 2 Squat Gunners

RAM VALUE:

Strength: 8, Damage: D12, Save: -5

WEAPONS:

Turret mounted Whirlwind multi-launcher with targeter and a 360° field of fire. See rules in the Ultramarine or Angels of Death Codexes for use of this weapon. In the hull: one heavy stub gun with a targeter and a 90° arc of fire to the front. The heavy stub gun may be upgraded to a heavy bolter for 5 points. The Typhoon may also be fitted with a set of auto-launchers carrying frag or blind grenades (+5 points).

WEAPON DATA

Weapon	Range		To Hit		Str.	Dam.	Mod.	Save	Armor Pen.	Special
	Sh.	Long	Sh.	Long						
Whirlwind	0-20	20-72	-	-	5	D4	-2	D6+D4+5		3" Blast
Heavy Stub Gun	0-20	20-40	-	-	4	1	-1	D6+4		Sust. Fire 2D
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D4+D6+5		Sust. Fire 2D

POINTS COST: 100 Points (Tracked)
POINTS COST: 110 Points (Thrust Jet)

TYPHOON DAMAGE TABLES

D6	Location	Armor
	Front	Side/Rear
1	Tracks/Thrust Jets	16
2-4	Hull	20
5-6	Launcher	18

Track/Thrust Jet Damage Table

- D6
- The tracks/thrust jets are damaged but keep running. The Typhoon may only move at Slow speed for the rest of the game.
 - 5 The tracks/thrust jets are destroyed. The Typhoon moves out of control next turn and then comes to a permanent halt for the rest of the battle.
 - 6 A track is blown off/thrust jet is destroyed and the resulting damage causes the Typhoon to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6 with no armor save allowed. Surviving models may dismount using the normal rules.

Hull Damage Table

- D6
- The driver is hit and killed with no armor save. The Typhoon will move out of control until another model takes over.
 - 2-4 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4, 5 or 6 they are hit and killed with no armor save allowed.
 - 5 The Typhoon's engine explodes, killing everybody on board with no armor save allowed. The Typhoon is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
 - 6 A spark ignites the Typhoon's fuel tank and it bursts into flames, killing everybody on board with no armor save allowed. The Typhoon is destroyed and any models within 3" of the Typhoon suffer D6 Strength 10 hits with a -3 saving throw modifier.

Launcher Damage Table

- D6
- The Whirlwind is damaged and may only be fired if you first roll a 4 or more on a D6.
 - The turret is jammed and may no longer rotate. The Whirlwind may only fire in a straight line at targets that are directly in front of it.
 - The Whirlwind gunner is killed with no armor save allowed. Unless the position is taken over by another crew member, the Whirlwind may no longer be fired.
 - 4-6 The ammunition in the turret explodes and the Typhoon is destroyed. All the crew are killed with no armor save allowed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes D6 strength 9 hits with a -6 saving throw.

TITAN DATAFAXES AND RULES

Tim DuPertuis and Lots Of Playtesters

At long last the datafaxes and rules for the Warhound, Reaver, Revenant and Phantom Titans are finished (still have a ways to go on the Gargant however), so get those models painted and out on the battlefield!

ADDING TITANS TO YOUR ARMIES

Titans are purchased as allies out of the support section of an army list up to a maximum of 25% of your army. Titans are not really appropriate for 1500 point games after all! As a second option, determine before the game the maximum number of points are available for Titan purchases for each side.

Titan purchases are be considered as coming from a special section of the support section of the army list and both players should have the same amount of points available for Titan purchases. Imperial Titans are considered as coming from the Imperial Guard army list, so are allies in a Space Marine army. Since Titans are optional vehicles in the 40K system, all players need to know well before armies are selected that points will be available for purchasing Titans.

VICTORY POINTS

The *Dark Millenium* Victory Points Table-Vehicles is simply extended instead of ending at 400 points to get VP for Titans.

Titan Cost	Damaged	Destroyed or Disabled
401-500	3 victory points	3 victory points
501-600	3 victory points	4 victory points
601-700	4 victory points	4 victory points
701-800	4 victory points	5 victory points
801-900	5 victory points	5 victory points
901-1000	5 victory points	6 victory points
1001-1100	6 victory points	6 victory points

TITAN MOVEMENT

Titans may move up to the movement stat on the datafax. Titans do **not** run at double rate and do **not** charge at double rate. However, Titans only need to declare a charge in order to engage another Titan, not stomp other things as they move (see stomp rules below).

Titans must move in a straight line in the direction their legs are facing. If they need to change direction during their movement, each turn of up to 45 degrees costs 3" of their movement. This 3" still counts as movement for speed modifiers. Very agile Titans such as the Warhound and Revenant get one additional free 45 degree turn at the start and at the end of their moves as described on the datafaxes.

Low hills and broken or difficult ground have no effect on a Titan's move. Titans can step over objects as tall as their knees, but not taller. Woods are very difficult ground. Buildings and marsh are impassable. Titans may make stomp attacks on buildings one 4" x4" section at a time in an attempt to clear a passage to walk through. (see stomp rules below).

TITAN DEPLOYMENT

Titans deploy before all other troops, starting with all Titans belonging to the force with the lowest Strategy Rating. Eldar Titans are considered to be moving 21" at the start of the game.

TITAN SHOOTING AT OTHER TARGETS

Titans follow the normal targeting rules for shooting at vehicles and infantry, but each main weapon is considered a separate unit. In game terms this means that if one of the Titan weapons destroys a squad or vehicle, the next weapon to shoot may choose another target. Titans may always shoot at any Titan (not just the closest) in preference to vehicles or infantry.

Special Firing Rules:

Because of their immense power supplies and superior ammunition, all Titan weapons ignore range-based penetration modifiers. All Titan weapons using normal sustained fire dice rules roll the sustained fire dice first to determine how many shots have been fired. Then roll to hit for each shot. Secondary targets for sustained fire Titan weapons can be up to 6" away from the initial target. Titans are not equipped with targeters. We found that, given their relatively high BS skills, targeters made it so Titans rarely missed their targets and would pretty much blow everything off the board.

TITAN FIRE ARCS

Fire arcs are measured from the pivot point (weapon pivot pin) of the weapon. LOS from Titan weapons is also figured from the pivot point of the weapon as this is where the targeting devices are mounted. Ranges to and from Titans are measured from the feet of the Titan, not the tips of the (12"+!) guns. (Note: These little details are need to prevent serious arc and range abuses because the Titans are so large.)

Unless it states otherwise on the datafax weapons table, Titans weapons have a minimum weapons range of 6". Carapace or wing mounted weapons always have a minimum range of 12". Any targets at ranges closer than these may not be targeted by the Titan's weapons.

Titans with pivoting waists may make one waist pivot of up to 90° at the end of the movement phase (and **ONLY** at the **END** of the movement phase) before firing. All weapons fire except for weapons with a 360° fire arc must fire with in the final body fire arc. Titans may not move unless the body is within the front 90 degree arc of the legs.

IMPERIAL VOID SHIELDS

Void shields are used to protect Imperial Titans from damage. Hits will damage the void shield first, and only when all void shields are down can the Titan take any damage itself. Void shields are 'wounded' automatically by any hit; however they have a 1+ armor save on 2D6 against any damage so a weapon must have at least a -2 save modifier to force a save roll. If the void shield makes its save, the attack is deflected with no harm to the Titan. If the void shield fails its save it goes down, but the damage from the attack is absorbed and won't harm the Titan itself (or any other void shields that are still up).

If an Imperial Titan has one or more void shields up then the shields will provide a save from psychic powers used against the Titan on a roll of 4+ on a D6. If all of the shields are down, then it receives no save and the power affects the Titan like a vehicle. Note that the Titan only gets one attempt to save against a psychic power, no matter how many shields are working. Also, note that this save will affect 'friendly' psychic powers as well.

Downed void shields can be repaired if the Titan has a Tech Priest Engineer on board. Each Tech Priest may attempt to repair one void shield per turn. Roll a D6 at the end of each of your turns for each repair attempt; on a roll of 4, 5 or 6 the Tech Priest manages to repair the void shield and it comes back up.

ELDAR HOLOFIELDS

Eldar Titans are fitted with holofields that provide an unmodified save against shooting attacks based on the speed of the Titan in the previous turn. Eldar Titans are always considered to be moving 21" at the start of the game.

Titan Movement Holofield Save

20"+	3+
10"+	4+
1"+	5+
0"	6+

If an Eldar Titan has a functioning holofield then it will provide a save from psychic powers used against the Titan on a roll of 4+ on a D6. If the Eldar Titan's holofield is not functioning or destroyed, then it receives no save. Also note that this save will effect 'friendly' psychic powers as well.

POWER FIELDS

Power Fields work the same way as void shields, but go down permanently when the save is failed.

SHOOTING AT TITANS

Attacking models can always choose to shoot at ANY Titan in preference to other targets, even if the Titan is not the closest target.

Weapons hit as normal with the following special to hit modifiers:

- +1 Large target
- +2 Very large target (Great Gargant only)
- X Movement modifiers as appropriate

High/Low Blast Markers

2" (or smaller) blast markers are not large enough to include both the body and the legs of large Titans. To hit the legs of an Imperial or Eldar Titan of Reaver/Phantom size or larger with a 2" (or smaller) blast marker, you must directly target the legs and have no chance of hitting any other parts of the Titan. With regards to blast marker weapons in general, assume that the height of the template is equal to its radius (i.e. blasts with 3" templates go up to the height of 3", etc).

Falling Titans

If a Titan falls because of leg damage or just general destruction, roll a scatter die to see which way it falls. Anything under the falling Titan must make a stomp attack save or be hit by the Ram value of the Titan.

CLOSE COMBAT

A Titan must declare a charge (giving up its shooting phase) to go into close combat with other Titans. Titans do not have to declare a charge to make stomp attacks on infantry and/or vehicles (see Stomp rules below).

A Titan fights in close combat just like any model. Imperial Titans use the Princeps' WS, I and A stats in close combat. Eldar Titans use the spirit stone's WS, I and A stats in close combat. In addition there are modifiers to the WS, I and A stats in the Titan stat line that modify a Titan's fighting abilities. Example: A Phantom uses the spirit stone WS of 6 and then adds the +3 Phantom Titan modifier for a total WS of 9.

Use the Titan's Ram Value when inflicting damage on opposing models that are hit in close combat, unless using close combat weapons, in which case all attacks use the weapon's values. All hits caused by non-Titan enemy models in close combat are inflicted on the Titan's legs. Non-Titan opponents may not use the multiple attacker bonus, and may not parry. Titans can only be pinned by Titans of a similar or larger size.

Each close combat weapon the Titan carries adds +1 to its Attack characteristics in addition to any other rules that apply to the weapon.

Stomp Attacks vs Charges and Rams

Titans that are charged or rammed by an enemy model are allowed to make a 'free' stomp attack against *each* enemy model that attempts to charge or ram the Titan. Work out the stomp attack as normal, but do not deduct anything from the Titan's next move. If the charging or ramming model is able to avoid or otherwise survive the stomp, it may complete its move and attack the Titan in hand to hand combat or ram it. Because Titans are so massive, rams will only affect the Titan's legs; there is no chance to damage other Titan hit locations.

STOMP ATTACKS

A Titan may make stomp attacks (one or many, as long as it has movement remaining) during its movement without declaring a charge. Each stomp attack costs the Titan 3" of its movement and attacks with the Ram Value of the Titan. Note that a Titan is never damaged when it makes a stomp attack.

Infantry / Vehicles

As the Titan moves over a unit or vehicle it may attempt to step on it. These attacks use a blast marker to determine which targets are hit. Scout class Titans (Warhound, Revenant) use a 1.5 inch blast marker, while the Reaver and Phantom use a 2" blast marker. Since these attacks are slow and ponderous, each individual model or vehicle attacked may try to move out of the way by rolling a D6. The number below indicates the roll necessary to escape a stomp attack.

- 3+ Non-Terminator Infantry escapes.
- 4+ Light vehicles (buggies, bikes, speeders), Terminators, Ork Mega-Armor, Eldar Wraithguard, and Dreadnoughts escape.
- 5+ Armored Vehicles escape.
- 6+ Heavy Vehicles escape. (vehicles with fast speed less than or equal to 16").

If the escape is successful simply move the model out of the Titan's path. Vehicles are moved forward only, not sideways or backwards. Stomp attacks against vehicles are resolved against the top (rear) armor values.

Stomp Attacks vs Buildings

Titans may make 'stomp' attacks against buildings. Each stomp attack will only affect one 4" by 4" section of a building, and a successful penetration will cause a roll on the Building Damage Effect Table with a +3 modifier to the roll.

IMPERIAL TITAN CREW

Imperial Titans are operated by large crews who work together to keep their machine moving and fighting. The most vital crew member of these huge war engines is always the commander (called a Princeps). He will be aided by Tech Priest Engineers who maintain and repair the machine, and Servitor Moderati that fire the Titan's weapons.

Weapons are fired using the BS of the Titan's Servitor Moderati. The Moderati are 'built into the weapon they fire, so may not be replaced if slain. An Imperial Princeps may direct the fire of the Titan against a single target. Any shots on that target receive a +1 to hit modifier.

Use the Princeps' WS, I and A in close combat. If he is slain the position can be taken over by Tech-Priest Engineer using the normal rules, but not by a Moderati, as they are permanently connected to their weapons. Until the Princeps' position is taken over the Titan may not move, fight in hand to hand combat or shoot (i.e. they are hit in hand to hand combat automatically).

ELDAR TITAN CREW

Eldar Titans are operated by a crew consisting of an Eldar Guide and Eldar Gunners who work together with the spirit stone to keep their machine moving and fighting. The spirit stone WS, BS, I and A stats are used by Eldar Titans unless the spirit stone is damaged. Eldar Guides do not have the Imperial Princeps' ability to direct fire (the spirit stone's BS is high enough already!).

PSYCHOLOGY

Like vehicle crews, Titan crews are immune to Psychology and never have to take break tests while in the Titan. All Titans cause *terror*. See the *terror* rules for charging or being charged by a *terror* causing beastie.

PSYCHIC DEFENSE

Psychic powers affect Titans as if they were vehicles, with the exception that functioning void shields/powerfields/holofields give the Titan a 4+ save against psychic attacks.

VEHICLE AND STRATEGY CARDS

Titans do not use cards vehicle cards! None of the Strategy Cards can have any effect on Titans and none of the cards can be used on a Titan.

NON-TECHPRIEST REPAIRS

Techmarines and Mekboyz wandering about the battlefield are not capable of repairing Titans, so do not use the special repair rules on Titans.

SPECIAL RULES FOR ODDBALL WEAPONS

If a weapon is not listed here, then use the normal rules for the weapon when used against Titans.

Graviton Gun: Graviton guns are not powerful enough to penetrate void shields or powerfields, therefore shielded Titans are not affected. Unshielded Titans taking hits are automatically penetrated, but the +1 damage modifier is not used.

Haywire Grenade: Haywire grenades won't effect a shielded Titan, but otherwise affects them normally.

Stasis Grenade: Titans are not effected by the outer 'slowing down' area around the edge of the template, instead treat the main template as slowing them down rather than imprisoning them.

Rad Grenade: All Titans are shielded against radiation, so crews are immune to the effects of Rad grenades.

Squig Catapults: Buzzer Squigs stay fairly close to the ground where their normal food is, so they never get high enough to affect Titan crews.

Demolisher Cannon: The +2 damage modifier does not apply to Titans.

Earthshaker Cannon: Earthshaker Cannon shots affect Titans as normal except that the special D3 damage table effect only applies against unshielded Titans. Holofield saves prevent a hits, so a succesful save will prevent the special D3 damage table effect as well.

Pulsa Rokkit: Roll a D6: 1-5 = no effect; 6 = roll on the Titan's Leg Damage Table.

Shieldbreaker Ammo: Does not work against any Titan shields or fields

Vortex: Vortex detonators are fitted as standard to all Titans. The vortex detonator projects a field over a large area which can detect the tiny warp drives within vortex grenades and causes them to detonate prematurely. If any model within 12" of the Titan attempts to use a vortex grenade, the grenade will be detected by the vortex detonator, and the grenade will automatically explode in the model's hand. Place the blast marker over the model as if it had hit itself with the vortex grenade. If a vortex grenade is thrown from outside the area covered by the vortex detonator and enters the area covered by the vortex detonator, the grenade explodes at the outer limit of the field. Place the blast marker with its center at the outer limit of the field.

Generally the Titan's vortex detonator will protect the Titan from vortex grenade damage. Vortex grenades and the Vortex psychic power have no effect on shielded (void shields or powerfields) Titans. Holofields provide a save against Vortex blast markers.

If a vortex template from a previously thrown genade, the vortex psychic power or a suicide vortex bomber hits an unshielded Titan, treat it like a vehicle hit: the hit will be in the leg location and since the template will never completely cover the target, the leg will only be affected on a roll of a 4+ on a D6. If the leg is hit, the vortex penetrates automatically. Roll for damage on the leg damage table and add +1 to the dice roll for effect to represent the massive amount of damage inflicted.

Vibro Cannon: The vibro cannon works through void shields and powerfields so no save is allowed. Titan holofields do provide a save against vibro cannon hits.

Distortion Cannon: Titans with functioning void shields or powerfields automatically avoid destruction thanks to their shields. The warp hole is slightly displaced by the presence of active shields and so the Titan is never sucked into the warp, but is scattered D6" in a random direction. Use the normal vehicle d-cannon rules on unshielded Titans.

Wraithcannon: The wraithcannon are not powerful enough to penetrate void shields or powerfields, therefore shielded Titans are not affected. Unshielded Titans taking hits are automatically penetrated. Titan holofields do provide a save against wraithcannon hits.

Trakta Cannon: Titans are affected in the same way as buildings (hits one random location, penetration equals artillery die +3D6). Hits will hit shields on shielded Titans.

Smasha Gun: No affect on Titans.

Shock Attack Gun: Shock Attack guns work through shields, so fields offer no protection from them. Titan holofields do provide a save against shock attack gun hits (roll once for each Snotling base). Since Titans are so much larger than normal 40K vehicles, Snotlings will have less effect on them. Roll (once for each Snotling base) for any hit location touched by the template on the damage chart below.

LEGS

- 1-4 No effect.
- 5 The leg is jammed with squirming Snotlings, reducing movement by half.
- 6 The leg mechanism seizes up with squished Snotlings, immobilizing the Titan for the rest of the game.

WEAPON

- 1-3 No effect.
- 4 The weapon is filled with frenzied Snotlings and is destroyed on a D6 roll of 5+. Otherwise the Titan is not affected.
- 5 Snotlings are stuffed into the ammo feed or power supply of the weapon. Every time the weapon fires roll a D6. On a D6 roll of 1-3 the weapon explodes after the shot, rendering it useless for the rest of the game.
- 6 The weapon is completely jammed with Snotlings, rendering it useless for the rest of the game.

BODY

- 1-2 No effect.
- 3 Rampaging Snotlings attack one random crew. The crew member is killed on a D6 roll of 4+.
- 4 The smell of burning Snotlings indicates a bad control short. The Titan may not move or fire for one turn.
- 5 Rampaging Snotlings attack all of the crew. Each crew member is killed on a D6 roll of 4+.
- 6 Snotlings damage the controls. The Titan may not move or fire until the controls are repaired. (Techpriest, Eldar Guide or Mekboss must roll a 5+ to repair in his own rally phase.)

WINGS (Eldar only)

- 1-3 No effect.
- 4-5 The Snotlings cause intermittent shorts in the holofield generator system. Each incoming shot will ignore the holofield save on a 4+ roll on a D6 for the rest of the game.
- 6 Holofield generator is destroyed.

HEAD

- 1-4 No effect.
- 5 Rampaging Snotlings cause the Titan's controls to go crazy making the Titan difficult to control. The Titan may only move, shoot each weapon, or fight in HTH combat if you first roll a 4+ on a D6. Roll separately for each action or weapon.
- 6 Rampaging Snotlings cause the Titan's controls to go crazy making the Titan difficult to control. The Titan may only move, shoot each weapon, or fight in HTH combat if you first roll a 5+ on a D6. Roll separately for each action or weapon.

PSYCHIC POWERS vs TITANS

The following powers can be used against Titans or their crews. Generally, use them as you would against a vehicle, assuming that the Titan's fields or shields do not save against the power.

Librarian: Smite

Adeptus: Carmine Assassin (Titan crew roll three D6 and choose the lowest), Machine Curse (Only one Titan weapon may be affected. Titans are not affected by the non-movement part of the effect.)

Inquisition: Holocaust, Vortex (see Vortex Grenade above)

Eldar: Executioner, Mind War, Guide (Casting cost is 3 Force cards for Titan weapons)

Ork: Death Wave, Brain Bursta, Power Vomit, Da Krunch

Squat: Domination

Tyranid: None

Slaanesh: None

Tzeench: Bolt of Change, Fire Storm

Nurgle: None

SPECIAL RULES FOR TITAN WEAPONS

Turbo Laser Destructor: Ignore the first jam die, but a second jam result jams the weapon.

Vulcan Mega Bolter, Laser Blaster, Gatling Blaster: Ignore all jam dice.

Inferno Cannon: Refer to the Inferno cannon special rules in the Imperial Guard Codex. The damage rules are the same except that the Titan mounted Inferno cannons fires two 3" blast markers each turn instead of using the heavy flamer template.

Titan Multiple Rocket Launcher: Refer to the Whirlwind Multi-launcher rules in the Angels of Death or Ultramarine Codexes. The rules are the same, except that the Titan Multiple Rocket Launcher uses a sustained fire die to determine how many blast markers are placed and the weapon uses normal Hit/Misfire results.

To fire the Titan multiple rocket launcher:

Place blast marker, roll to hit as normal and place blast marker in final location. Roll one sustained fire die to determine how many blast markers are placed.

1: original blast marker only

2 or 3: Roll a scatter die for each of the additional blast markers and place them touching the first blast marker in the directions indicated by the scatter dice.

Jam: Reroll the first jam result, but a second jam result jams the weapon.

Plasma Blastgun: Only one plasma weapon may be mounted on a Titan.

To fire the plasma blastgun:

Place blast marker, roll to hit as normal and place blast marker in its final location. Roll one sustained fire die to determine how many blast markers are placed.

1: original blast marker only

2 or 3: Roll a scatter die for each of the additional blast markers and place them touching the first blast marker in the directions indicated by the scatter dice.

Jam: Reroll the first jam result, but a second jam result jams the weapon.

Earthshaker Cannon: Use the same rules as the earthshaker cannon mounted on the Basilisk (Imperial Guard Codex) except that the weapon is a move and fire weapon when mounted on a Titan.

Volcano Cannon: The volcano cannon is a high power laser weapon with massive penetration and enough power to cause secondary blast effects in a radius around the main target point. Whatever is under the hole in the blast marker is hit using the Primary Effect stats. Anything under the rest of the blast marker is hit using the Secondary Effects stats.

Reaver Powerfist: Add +2 to the Damage chart roll.

Reaver Chainfist: Add +3 to the Damage chart roll

Phantom Powerfist: Add +3 to the Damage chart roll.

M	WS	BS	S	I	A	LD
21	+1	-	8	+1	+1	-

Type: Walker

Warhound Titans are very agile, so may change their facing by up to 45° at the start and at the end of their movement for free.

WS, BS, I, A, and LD are based on the characteristics of the crew as modified by the factors shown above.

	M	WS	BS	S	T	W	I	A	LD
Principes	4	5	5	4	4	2	5	2	8
Tech-Priest	4	4	4	3	3	1	4	1	7
Moderati	4	3	4	3	4	1	4	1	7

RAM VALUE

Strength: 8

Damage: D12

Save Mod: -5

CREW:

1 Principes, 2 Servitor Moderati gunners and a Techpriest Engineer

WEAPONS:

Two Titan weapons must be purchased from the list below. Warhound weapons have a 90° field of fire to the front.

PSYCHOLOGY:

The Warhound causes *Terror* as described in the Psychology section of the rulebook.

WEAPON DATA

Weapon	Range		To Hit		Save		Armor Pen.	Special	Points
	Sh	Long	Sh	Long	Str.	Dam. Mod.			
Turbo Laser Dest.	6-20	20-60	-	-	9	2D6 -6	3D6+9	Sp, Sust. 2D	135
Vulcan Mega Bolter	6-20	20-40	-	-	8	D6 -3	2D6+8	Sp, Sust. 4D	100
Plasma Blastgun	6-20	20-72	-	-	10	D12 -6	D6+D12+10	Sp, 2" Blast	120
Inferno Cannon	0-10	10-18	-	-	6	D6 -4	2D6+6	Sp, 3" Blast	80
Titan M. R. Launcher	6-20	20-72	-	-	5	D4 -2	D6+D4+5	Sp, 3" Blast	80

POINTS COST: 300 plus weapons

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If the Warhound has any void shields up, shots will hit the void shields and there is no need to roll for Hit Location. If both void shields are down, roll on the Hit Location table to see where the shot strikes.

Hit Locations and Armor Values									
D6	Front			Side			Rear		
1-2	Leg	22	Leg	22	Leg	22	Leg	22	22
3	Head	25	Body	22	Body	22	Body	20	20
4	Body	22	Body	22	Body	22	Body	20	20
5-6	Weapon*	20	Weapon*	19	Weapon*	19	Weapon*	19	19

*Hits weapon closest to attacker

D6 Leg Damage Table

- The thick armour plates on the Warhound's leg hold, but the force of the blow slows it down. The Warhound may not move in its next turn.
- The Warhound is knocked sprawling. It staggers D6" in a random direction, colliding with anything moved into.
- 4 The leg is seriously damaged. The Warhound may now only limp D6" per turn.
- 5-6 The leg is blown off and the Warhound crashes to the ground. It may not move or attack for the rest of the game and is effectively destroyed.

Weapon Damage Table

- 1-2 The weapon is jammed or partially damaged and can only be fired if you first roll a 4+ on a D6.
- 3-5 The weapon is torn from the Warhound's body and is destroyed.
- 6 The weapon explodes! The explosion flashes back to the Warhound's body, bypassing all armor, and causing a secondary explosion. Roll on the Body Damage Table to find the effect of this explosion.

Body Damage Table

- 1 The Tech-Priest Engineer is slain. He may no longer be used to repair damaged void shields, halt reactor meltdowns or replace the Principes.
- 2 The Moderati controlling left hand weapon is slain. The weapon may no longer be fired.
- 3 The Moderati controlling right hand weapon is slain. The weapon may no longer be fired.
- 4-5 The reactor is hit but the Tech-Priest Engineer manages to shut it down before it explodes (if he is dead, count this result as a roll of 6 instead). The Tech-Priest Engineer can attempt to repair the reactor in the player's Rally phase. On a roll of 4+ on a D6 he succeeds and the reactor comes back on line. If he fails the reactor is shut down for the rest of the battle and the Warhound counts as being disabled for victory point purposes. While the reactor is down, the Warhound may not move or attack and counts as being an ordinary vehicle if attacked by enemy troops in hand to hand combat (ie, they hit automatically).
- 6 The Warhound's plasma reactor explodes! The Warhound is destroyed creating a cloud of boiling plasma 3D6" in diameter which hits any models in the cloud with the effect of a heavy plasma gun fired on maximal. The plasma cloud will remain in play, with the same effect as the plasma cloud created by a plasma grenade (though it will have a much larger blast marker!).

Head Damage Table

- 1-2 The Principes suffers a wound. If he has already suffered a wound he is slain as described below.
- 3 The Warhound's control systems are damaged making it difficult to control. The Warhound may only move or attack if you first roll a 4+ on a D6. Roll immediately before moving, shooting or fighting in HTH. Note that it is possible to end up moving and not being able to shoot or fight in HTH.
- 4-5 The Principes is slain. The Warhound may not move or attack until his position is taken over by the Tech-Priest Engineer, and counts as being an ordinary vehicle if attacked by enemy troops in hand to hand combat (ie, they hit automatically).
- 6 The Warhound's ammunition explodes. The Warhound is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier. In addition, the Warhound's reactor explodes as described for a roll of 6 on the Body Damage Table above. Note that this means that models close to the Titan will be hit twice when it goes up, by the exploding ammo and by the exploding reactor!

M	WS	BS	S	I	A	LD
16	+2	-	9	-	+2	-

Type: Walker

WS, BS, I, A, and LD are based on the characteristics of the crew as modified by the factors shown above.

	M	WS	BS	S	T	W	I	A	LD
Principes	4	5	5	4	4	2	5	2	8
Tech-Priest	4	4	4	3	3	1	4	1	7
Moderati	4	3	4	3	4	1	4	1	7

RAM VALUE

Strength: 9

Damage: D20

Save Mod: -6

CREW:

1 Principes, 3 Servitor Moderati gunners and a Techpriest Engineer

WEAPONS:

Three Titan weapons must be purchased from the list below. The two lower weapons have a 90° field of fire to the front. The top weapon has a 360° field of fire.

PSYCHOLOGY:

The Reaver causes *Terror* as described in the Psychology section of the rulebook.

WEAPON DATA

Weapon	Range			To Hit			Save			Armor			Special	Points
	Sh	Long	Sh	Long	Sh	Long	Str.	Dam.	Mod.	Pen.				
Turbo Laser Dest.	6-20	20-60	-	-	9	2D6	-6	3D6+9		3D6+9	Sp, Sust. 2D	135		
Vulcan Mega Bolter	6-20	20-40	-	-	8	D6	-3	2D6+8		2D6+8	Sp, Sust. 4D	100		
Plasma Blastgun	6-20	20-72	-	-	10	D12	-6	D6+D12+10		D6+D12+10	Sp, 2" Blast	120		
Inferno Cannon	0-10	10-18	-	-	6	D6	-4	2D6+6		2D6+6	Sp, 3" Blast	80		
Titan M. R. Launcher	6-20	20-72	-	-	5	D4	-2	D6+D4+5		D6+D4+5	Sp, 3" Blast	80		
Laser Blaster	6-20	20-60	-	-	8	D8	-4	D6+D8+8		D6+D8+8	Sp, Sust. 3D	115		
Gatling Blaster	6-20	20-72	-	-	8	D10	-5	D6+D10+8		D6+D10+8	Sp, Sust. 2D	160		
Laser Burner	0-6	6-12	-	-	10	3D6	-6	4D6+10		4D6+10	HTH	25		
Melta Cannon	6-20	20-36	-	-	9	2D12	-6	2D12+D6+9		2D12+D6+9	3" Blast	125		
E'shaker Cannon	6-20	20-150	-	-	8	2D6	-3	3D6+8		3D6+8	2 sh. 2" Blast	175		
Volcano Cannon												130		
Primary Effect	6-20	20-96	-	-	10	5+D10	-6	D6+D10+15		D6+D10+15	Sp			
Secondary Effect	6-20	20-96	-	-	6	D6	-2	2D6+6		2D6+6	Sp, 3" Blast			
Reaver Power Fist	HTH	-	-	-	9	2D6	-6	3D6+D20+9		3D6+D20+9	HTH, Sp	25		
Reaver Chain Fist	HTH	-	-	-	10	2D10	-6	2D10+D6+D20+10		2D10+D6+D20+10	HTH, Sp	35		

POINTS COST: 475 plus weapons

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If the Reaver has any void shields up, shots will hit the void shields and there is no need to roll for Hit Location. If both void shields are down, roll on the Hit Location table to see where the shot strikes.

Hit Locations and Armor Values						
D6	Front		Side		Rear	
1-2	Leg	23	Leg	22	Leg	22
3	Head	25	Body	22	Body	20
4	Body	23	Body	22	Body	20
5-6	Weapon*	21	Weapon*	21	Weapon*	20

*Randomise between the weapon closest to attacker and the carapace weapon.

D6

1 The thick armour plates on the Reaver's leg hold, but the force of the blow slows it down. The Reaver may not move in its next turn.

2 The Reaver is knocked sprawling. It staggers D6" in a random direction, colliding with anything moved into.

3-4 The leg is seriously damaged. The Reaver may now only limp D6" per turn.

5-6 The leg is blown off and the Reaver crashes to the ground. It may not move or attack for the rest of the game and is effectively destroyed.

Weapon Damage Table

D6
1-2 The weapon is jammed or partially damaged and can only be fired if you first roll a 4+ on a D6.
3-5 The weapon is torn from the Reaver's body and is destroyed.
6 The weapon explodes! The explosion flashes back to the Reaver's body, bypassing all armor, and causing a secondary explosion. Roll on the Body Damage Table to find the effect of this explosion.

Body Damage Table

D6
1 The Tech-Priest Engineer is slain. He may no longer be used to repair damaged void shields, halt reactor meltdowns or replace the Principes.

2 The Moderati controlling left hand weapon is slain. The weapon may no longer be fired.

3 The Moderati controlling right hand weapon is slain. The weapon may no longer be fired.

4-5 The reactor is hit but the Tech-Priest Engineer manages to shut it down before it explodes (if he is dead, count this result as a roll of 6 instead). The Tech-Priest Engineer can attempt to to repair the reactor in the player's Rally phase. On a roll of 4-6 he succeeds and the reactor comes back on line. If he fails the reactor is shut down for the rest of the battle and the Reaver counts as being disabled for victory point purposes. While the reactor is down, the Reaver may not move or attack and counts as being an ordinary vehicle if attacked by enemy troops in hand to hand combat (ie. they hit automatically).

6 The Reaver's plasma reactor explodes! The Reaver is destroyed creating a cloud of boiling plasma 3D6" in diameter which hits any models in the cloud with the effect of a heavy plasma gun fired on maximal. The plasma cloud will remain in play, with the same effect as the plasma cloud created by a plasma grenade (though it will have a much larger blast marker!).

Head Damage Table

D6
1-2 The Principes suffers a wound. If he has already suffered a wound he is slain as described below.

3 The Reaver's control systems are damaged making it difficult to control. The Reaver may only move or attack if you first roll a 4+ on a D6. Roll immediately before moving, shooting or fighting in HTH. Note that it is possible to end up moving and not being able to shoot or fight in HTH.

4-5 The Principes is slain. The Reaver may not move or attack until his position is taken over by the Tech-Priest Engineer, and counts as being an ordinary vehicle if attacked by enemy troops in hand to hand combat (ie. they hit automatically).

6 The Reaver's ammunition explodes. The Reaver is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier. In addition, the Reaver's reactor explodes as described for a roll of 6 on the Body Damage Table above. Note that this means that models close to the Titan will be hit twice when it goes up; by the exploding ammo and by the exploding reactor!

**VOID SHIELDS:**

The Reaver is fitted with four void shields that provide a save similar to Terminator armor except that the save is a 1+ on 2D6. One downed void shield may be repaired by the Tech Priest in the player's rally phase on a D6 roll of 4+.

M	WS	BS	S	I	A	LD
16+10	+2	-	8	+2	+1	-

Type: Walker

Revenant Titans are very agile, so may change their facing by up to 45° at the start and at the end of their movement for free.

WS, BS, I, A, and LD are based on the characteristics of the crew as modified by the factors shown above.

	M	WS	BS	S	T	W	I	A	LD
Spirit Stone	-	6	6	-	-	-	6	3	10
Eldar Guide	5	4	4	3	3	1	6	1	9
Eldar Gun'n'r	5	4	4	3	3	1	6	1	9

The spirit stone's characteristics should be used for all operations (apart from movement) as long as it is still functioning.

RAM VALUE

Strength: 8
Damage: D12
Save Mod: -5

CREW:

Spirit Stone, 1 Eldar Guide,
2 Eldar Gunners

WEAPONS:

Two pulse lasers with a 90° field of fire to the front. The Revenant Titan is also armed with a scatter laser mounted in the head with a 90° field of fire to the front and two missile launchers loaded with Frag and Krak ammo with 90° fields of fire to the front.

PSYCHOLOGY:

The Revenant causes *Terror* as described in the Psychology section of the rulebook.

WEAPON DATA

Weapon	Range		To Hit		Save		Armor		Special
	Sh	Long	Sh	Long	Str.	Dam.	Mod.	Pen.	
Pulse Laser	6-20	20-60	-	-	9	2D6	-6	3D6+9	D4 shots
Missile Launcher									
Frag	6-20	20-72	-	-	4	1	-1	D6+4	2" Blast Marker
Krak	6-20	20-72	-	-	8	D10	-6	D10+D6+8	-
Scatter Laser	6-20	20-60	-	-	6	1	-1	D6+6	6 shots

POINTS COST: 750 Points

Hit Locations and Armor Values

D6	Front	Side	Rear
1-2	Leg	Leg	Leg
3	Head	Wing/Jets	Wing/Jets
4	Body	Body	Body
5-6	Weapon*	Weapon*	Weapon*

*Hits weapon closest to attacker

*Hits weapon closest to attacker

Leg Damage Table

- D6**
1 The Revenant is knocked sprawling. It staggers D6" in a random direction, colliding with anything moved into.
2 The thick armor plates on the Revenant's leg hold, but the force of the blow slows it down. The Revenant may not move in its next turn.
3-4 The leg is seriously damaged. The Revenant may now only limp D6" per turn. Using the jump jets will automatically force a roll on the Leg Damage Table upon landing from the jump.
5-6 The leg is blown off and the Revenant crashes to the ground. It may not move or attack for the rest of the game and is effectively destroyed.

Weapon Damage Table

- D6**
1-2 The weapon is jammed or partially damaged and can only be fired if you first roll a 4+ on a D6.
3-5 The weapon is torn from the Revenant's body and is destroyed.
6 The weapon explodes! The explosion flashes back to the Revenant's body, bypassing all armor and causing a secondary explosion. Roll on the Body Damage Table to find the effect of this explosion.

Body Damage Table

- D6**
1 The massive hit causes the Revenant to stagger D10" in a random direction, colliding with anything moved into.
2 The Gunner controlling the right hand weapon is killed. The weapon may no longer be fired.
3 The Gunner controlling the left hand weapon is killed. The weapon may no longer be fired.
4-5 The crystalline engine is hit but the Guide manages to shut it down before it implodes (if the Guide is dead, count this result as a roll of 6 instead). The Guide can attempt to repair the engine in the player's Rally phase. On a roll of 4-6 the Guide succeeds and the engine comes back on line. If the Guide fails, the engine is shut down for the rest of the battle and the Revenant counts as being disabled for victory point purposes. While the engine is down, the Revenant may not move or attack and counts as being an ordinary vehicle if attacked by enemy troops in HTH combat (i.e. they hit automatically).
6 The Revenant's crystalline engine implodes! The Revenant is destroyed and the warp core breach creates a temporary warp vortex 2D6" in diameter. Any models completely covered by the blast are destroyed. Models partially covered are destroyed on a D6 roll of 4+.

Head Damage Table

- D6**
1-2 The Revenant's spirit stone shorts out, making the Revenant difficult to control. The Revenant may only move or attack you first roll a 4+ on a D6 for each action you intend to make (move, shoot each weapon or fight in HTH combat.). Roll immediately before moving or attacking. Note that it is possible to end up moving and not being able to shoot or attack.
3 The Guide is killed, so no crystalline engine repairs may be attempted and the wing weapons may not be fired.
4-5 The spirit stone is destroyed. Feedback will kill each crew member on a D6 roll of 4+. Use the stats of the Guide/Gunners instead of the spirit stone for the rest of the game.
6 The Spirit Stone is destroyed and the feedback causes the Revenant's crystalline engine to implode as described for a roll of 6 on the Body Damage Table above.
- Wing/Jet Damage Table**
The jump jets are damaged and can only be used if you first roll a 4+ on a D6.
1-2 The jump jets are destroyed and may not be used.
3-4 The holofield generator is destroyed, no more holofield saves can be attempted.



ELDAR PHANTOM TITAN

M	WS	BS	S	I	A	LD
21	+3	-	10	+1	+2	-

Type: Walker

Phantom Titans are very agile, so may change their facing by up to 45° at the start and at the end of their movement for free.

WS, BS, I, A, and LD are based on the characteristics of the crew as modified by the factors shown above.

M	WS	BS	S	T	W	I	A	LD
Spirit Stone	-	6	6	-	-	6	3	10
Eldar Guide	5	4	4	3	3	1	6	1
Eldar Gunr	5	4	4	3	3	1	6	1
								9

The spirit stone's characteristics should be used for all operations (apart from movement) as long as it is still functioning.

RAM VALUE

Strength: 10
Damage: D20
Save Mod: -6

CREW:

Spirit Stone, 1 Eldar Guide,
2 Eldar Gunners

WEAPONS:

Two Titan weapons and two secondary wing weapons must be purchased from the list below. All weapons have a 90° field of fire to the front. Secondary weapons may be either be lascannon or missile launcher loaded with Frag and Krak ammo.

WEAPON DATA

Weapon	Range		To Hit		Save			Armor		Special	Points
	Sh	Long	Sh	Long	Str.	Dam.	Mod.	Pen.			
Pulsar	6-20	20-96	-	-	10	2D6	-6	3D6+10	D6shots	200	
HeatLance	6-12	12-24	-	-	10	3D12	-6	3D12+D6+10	-	100	
Heat Lance	6-12	24-48	-	-	9	2D12	-6	2D12+D6+9	-	-	
Heat Lance	6-12	48-72	-	-	8	2D10	-6	2D10+D6+8	-	-	
Lascannon	6-20	20-60	-	-	9	2D6	-6	3D6+9	-	50	
MissileLauncher										50	
Frag	6-20	20-72	-	-	4	1	-1	D6+4	2" BlastMarker		
Krak	6-20	20-72	-	-	8	D10	-6	2D10+D6+8	-		
Phantom Power Fist	HTH				10	3D6	-6	4D6+D20+10	HTH, Sp	30	

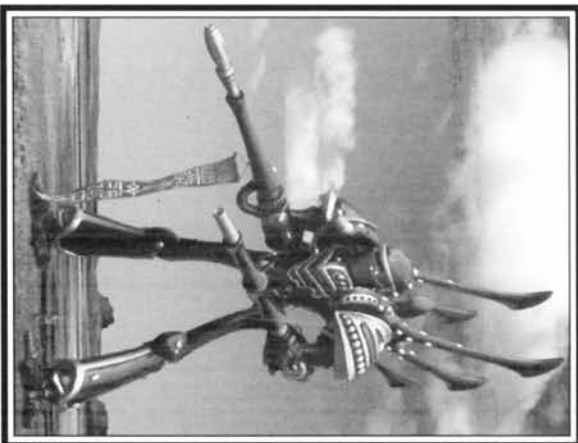
POINTS COST: 550 plus weapons

PSYCHOLOGY:
The Phantom causes *Terror* as described in the Psychology section of the rulebook.

HOLOFIELD:

The Phantom is fitted with a holofield that provides an unmodified save against shooting attacks based on the speed of the Titan in the previous turn.

Move	Save
20"+	3+
10"+	4+
1"+	5+
0"	6



PHANTOM DAMAGE TABLES

Hit Locations and Armor Values						
D6	Front	Side	Rear			
1-2	Leg	23	Leg	22	Leg	22
3	Head	25	Wings	22	Wings	22
4	Body	22	Body	22	Body	20
5-6	Weapon*	21	Weapon*	21	Weapon*	21

*Hits weapon closest to attacker

Leg Damage Table

- The Revenant is knocked sprawling. It staggers D6" in a random direction, colliding with anything moved into.
- The thick armor plates on the Revenant's leg hold, but the force of the blow slows it down. The Revenant may not move in its next turn.
- 3-4 The leg is seriously damaged. The Phantom may now only limp D6" per turn.
- 5-6 The leg is blown off and the Phantom crashes to the ground. It may not move or attack for the rest of the game and is effectively destroyed.

Weapon Damage Table

- 1-2 The weapon is jammed or partially damaged and can only be fired if you first roll a +4 on a D6.
- 3-5 The weapon is torn from the Phantom's body and is destroyed.
- The weapon explodes! The explosion flashes back to the Phantom's body, bypassing all armor and causing a secondary explosion. Roll on the Body Damage Table to find the effect of this explosion.

Body Damage Table

- The massive hit causes the Phantom to stagger D10" in a random direction, colliding with anything moved into.
- The Gunner controlling the right hand weapon is killed. The weapon may no longer be fired.
- The Gunner controlling the left hand weapon is killed. The weapon may no longer be fired.
- 4-5 The crystalline engine is hit but the Guide manages to shut it down before it implodes (if the Guide is dead, count this result as a roll of 6 instead). The Guide can attempt to repair the engine in the player's Rally phase. On a roll of 4-6 the Guide succeeds and the engine comes back on line. If the Guide fails, the engine is shut down for the rest of the battle and the Phantom counts as being disabled for victory point purposes. While the engine is down, the Phantom may not move or attack and counts as being an ordinary vehicle if attacked by enemy troops in HTH combat (i.e. they hit automatically).
- The Phantom's crystalline engine implodes! The Phantom is destroyed and the warp core breach creates a temporary warp vortex 2D6" in diameter. Any models completely covered by the blast are destroyed. Models partially covered are destroyed on a D6 roll of 4+.

Head Damage Table

- 1-2 The Phantom's spirit stone shorts out, making the Phantom difficult to control. The Phantom may only move or attack you first roll a 4+ on a D6 for each action you intend to make (move, shoot each weapon or fight in HTH combat.). Roll immediately before moving or attacking. Note that it is possible to end up moving and not being able to shoot or attack.
- The Guide is killed, so no crystalline engine repairs may be attempted and the wing weapons may not be fired.
- 4-5 The spirit stone is destroyed. Feedback will kill each crew member on a D6 roll of 4+. Use the stats of the Guide/Gunner instead of the spirit stone for the rest of the game.
- 6 The Spirit Stone is destroyed and the feedback causes the Phantom's crystalline engine to implode as described for a roll of 6 on the Body Damage Table above.

Wing Damage Table

- The right hand wing weapon is destroyed and may no longer be fired.
- The left hand wing weapon is destroyed and may no longer be fired.
- 3-4 The holofield generator is damaged and is only functional if you roll a 4+ on a D6 at the beginning of each turn.
- 5-6 The holofield generator is destroyed, no more holofield saves can be attempted.

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Licensed Warhammer® 40,000 Titan and Vehicle Model Kits

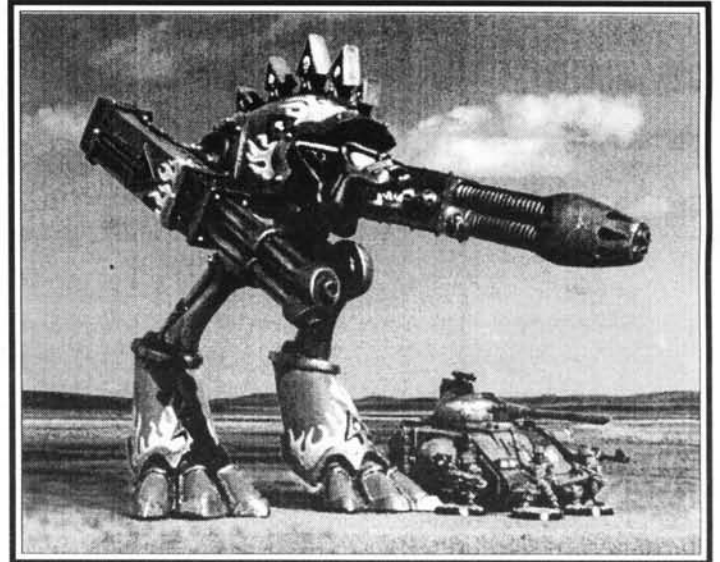
IMPERIAL WARHOUND™ TITAN™

\$80 with choice of 2 weapons.

Autocannon, Lascannon, Multi-Launcher,
Multi-Melta, Plasma Cannon

The Warhound Scout Class Titan is a common sight in large battles that include Imperial forces. Its speed allows it to penetrate deep into enemy territory quickly and its firepower gives it the ability to deal with most enemies it may encounter.

This Warhound model, sculpted by Mike Biasi from Jes Goodwin's design, stands over nine inches tall and is made of durable polyurethane resin. The weapons pivot on two axes and the body also rotates at the waist. As with the Reaver, the weapons are modular allowing quick changes from one weapon to another. Additional weapons are available separately.



Figures not included, shown for scale only.

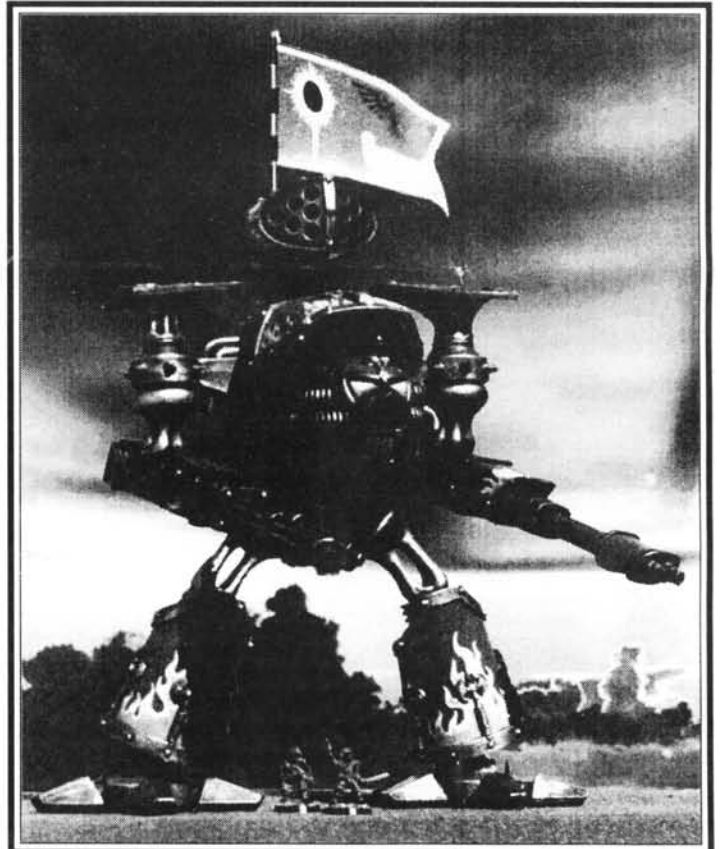
IMPERIAL REAVER™ TITAN™

\$125 with choice of 3 weapons.

Autocannon, Lascannon, Multi-Launcher,
Multi-Melta, Plasma Cannon, Chain Fist, Power Fist

The Reaver Battle Titan is one of the most common of the frontline combat Titans. Its immense firepower coupled with its speed and maneuverability make it an extremely potent ally and a deadly opponent.

This Reaver model, sculpted by Mike Biasi from Jes Goodwin's design, stands over twelve inches tall and is made of durable polyurethane resin. The weapons pivot on two axes and the body also rotates at the waist. As with the Warhound, the weapons are modular allowing quick changes from one weapon to another. Additional weapons are available separately.



Figures not included, shown for scale only.



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IMPERIAL BANEBLADE™ / SHADOWSWORD™

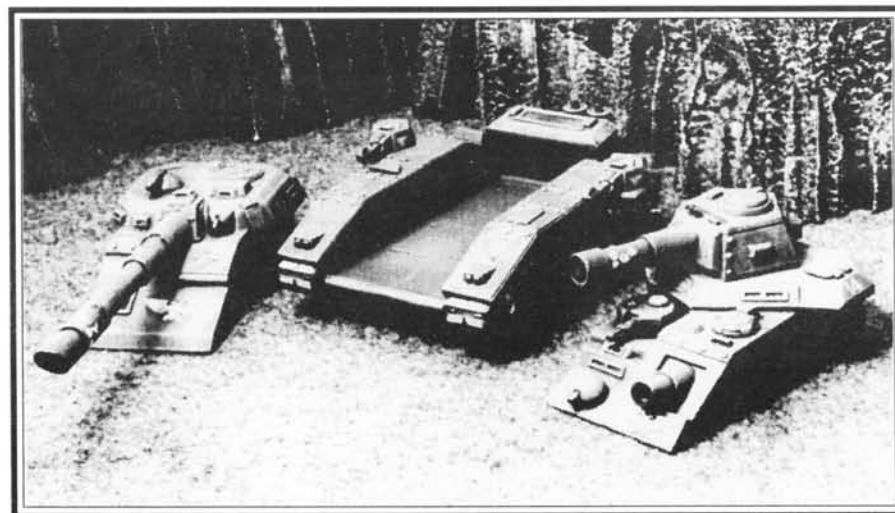
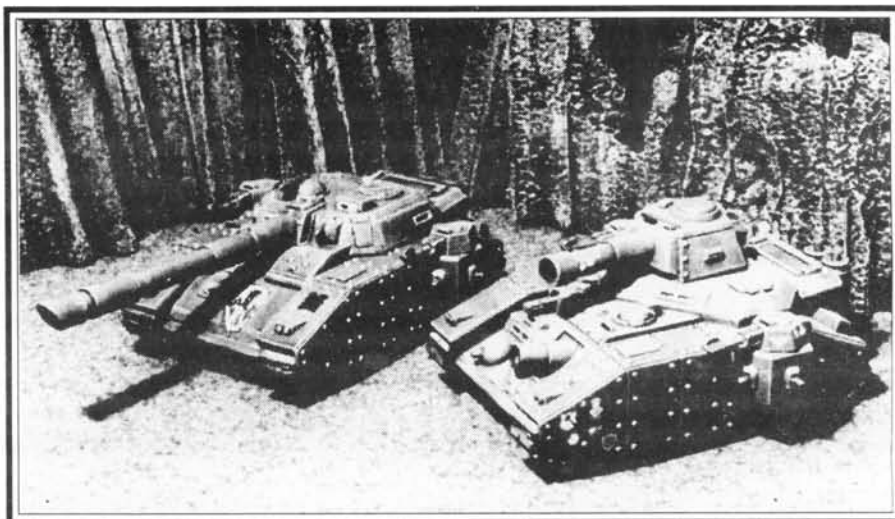
Now With Pewter Accessory Parts!

Single Baneblade: \$50
Single Shadowsword: \$50
Modular Kit- Single hull with two interchangeable superstructures: \$70

The Baneblade super heavy battle tank is one of the heaviest and best armed battle tanks in the Imperial Guard's extensive arsenal. Its armor and size make it largely invulnerable to most infantry weapons, but it can be disabled by fire directed towards its more lightly protected tracks.

The Shadowsword super heavy self-propelled gun carries one of the most powerful weapons in the Imperial Guard's extensive arsenal. The Shadowsword is normally only seen in large battles that include its primary targets, Titans. Its heavy lascannon is capable of knocking down void shields and causing enough damage to destroy a Titan.

These Baneblade and Shadowsword models were sculpted by Mike Biasi from a Games Workshop design. The modular kit allows a player the choice of fielding either a Baneblade or Shadowsword to suit their gaming needs. The center hull sections are instantly interchangeable. The models are supplied with second edition Warhammer® 40,000 Datafaxes. The models are supplied unpainted.

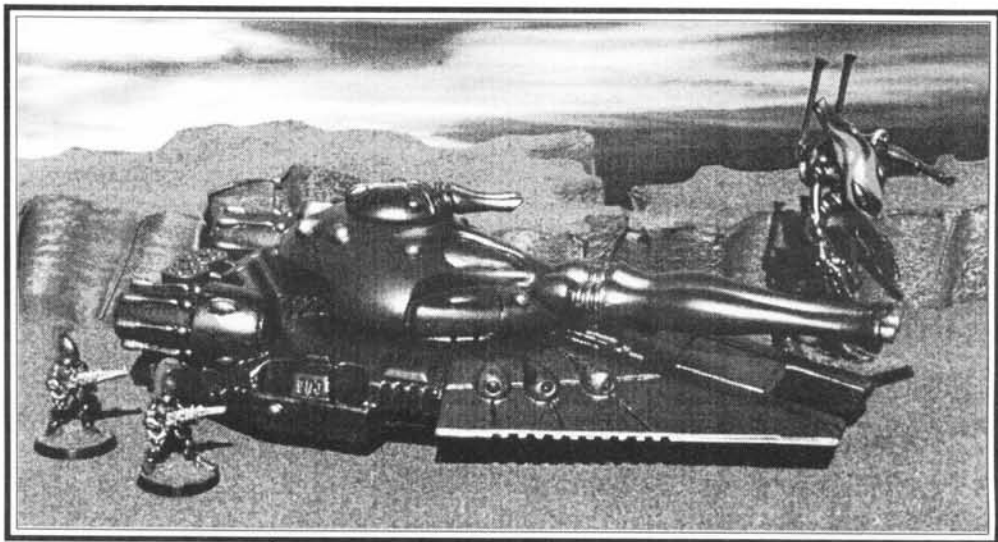


ELDAR™ TEMPEST™ GRAV TANK

\$35

The Tempest Grav Tank is one of the deadliest Eldar vehicles. Its turret-mounted main armament fires as a high-output lascannon or a multi-shot pulse laser. It also carries twin shuriken cannons in a separate sub-turret and six hull mounted shuriken catapults.

The Tempest model has been sculpted by Mike Biasi from Jes Goodwin's design and measures over nine inches long. It is made of durable polyurethane resin and both turrets turn and lock into place. The Tempest is supplied with a second edition Warhammer® 40,000 Datafax and is supplied unpainted.



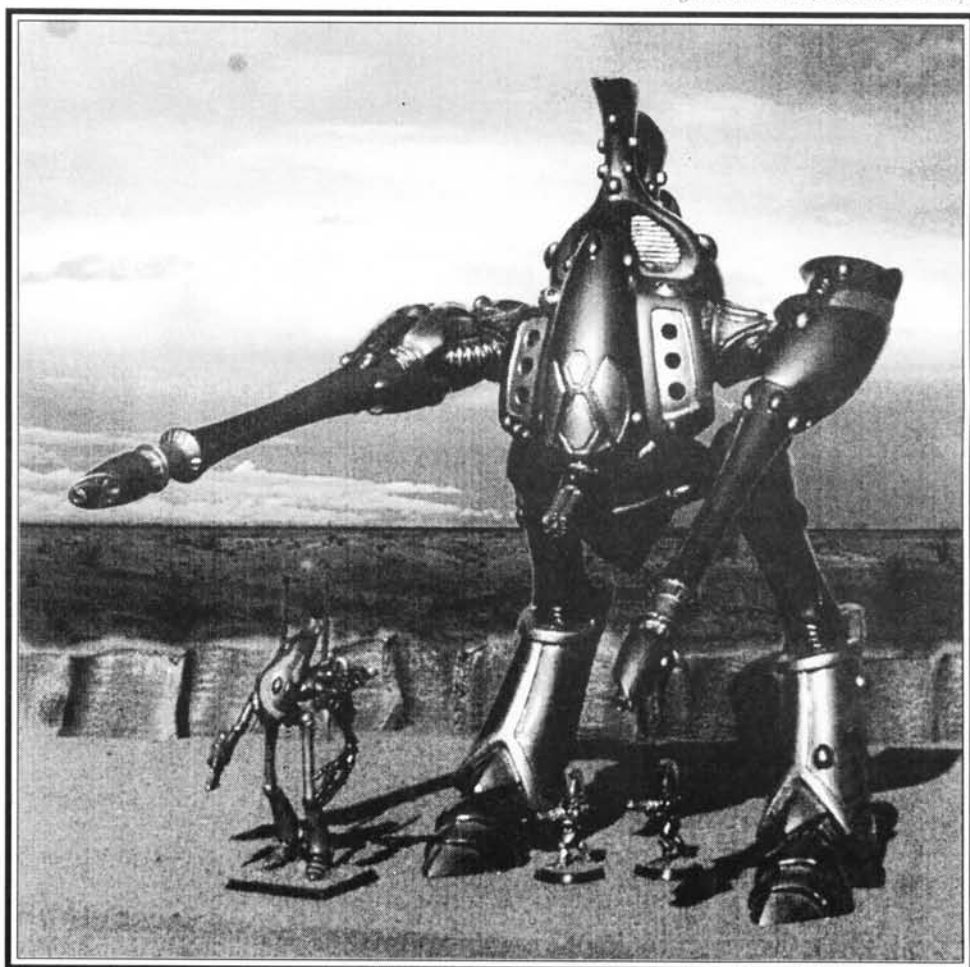
Figures not included, shown for scale only.

ELDAR™ REVENANT™ SCOUT TITAN™

\$80

With its lightning speed and deadly armament, the Revenant Scout Titan epitomises the Eldar approach to war. Each Revenant Titan is equipped with a pair of sophisticated jump jets that enable it to bound across the battlefield in a series of springing leaps. Armed with two pulse lasers, missile launchers and a scatter laser, Revenants use their mobility to flank their enemies.

This Revenant model has been sculpted by Mike Biasi from Jes Goodwin's design and measures over eleven inches tall. The weapons pivot on two axes and the body also rotates at the waist. The Revenant model is made of durable polyurethane resin and is supplied unpainted.



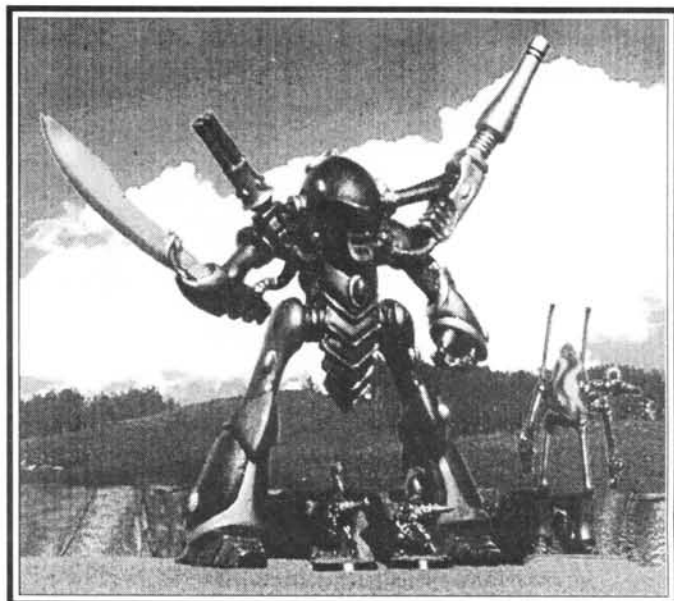
Figures not included, shown for scale only.

ELDAR™ TOWERING DESTROYER KNIGHT

\$30

Although one of the smallest of the Eldar Titans, the Towering Destroyer Knight still operates with similar pilot and spirit stone controls, allowing it great mobility and ease of movement. Notorious for its close combat tactics of charging the enemy vehicles and Titans and tearing off weapons, the Towering Destroyer Knight is a formidable addition to any Eldar force. Its height allows it to see and fire over obstacles and its holo-field makes it a hard target for enemy weapons to hit. The Eldar Knight is armed with a heavy scatter laser, lascannon, power fist and a power sword.

This Towering Destroyer Knight model was sculpted by Mike Biasi from Jes Goodwin's design and measures 6.5 inches tall (8 inches at the gun tip). It is made of durable polyurethane resin. The Towering Destroyer Knight is supplied with a second edition Warhammer® 40,000 Datafax. The model is supplied unpainted.



Figures not included, shown for scale only.

ELDAR™ PHANTOM™ TITAN™

Figures not included, shown for scale only.

\$165 with choice of 2 weapons.

Heat Lance, Pulse Laser

The Phantom, or *Finnadan*, is the most common class of Eldar Titan. As its name suggests, the Phantom is fast-moving and very agile, embodying the Eldar military philosophy which prefers speed and mobility to heavy armour. Like all Eldar vehicles, the Phantom is designed for beauty as much as function. Compared to an Imperial Titan, it is very tall, slim, almost fragile-looking. This appearance is deceptive, for the Phantom is strongly built and can absorb at least as much damage as the Imperial Reaver Titan.

This Phantom model, sculpted by Mike Biasi from Jes Goodwin's design, stands over 22 inches tall. It is made of durable polyurethane resin and both weapons pivot and are interchangeable. The model is supplied unpainted.

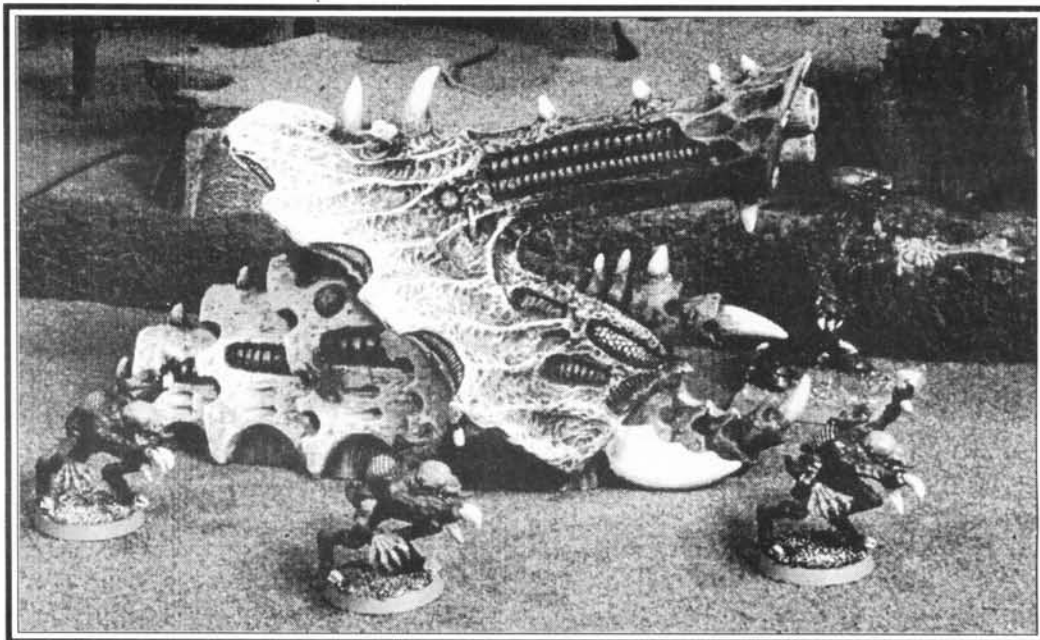


TYRANID™ EXOCRINE™

\$25

The Exocrine is undoubtedly the most specialized of all the Tyranid bio-war machines, bred for the purpose of striking at the foe from long range while more conventional Tyranid constructs close in to attack with tooth and claw. The Exocrine fires high velocity chitin shells, which can punch through vehicle armor with ease.

This Exocrine was sculpted by Mike Biasi from a Games Workshop design. It measures seven inches long by four inches tall and is made of durable polyurethane resin. The Exocrine is supplied with a second edition Warhammer 40,000 datafax and is supplied unpainted.



Figures not included, shown for scale only.

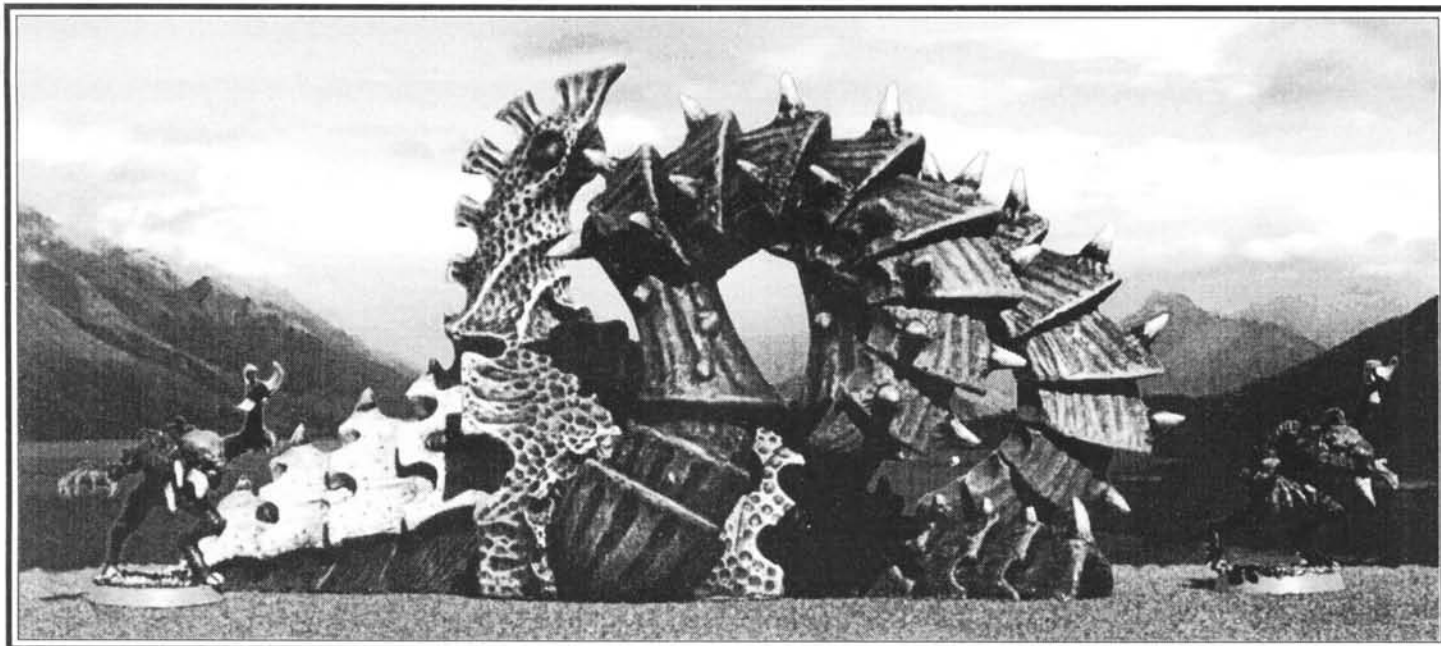
TYRANID™ MALEFACTOR™

\$30

The Malefactor is the Tyranid equivalent of an armored personnel carrier. Firing its Frag Spines as it moves forward, the Malefactor then disgorges broods of Tyranid troops to take advantage of the holes blasted in the enemy line.

This Malefactor was sculpted by Mike Biasi from a Games Workshop design. It measures eight inches long by four inches tall and is made of durable polyurethane resin. The Malefactor is supplied with a second edition Warhammer 40,000 datafax and is supplied unpainted.

Figures not included, shown for scale only.

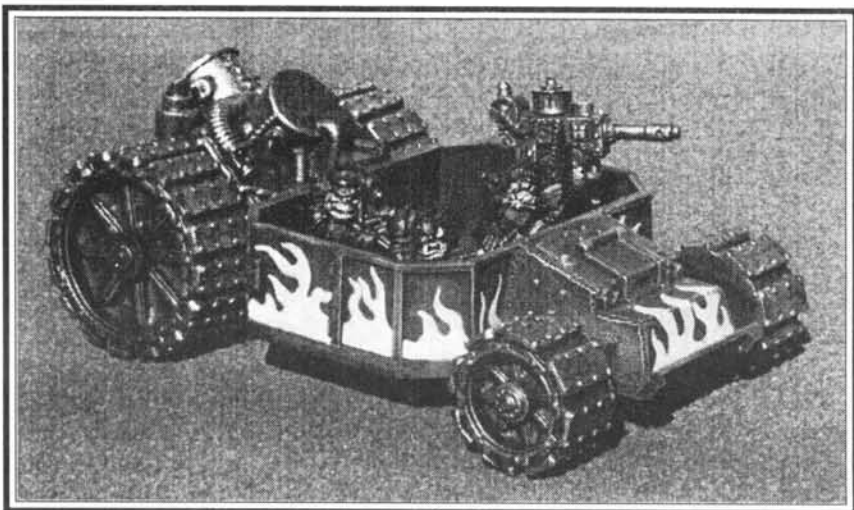


ORK™ BATTLEWAGON

\$25

The Ork Battlewagon is the basic Ork troop transport. Loud and fast, it gets the Ork crew right where they want to be, in the thick of the fighting!

This Battlewagon model is a modification of Games Workshop's original plastic kit that fits six Ork figures in relative comfort and sports a new two cylinder engine. The Datafax for the Battlewagon may be found in the *Dark Millennium* box set.



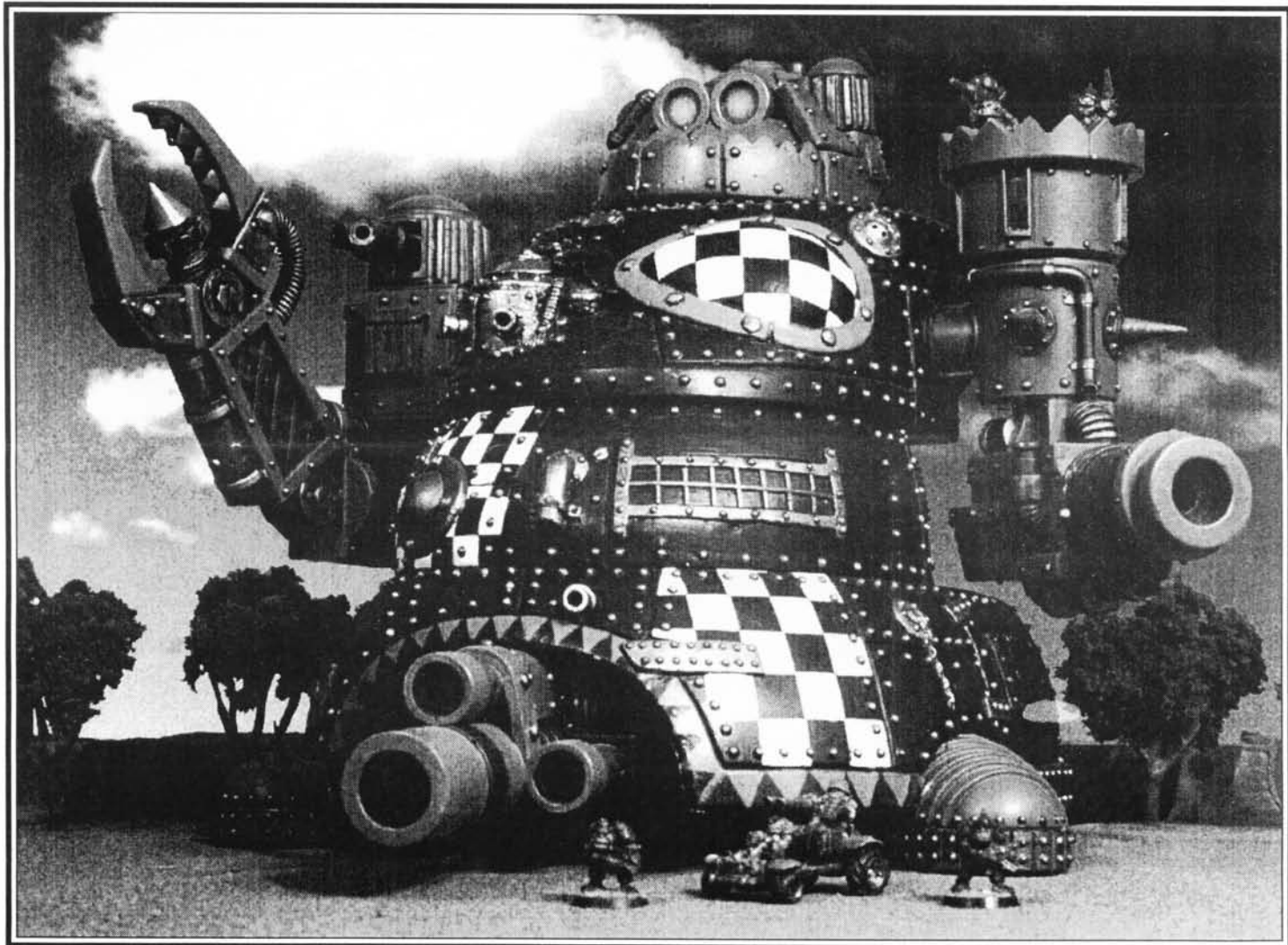
Figures not included, shown for scale only.

ORK™ GREAT GARGANT™

\$295

The Ork Great Gargant is the physical embodiment of the Ork gods. Its sheer size terrifies opposing armies and bolsters the morale of any Orks nearby. The firepower and toughness make it a formidable opponent on any battlefield. This Great Gargant model, sculpted by Mike Biasi from a Games Workshop design, stands over thirteen inches tall and is made of durable polyurethane resin. The weapons all pivot and the head and body sections rotate.

Figures not included, shown for scale only.



RESIN MODEL CARE

CLEANUP

Your model will look much better if you spend some time cleaning up mold lines and filling the inevitable air bubbles. Most people want to putty in those annoying air bubbles, but 5-Minute epoxy works better, curing in a few minutes as opposed to a few days and not shrinking as modeling putties do. Just mix a drop or two, lean the model up against something so that the bubble points up, and forms a cup. After it sets up hard, the epoxy can be shaved or filed off level with the surrounding area.

For shallow holes, cut the surface of the area to be filled with a hobby knife to give the epoxy something to adhere to as it does not stick well to shiny resin surfaces. A faster alternate way to fill bubbles is to use a gap-filling cyanoacrylate super glue and an accelerator spray. This method isn't quite as controllable as epoxy, but is undeniably quick. If you are going to sand or file the model, please wear some kind of dust mask to prevent the urethane dust from getting inside you—it's not good to eat or breathe.

REPAIRS

When the polyurethane resin does break, it usually does not shatter, but breaks cleanly. We've taken these pieces and thrown them around violently to demonstrate their durability and have yet to be let down by their strength. But, if a piece should break, apply a small amount of cyanoacrylate super glue to the break and fit it **exactly** back into position. After the glue dries, simply retouch the paint in the effected area.

PRIMING

You should always wash a new model and allow it to dry thoroughly before painting it, there are always some residual films left behind that may inhibit the paint from adhering. When it comes to a choice of primers, we strongly recommend an enamel or lacquer based primer (such as Krylon™ Sandable Gray Primer). It will cut through any residual films and bond to the resin.

PAINTING TIPS

PAINTING

Because these are such large models, the use of regular figure paints for the base color is not recommended (it's a waste of expensive paint). Spray can colors are probably the best for base colors (if you can find one in an appropriate color), after which you can shade, highlight, or add detail with figure paints.

IMPERIAL TITANS

The easiest way to paint the massive bulk of Imperial Titans is to prime with black and follow with a black base coat. Then drybrush the whole thing (with the exception of areas that will be painted another color) with Games Workshop's *Chainmail* or other medium dark metallic using a 3/4" wide flat brush. Then paint the nonmetallic panel areas with a good coat of white primer, then paint in other colors.

ELDAR TITANS

The sleek shapes of Eldar Titans require different painting techniques. Instead of the flat finish that looks good on Imperial Titans, Eldar Titans look better with gloss or semigloss finishes. Metallic spray paints used for model cars work well in dark blues, greens and purples with contrasting gold or silver trim. Candy colors over a gold or silver base coat also look pretty good, but you have to watch out for dust when painting because dust specks in the paint can't be touched up or sanded out of a candy paint job.

TITAN PAINT SCHEME REFERENCE SOURCES

The second edition *Titan Legions Codex Titanicus* book has color schemes for three Imperial Titan orders (Legio Victorum, Legio Ignatum, Legio Metallica) and two unspecified Eldar

Titan clans as well as Goff and Evil Sunz Ork clans.

The first edition *Adeptus Titanicus* rulebook has color schemes for the Imperial Fire Wasps and traitor Death's Heads Titan orders as well as a useful short article on painting Epic Titans. The first edition *Codex Titanicus* book has color schemes for three more Imperial Titan orders (Warp Runners, Morning Stars, War Griffons) and two more traitor orders (Flaming Skulls, Stormlords).

Also described and pictured are four Eldar Titan clans (Fir Lirithion of Iyanden craftworld, Fir Iolarion of Lugannath or Iyanden craftworld—its hard to tell from the conflicting descriptions, Fir Dinillainn of Siam-Hann craftworld and Fir Farillecassion of Biel-Tann craftworld. The old Battle Titans box also has Epic size banners and flags for Imperial Titan orders Fire Brands, Imperial Fists and Imperial Hunters and traitor orders Tiger Eyes, and Fire Masters.

ORK AND TYRANID PAINT SOURCES

The best sources of Tyranid paint ideas are the *Epic Hive War* supplement and the color pictures of Tyranid vehicles in recent *White Dwarf* Tyranid articles.

There have been plenty of ideas for painting Ork vehicles and Titans in *White Dwarf*, as well as the Epic rules books.

So get out those spray cans and paint brushes and paint up a storm!

Tim

Item	Price	Quant.	Total
Warhound Titan (Choose 2 Weapons)	\$80.00		
Autocannon			
Lascannon			
Multi-Launcher			
Multi-Melta			
Plasma Cannon			
Reaver Titan (Choose 3 Weapons)	\$125.00		
Autocannon			
Lascannon			
Multi-Launcher			
Multi-Melta			
Plasma Cannon			
Chain Fist (right)			
Power Fist (right)			
Extra Weapons For Warhound, Reaver, Phantom*			
Autocannon	\$15.00		
Lascannon	\$15.00		
Multi-Launcher	\$15.00		
Multi-Melta	\$15.00		
Plasma Cannon	\$15.00		
Chain Fist (right)	\$15.00		
Power Fist (right)	\$15.00		
Heat Lance*	\$15.00		
Pulse Laser*	\$15.00		
Baneblade/Shadow- sword Modular Kit	\$70.00		
Baneblade Kit	\$50.00		
Shadowsword Kit	\$50.00		
Eldar Tempest	\$35.00		
Eldar Knight	\$30.00		
Eldar Revenant	\$80.00		
Eldar Phantom (Choose 2 Weapons)	\$165.00		
Heat Lance			
Pulse Laser			
Ork Great Gargant	\$295.00		
Ork Battlewagon	\$25.00		
Tyranid Exocrine	\$25.00		
Tyranid Malefactor	\$30.00		
Shipping & Handling: Tempest, Knight Exocrine, Battle- wagon: \$4.00 each All Others: \$6.00 each	Subtotal		
	CA residents add 7.5% Sales Tax		
	Shipping		
	Total Enclosed		

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Expiration Date _____

Signature _____

Shipping is by UPS, so do not use P. O. Box addresses please. Models are not available outside the USA.

These models are designed for use with 25-28mm miniatures. The models are supplied unpainted and modeling experience is recommended. These models are not intended for sale to children under 12 years of age.

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P.O. Box 14485 Santa Rosa, CA 95402-6485

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CARE AND FEEDING OF RESIN MODELS

Thank you for purchasing an ARMORCAST polyurethane Warhammer® 40,000 scale model kit! Here are some tips on assembly, painting and care of your model. If you have any questions, problems, comments, model requests etc.. please feel free to write or call. Enjoy! – Tim DuPertuis

CLEAN-UP

Your model will look much better if you spend some time cleaning up mold lines and filling the inevitable air bubbles. Most people want to putty in those annoying air bubbles, but 5-Minute epoxy works better, curing in a few minutes as opposed to a few days and not shrinking as modeling putties do. Just mix a drop or two, lean the model up against something so that the bubble points up, and forms a cup. After it sets up hard, the epoxy can be shaved or filed off level with the surrounding area. For shallow holes, cut the surface of the area to be filled with a hobby knife to give the epoxy something to adhere to as it does not stick well to shiny resin surfaces. If you are going to sand or file the model, please wear some kind of dust mask to prevent the urethane dust from getting inside you-its not good to eat or breathe.

PRIMING

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PAINTING

Because these are such large models, the use of regular figure paints for the base coat is not recommended (it's a waste of expensive paint). Spray can colors are probably the best for base colors (if you can find one in an appropriate color), after which you can shade or add detail with figure paints.

Suggested method for painting Imperial Titans:

Prime black and follow with a black base coat. Drybrush the whole thing (with the exception of areas that will be another color) with Games Workshop's *Chainmail* metallic. Paint non-metallic areas with a good coat of white primer. Paint in other colors.

REPAIRS

When the polyurethane does break, it usually does not shatter, but breaks cleanly. I've taken these pieces and thrown them around violently in demonstration to friends of their durability and have yet to be let down by their strength. But, if one should break, repair the gap with cyanoacrylate-super glue (Zap-A-Gap CA+™ is good). After the glue dries, simply retouch the paint in the effected area.

WARPAGE

Beware of leaving your model in the car on a very hot day! These models are plastic after all. Due to the thickness of the pieces, the only common places for them to warp or bend when it gets very hot are the weapons. If you come back to your car to find your Knight's sword swaying or your Tempest's barrels drooping, find a hair drier. Heat the location of the bend. As it warms, you will notice that it will have some give. DON'T FORCE IT! The piece was bent only by the forces of gravity, so using muscle will probably only snap it. If your fingers can't stand the heat, by all means wear oven mitts. When heated, the piece should freely bend back to the desired position, and if you don't want to sit there holding it while it cools, have a ice bath ready to immerse it in. Now all you have to do is touch up the paint where the heat probably blistered it. Now, wouldn't it have made more sense to keep it out of the heat in the first place?