

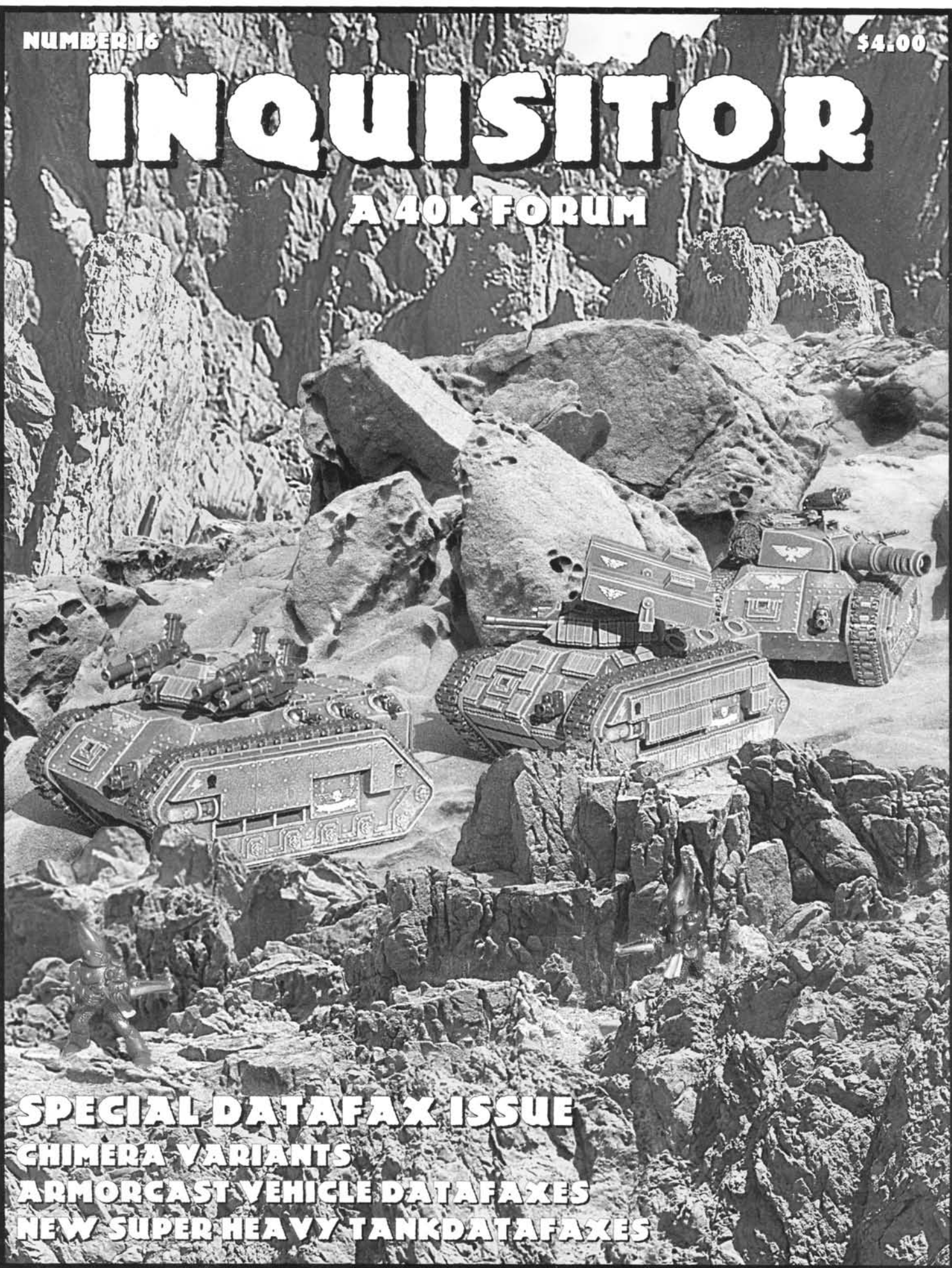


NUMBER 16

\$4.00

INQUISITOR

A 40K FORUM



SPECIAL DATAFAX ISSUE

CHIMERA VARIANTS

ARMORCAST VEHICLE DATAFAXES

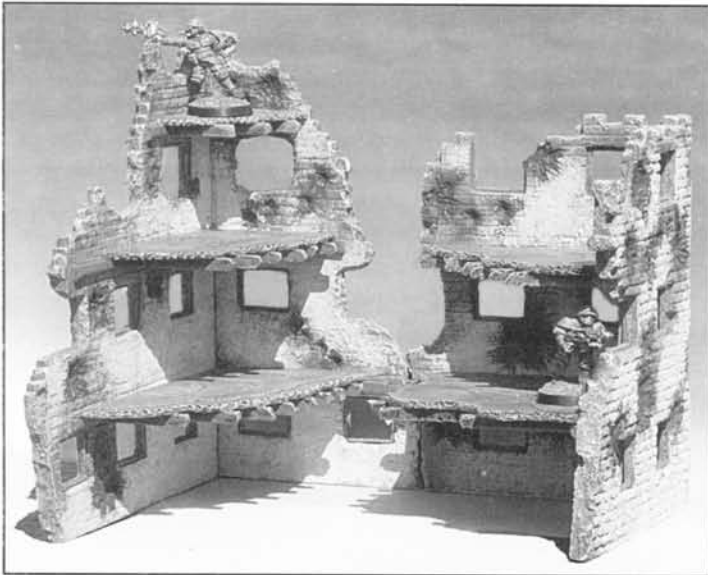
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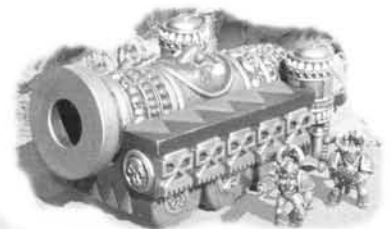
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INQUISITOR

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INQUISITOR

A40K FORUM

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OPENING SHOTS

THIS ISSUE

Most of this issue is devoted to datafaxes for the existing line of Armorcast vehicles. Games Workshop wants Armorcast to market its kits as model kits not gaming pieces, so the datafaxes are no longer included in the model boxes. With Games Workshop's approval, the datafaxes that were in the boxes are now presented in *Inquisitor*.

NEW DATAFAXES FOR SUPER HEAVY TANKS

The datafaxes that GW provided for Armorcast's super heavy vehicle models were a bit dated when recieved and are even more dated now. Some of the weapons on the models were not included on the datafax, the points costs were a bit high and some work needed to be done on weapons stats and armor values. To fix all of this stuff *Inquisitor* has done new datafaxes for these vehicles. These datafaxes are intended to replace all previous datafaxes for the Baneblade, Shadowsword and Tempest. Since the vehicles are optional vehicles it is up to you to decide which datafaxes to use for these models, but I hope you decide that the new ones are more usable than the old ones.

OTHER STUFF

Lee Erickson is back with Hot Lead and there are datafaxes and kit bashing instructions for making some of the old Epic Chimera variants for use in 40K.

There were so many typos in last issue's Phantom datafax that we are reprinting it in this issue so people will have a correct one.

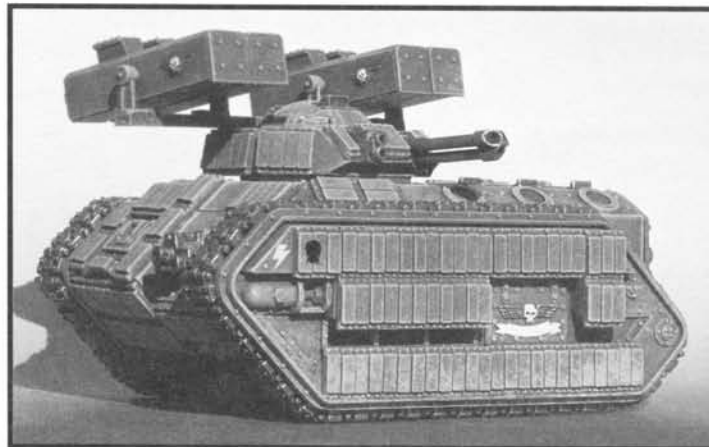
SHORT TANKS

I managed to leave out the address of the company that makes the Kryomek vehicles used in the Squat army list in *Inquisitor* 15. The company is:

Simtac Inc.
15G Colton Rd.
East Lyme, CT 06333
860 739-3609

INQUISITOR WEB SITE

Inquisitor now has a web site up. Currently there is not a whole lot on it except for subscription info, a back issue index and the datafaxes for Armorcast vehicles. We are working on getting some stuff from out of print issues up on the site in the next month or so. Check it out at: <http://armorcast.com/inquisitor/index.html>



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Chimedon, Chimerro and Chimerax

CHIMERA VARIANTS IN WARHAMMER 40,000

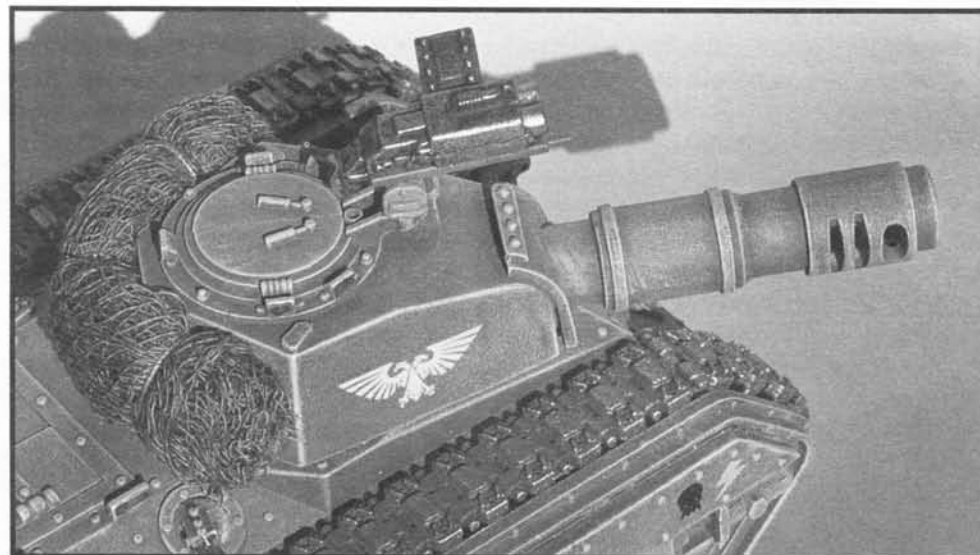
BY Tim DuPertuis

In the previous edition of Game Workshop's Epic scale miniatures game there were three variants of the standard Imperial Guard Chimera that carried heavier weapons and were intended to provide support for units of normal Chimeras. The Chimedon replaced its multi-laser with a battlecannon, the Chimerax replaced its multi-laser with quad autocannons and the Chimerro added anti-tank missiles to a standard Chimera.

This article includes rules, datafaxes and modeling ideas for adding these vehicles to your Imperial Guard armies.

CHIMEDON

The standard Chimera turret is really too small to be able to hold a battlecannon breech block, much less an autoloader and gunner, so a Lemann Russ turret is used. A round hole is cut in the Chimera top deck plate which is then notched to accept the Leman Russ turret, making the turret interchangeable between Chimedon and Leman Russ (see photo above). The photo shows the new hole centered over the original turret mounting hole. After making this hole I decided that the turret would look better if it was centered on the vehicle, so I would suggest cutting the new hole on the vehicle centerline as has been done on the other two Chimera variants.



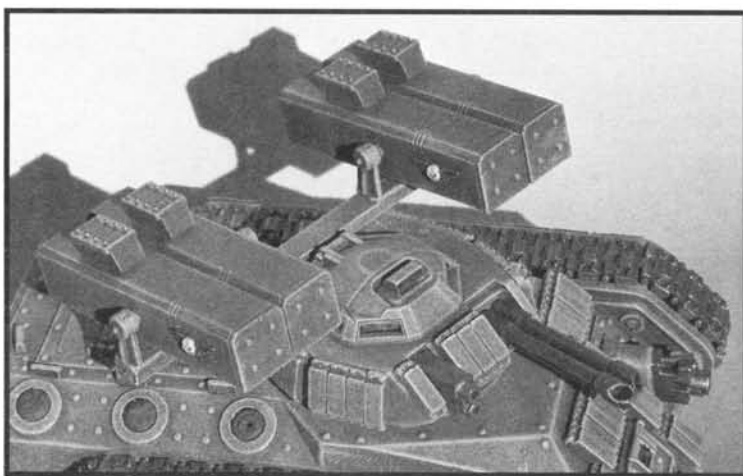
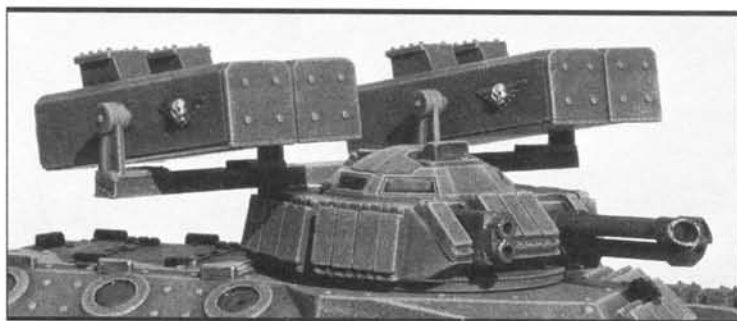
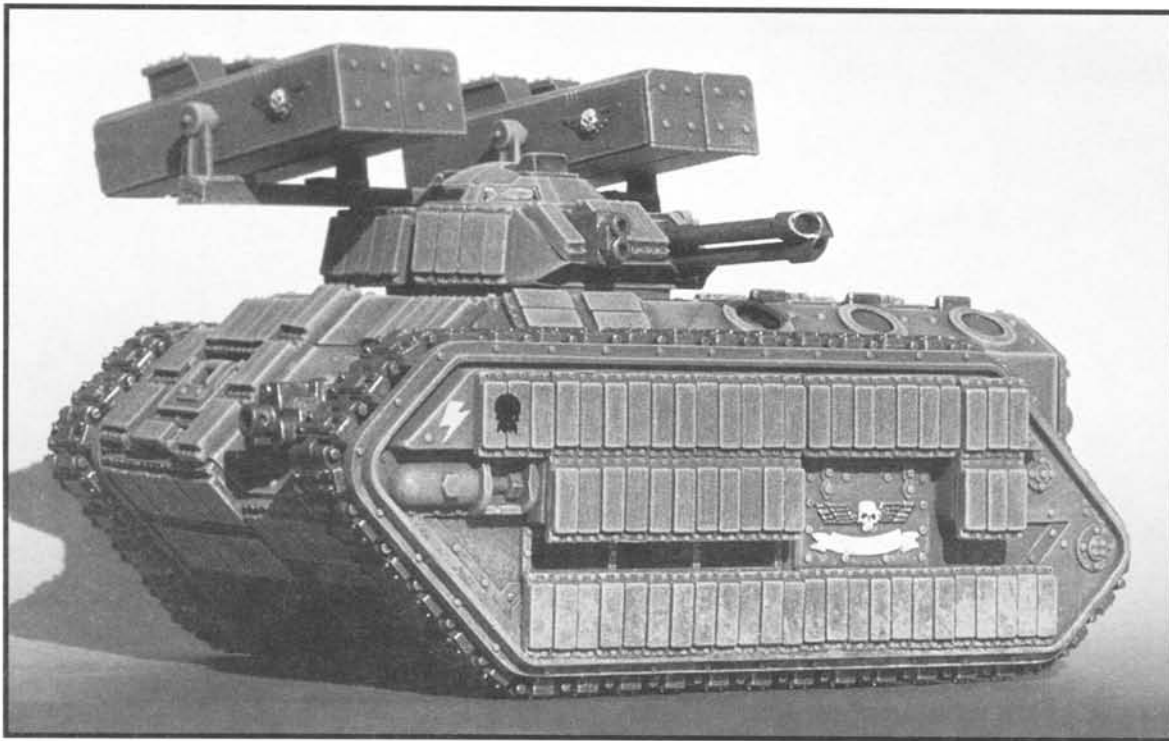
The rear turret stowage bins from the Leman Russ turret were left off to make the turret look a little smaller and make the size more appropriate for an APC turret. Making the turret smaller also prevents interference with the top hatch doors.

CHIMERRO

The Chimerro is a standard Chimera with additional Hunter-Killer missiles, so it doesn't need a new datafax. There are lots of ways to add missile launcher boxes to the model. An overhead rack reminiscent of a WWII Sherman Calliope rocket launcher rack looks good, as do twin launcher boxes mounted to one side of the turret as on the American M2 and M3 Bradley IFVs.

Fred Reed built multiple HK launchers on a couple of vehicles shown in *White Dwarf* 203 (large pictures) and shown again in *White Dwarf* 213 (small pictures). The model in this article shows a third alternative, which is a bit of a cross between the other two setups, with twin launcher racks mounted to either side of the turret elevated just enough to allow unobstructed views from the turret cupola vision ports.

The mounting parts were just the normal Hunter-Killer launcher box brackets that were cut in half and glued to a



The Chimera turret has always seemed a bit small, so the turret on the Chimero is based on the turret for the $1/35$ scale U.S. AAVP7 amphibious landing vehicle. The right front side of the turret mounts a cut down storm bolter and the left side mounts a scatchbuilt multi-laser made of brass rod and plastic tubing. Obviously the multiple launcher boxes could be added just as easily to a standard Chimera turret.

Chimero tactical note: Just because a vehicle has four launcher boxes mounted on it doesn't mean that all of the boxes have to have missiles in them. There might be just one missile loaded instead of four, but the only way your opponent would know this would be if one of his figures charged up to the vehicle and opened all of the missile boxes to see if each one is loaded with missiles!

heavy piece of plastic strip (sprue could also be used). The two pieces were spaced the correct distance apart to be able to hold two launcher boxes glued together instead of the original single launcher box. The launcher rack is currently held mounted on the vehicle with Blu-Tack, but there are plans to drill and tap holes into the turret and make the launcher rack removable (and perhaps switchable to other vehicles).



CHIMERAX

Four Imperial Guard autocannon are glued together in pairs after trimming the guns so that they fit together well. Be sure to add shell ejection ports on the left sides of the two left side weapons so that the turret cupola isn't pelted with empty shell casings.

The twin autocannon pairs are mounted on both ends of a piece of brass rod that goes into a hole drilled all the way through the turret. The mounting points for the brass rod are the bottom round knobs at the bottom rear of the two outboard autocannons. By making the mounting point low and to the rear of the guns, they will be able to pivot upwards to a high angle suitable for antiaircraft fire. *INQUISITOR 17* will have a datafax with special rules and Vehicle Cards for fielding a special antiaircraft version of the Chimerax to deal with those pesky Eldar jetbikes and Tyranid Gargoyles.

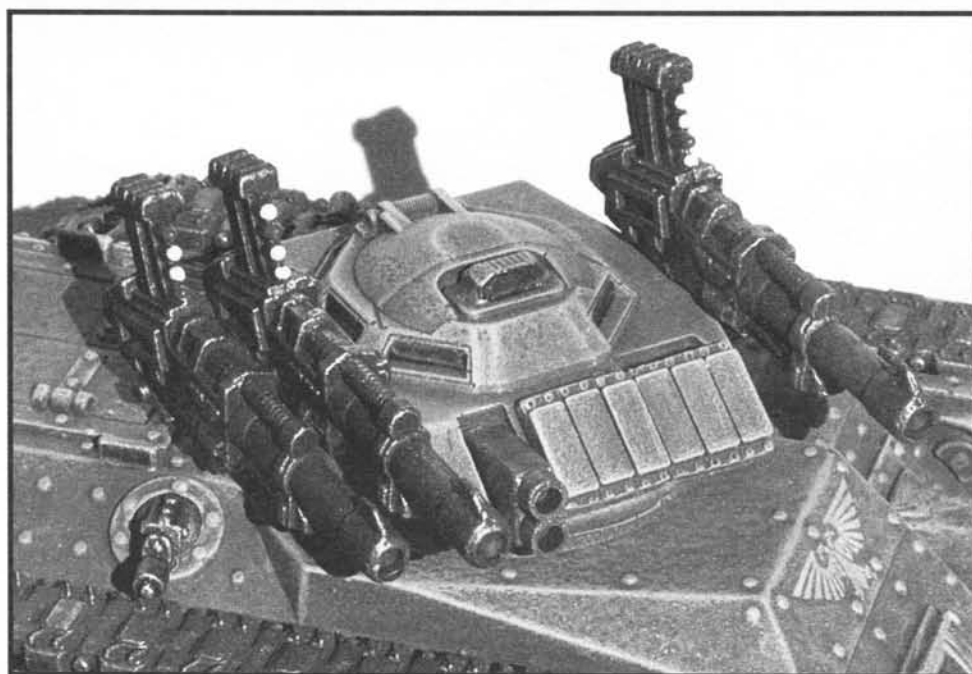
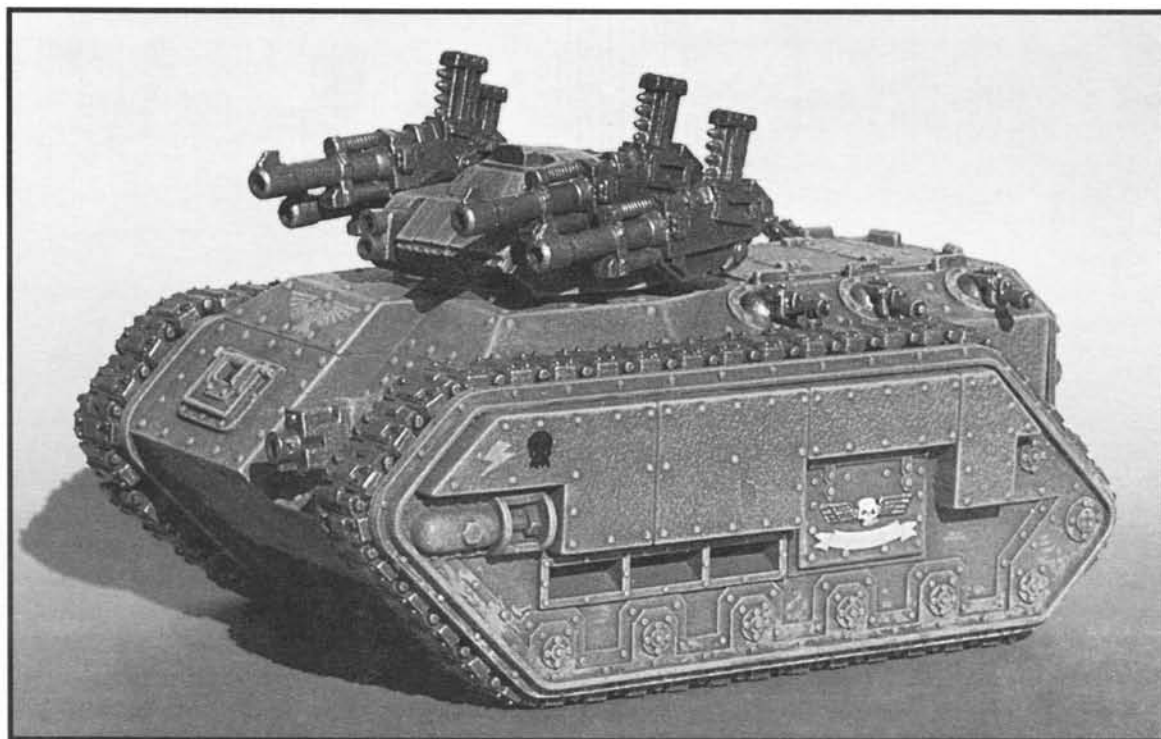
As with the Chimerro, the turret on the Chimerax is based on the turret for the $1/35$ scale U.S. AAVP7 amphibious landing vehicle. The right side of the turret mounts a cut down storm bolter and the left side is covered with reactive armor from a T-80 model kit.

OTHER MODELING DETAILS

The large outboard side armor panels on the Chimeras have been cut down to about half of their original thickness before being glued on. This makes the models look a little less pudgy.

The camouflage tarps on the models were cut from a large piece of cheesecloth that has been dyed forest green with Rit fabric dye, rolled up and tied with thread. One piece of dyed cheesecloth will keep you in camouflage tarps for many, many years!

The additional armor blocks all over the Chimerro are reactive armor blocks from a $1/35$ scale Lindberg T-80 model kit. The blocks have been cut apart and mounted all over the vehicle to represent either the Ablative Armor or Reinforced Armor Vehicle Cards.



IMPERIAL GUARD CHIMERAX

VEHICLE DATA

MOVEMENT:

Slow Combat Fast
6" 12" 20"

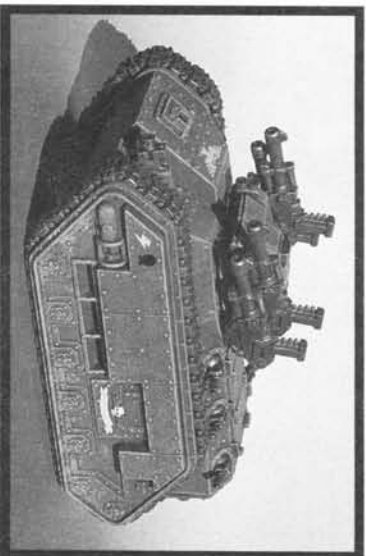
Type: Tracked

RAM VALUE:

Strength 8
Damage D12
Save -5

CREW:

- 1 Imperial Guard Driver
- 2 Imperial Guard Gunners



TRANSPORT:

One Imperial Guard squad plus a single Imperial Guard character model.

WEAPONS:

In the turret: four quad-linked autocannons with a 360° field of fire and one storm bolter with a 360° field of fire. The storm bolter may be fired by either the turret gunner (instead of the autocannons) or any transported model. One heavy bolter mounted in the hull with a 90° field of fire to the front. Three lasguns mounted in firing ports down both sides of the tank with a 180° field of fire to the appropriate side. The lasguns may only be fired by transported models. All weapons are fitted with targeters. The Chimera may also be fitted with a set of auto-launchers carrying frag or blind grenades (+5 points), or frag defender rounds (+10 points).

WEAPON DATA

Weapon	Range	To Hit	Save	Armor	Special
	Sh. Long	Sh. Long	Str. Dam. Mod.	Pen.	
Autocannon	0-20 20-72	- -	8 D6	-3	2D6+8 Sust. Fire 1D each
Stormbolter	0-12 12-24	- -	4 1	-1	D6+4 Sust. Fire 1D
Heavy Bolter	0-20 20-40	- -	5 D4	-2	D4+D6+5 Sust. Fire 2D

POINTS COST: 200 Points

11/20/97

Datafax Produced by Inquisitor Magazine

CHIMERAX DAMAGE TABLES

D6	Location	Armor	Front	Side/Rear
1-2	Tracks	16	16	16
3-5	Hull	21	18	18
6	Turret	20	20	20

Track Damage Table

- The tracks are damaged but the Chimera keeps on running. The Chimera may only move at slow speed for the rest of the game.
- The tracks are destroyed. The Chimera moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- A track is blown off and the resulting damage smashes the drive shaft causing the Chimera 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

- The driver is killed. Unless his position is taken over the Chimera 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 Chimera's engine explodes, killing everybody on board with no armor save allowed. The vehicle is spun around to face in a random direction by the force of the explosion and then comes to a permanent halt.
- A spark ignites the Chimera'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 Chimera's ammunition explodes. The Chimera is destroyed and any models within 3" of the tank suffer D6 Strength 10 hits with a -3 saving throw modifier.

Turret Damage Table

- The autocannons are 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 autocannons may only fire in a straight line at targets that are directly in front of them.
- The autocannons are destroyed and may not be used for the rest of the battle.
- The autocannons are destroyed as above, but the explosion causes a flashback to the hull causing a secondary explosion. Roll on the Hull Damage Table to find out what effect this has.
- The ammunition stored in the turret explodes and the Chimera is destroyed. All models on board are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands on takes D6 S9 hits with a -6 saving throw modifier.

IMPERIAL GUARD CHIMADON

VEHICLE DATA

MOVEMENT:

Slow Combat Fast
6" 12" 20"

Type: Tracked

RAM VALUE:

Strength 8
Damage D12
Save -5

CREW:

1 Imperial Guard Driver
2 Imperial Guard Gunners

TRANSPORT:

One Imperial Guard squad plus a single Imperial Guard character model.

WEAPONS:

In the turret, one **battlecannon** with a 360° field of fire and one **storm bolter** with a 360° field of fire. The **storm bolter** may be fired by either the turret gunner (instead of the battle-cannon) or any transported model. One **heavy bolter** mounted in the hull with a 90° field of fire to the front. Three **lasguns** mounted in firing ports down both sides of the tank with a 180° field of fire to the appropriate side. The **lasguns** may only be fired by transported models. All Weapons are fitted with **targeters**. The Chimera may also be fitted with a set of **auto-launchers** carrying **frag** or **blind grenades** (+5 points), or **frag defender rounds** (+10 points).

WEAPON DATA

Weapon	Range		To Hit		Save	Armor	
	Sh.	Long	Sh.	Long		Str.	Pen.
Battlecannon	0-20	20-72	-	-	8	2D6	-3
Stormbolter	0-12	12-24	-	-	4	1	-1
Heavy Bolter	0-20	20-40	-	-	5	D4	-2

POINTS COST: 170 Points

11/20/97

CHIMADON DAMAGE TABLES

D6	Location	Armor	
		Front	Side/Rear
1-2	Tracks	16	16
3-5	Hull	21	18
6	Turret	20	20

Track Damage Table

- D6**
- The tracks are damaged but the Chimadon keeps on running. The Chimadon may only move at Slow speed for the rest of the game.
 - The tracks are destroyed. The Chimadon moves out of control next turn and then comes to a permanent halt for the rest of the battle.
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Hull Damage Table

- D6**
- The driver is killed. Unless his position is taken over the Chimadon 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 Chimadon's engine explodes, killing everybody on board with no armor save allowed. The vehicle is spun around to face in a random direction by the force of the explosion and then comes to a permanent halt.
 - A spark ignites the Chimadon'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 Chimadon's ammunition explodes. The Chimadon is destroyed and any models within 3" of the vehicle suffer D6 Strength 10 hits with a -3 saving throw modifier.

Turret Damage Table

- D6**
- The battlecannon 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 battlecannon may only fire in a straight line at targets that are directly in front of it.
 - The battlecannon is destroyed and may not be used for the rest of the battle.
 - The battlecannon is destroyed as above, but the explosion causes a flashback to the hull causing a secondary explosion. Roll on the Hull Damage Table to find out what effect this has. The ammunition stored in the turret explodes and the Chimadon is destroyed. All models on board are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands on takes D6 S9 hits with a -6 saving throw modifier.

Datafax produced by Inquisitor Magazine

HOT LEAD

Yo! 'Lotts stuff! Here we go! From Geo-Hex is a growing line of SF human troops for their hard edged SF skirmish system, Stargrunt. If you like a smaller size figure with more realistic proportions in your 40K game then this is the figure line for you! The only down side is the lack of any alien troops, but I expect that this will be solved in due time. In the mean time there's always the Tyranids (who will look even NASTIER standing next to a 25mm figure...). Da Chief sez, "Check it out!"

Iron Crown Enterprises continues to expand their miniatures product line with a continual flow of new space fighter minis for their outstanding game Silent Death (40K campaign, anyone?). The latest batch is for the supplement Universal Night Watch, which introduces a unified anti-Grub fighting force with new technology for making the lives of the icky bio-alien Grubs more "interesting." The ship miniatures are produced by RAFM miniatures of Canada and are up to the usual high standards of the crazed Canucks!

The next items of miniature madness from ICE are actually plastic! Two boxed sets of marvelous minis in the form of Space Rangers and Steel Warriors! The Space Rangers come in a boxed set of 50 (!) powered armor clad humans that are an absolute steal at \$30.00! Better yet, the Space Rangers come with enough extra heavy weapons to equip three out of every five rangers! With an officer figure included for good measure the Space Rangers set is an excellent way

to get your space marines chapter started if you are on a budget (like me!).

The Steel Warriors set contains plastic robots of three different types (bird walker, large humanoid, small humanoid) with separate clip on arms and weapons. The small humanoid robot is the size of a 40k Imperial Guardsman, the large humanoid robot is noticeably larger and more intimidating, and the bird walker is actually more substantial than the large humanoid 'bot and includes a dorsal mounted rocket pack. Depending on how you choose to paint them, these bad 'bots could serve your Epic army as small Titans or your 40k army as Imperial robots or Chaos Androids! At \$25.00 a set the Steel Warriors are a real steal (pun intended...perpetrator to be purged by Inquisition!).

*RAFM Silent Death Narwahl
Transport and Aoshu Light Carrier*



*RAFM Silent Death Stingray
Frigate and Havoc Fighters*



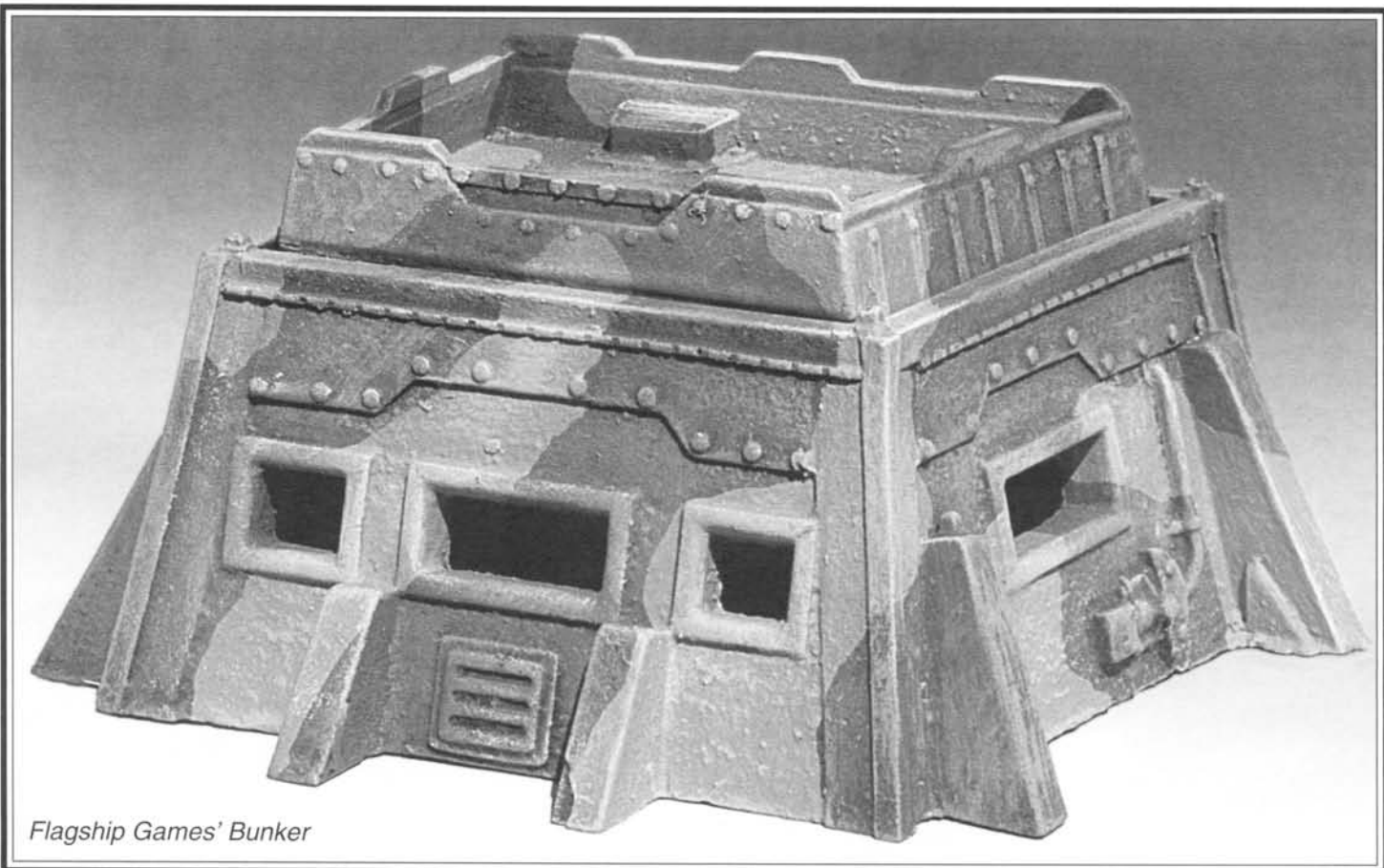
From Flagship Games (formerly Seveth Street Games) comes some exciting bits of 40K compatible real estate! Provided for review were a pair of Dragon's Teeth anti-tank barriers and a BUNKER! The dragon's teef, er, teeth, are spikey and nasty and liable to rip the tracks right off of a Leman Russ! They retail for \$20.00 a set (#4402) while the bunker, a wonderful 40K style affair complete with REMOVABLE ROOF is a steal at \$28.00 (#4401). Best of all, the bunker is easily kustomized with armored shutters, stowage, or whatever your little orky mindz can think up! Da Chief sez "Oii! Dat's me HOWZ!!!"

Finally, this humble servant of the Emperor's will would like to bring to your attention a first rate mail order hobby service that is a great resource for the SF kit bashing enthusiast. SQUADRON MAIL ORDER (1115 Crowley Drive, Carrollton, TX 75011-5010, (972) 242-8663) is undoubtedly one of the largest mail order hobby retailers in the U.S., and best of all for us kit bashing fiends, they run monthly model kit SALES! Carrying plastic kits of every

description, scale, and many unusual imported kits from around the world and all sorts of accessories such as tools and decals, Squadron Mail Order is well worth the investment of \$4.50 to subscribe for their catalog and monthly updates for one year. Highly recommended! Da Chief is already firing up his "Kustom Far Talkin' Fing" to place another parts order!



ICE Steel Warriors



Flagship Games' Bunker

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	9
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:

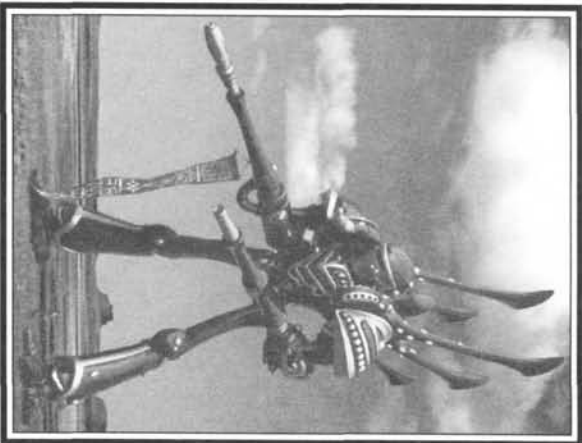
Two Titan weapons and two secondary wing weapons must be purchased from the list below. All weapons have a 90° field of fire to the front. Secondary weapons may be either be lascannon or missile launcher loaded with Frag and Krak ammo.

WEAPON DATA

Weapon	Range	To Hit	Sh	Long	Sh	Long	Str	Dam.	Mod.	Save	Armor	Pen.	Special	Points
Pulsar	6-20	20-96	-	-	10	2D6	-6	3D6+10	-	D6 shots	200	-	-	100
Heat Lance	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	-	-	50
Missile Launcher	6-20	20-72	-	-	4	1	-1	D6+4	2" Blast Marker	-	-	-	-	50
Frag	6-20	20-72	-	-	4	1	-1	D6+4	2" Blast Marker	-	-	-	-	50
Krak	6-20	20-72	-	-	8	D10	-6	D10+D6+8	-	-	-	-	-	50
Phantom Power Fist	HTH	HTH	10	3D6	-6	4D6+D20+10	HTH, Sp	30	-	-	-	-	-	30

POINTS COST: 550 plus weapons

Datafax produced by **INQUISITOR** magazine.



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

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

Save

PSYCHOLOGY:

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

PHANTOM DAMAGE TABLES

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

*Hits weapon closest to attacker

D6

Leg Damage Table

- The Phantom is knocked sprawling. It staggers D6" in a random direction, colliding with anything moved into.
- The thick armor plates on the Phantom'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.

D6

Weapon Damage Table

- 1-2 The weapon is jammed or partially damaged and can only be fired if you first roll a ++ on a D6.
- 3-5 The weapon is torn from the Phantom's body and is destroyed.
- 6 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.

D6

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).
- 6 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+.

D6

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.
- 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 Phantom's crystalline engine to implode as described for a roll of 6 on the Body Damage Table above.

D6

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.

NEW DATAFAXES FOR SUPER HEAVY TANKS

The datafaxes that Games Workshop provided for Armorgate's super heavy vehicle models were a bit dated when received and are even more dated now. Some of the weapons on the models were not included on the datafax, the points costs were a bit high and some work needed to be done on weapons stats and armor values. To fix all of this stuff *Inquisitor* has done new datafaxes for these vehicles. These datafaxes are intended to replace all previous datafaxes for the Baneblade, Shadowsword and Tempest. Since the vehicles are optional vehicles, it is up to you to decide which datafaxes to use for these models. I hope you decide that the new ones are more usable than the old ones.

VEHICLE CARDS

The current Vehicle Cards were not designed with super heavy tanks in mind, so the points costs for some of them are far too low for the super heavy tanks. New points costs for using Vehicle Cards with super heavy vehicles are included on the rules page.

TANK COMMANDERS

The Tank Commander rules in the old datafaxes caused much confusion and led to silly things like Tank Commanders firing battlecannons equipped with armor piercing ammo Wargear Cards. These new rules make Tank Commander work the same way Imperial Titan Princeps characters work, directing the fire of their gunners-not firing weapons themselves.

BANEBLADE

Changes to the Baneblade include adding the turret mounted lascannon, changing the way the sponson bolters work, figuring out how many crew there actually are, making the track armor a little tougher and dropping the points to a playable level.

SHADOWSWORD

The Shadowsword changes are similar to the changes on the Baneblade. The top mounted heavy bolter and bolter have also been added and the Volcano Cannon now matches the one on the Reaver datafax.

TEMPEST

The Tempest's armor values were extremely high for an Eldar vehicle and its speed was a bit low, given the Eldar penchant for fast, lightly armored vehicles making fast strike attacks. The new armor values are lower on the hull and turret, but the top speed is up to 26". The pulse laser's single shot stats were much too high for this edition of 40K, so the weapon has been completely revised to be more in keeping with the new Games Workshop Falcon and the rest of the weapons in the game.

GAMER'S WISH LIST

Models we would like to see Games Workshop produce.

IMPERIAL

- Tarantulas with OTHER weapons
- Marine Primarchs
- New Sentinel
- New Rhino
- New Land Raider
- Space Wolf Wulfen Figures

MISCELLANEOUS

- Heavy Webber, Graviton Gun
- Driver figures for all races
- Chaos Androids
- Genestealer Cult Models
- New Genestealer Patriarch

ELDAR

- Eldar Exodite Dragon Riders
- Eldar Pirates (based on Battlefleet Gothic drawings-Guardians just don't do it)
- Shining Spear Aspect Warriors
- Exarchs and Farseer/Warlocks with different weapons
- Slaaneshi Eldar
- Vibro Cannon

FUTURE CODEX FIGURES

The Imperial Agents List provides a long list of potential figures, from Adeptus Arbites and Mechanicus characters to squads of Tech-Priests, Electro-Priests and armed Servitors.



SUPER-HEAVY BANEBLADE

Imperial Super-Heavy battle tanks are massive fighting machines which look more like mobile fortresses than tanks and bristle with powerful weapons. Both the Baneblade and Shadowsword are as big as a building and carry enough firepower to devastate the opposition.

MOVEMENT

Super heavy vehicles can move over low walls, hedges, rubble and trenches without penalty, knocking down walls and hedges and collapsing trenches in a 6" wide path.

TURRET FIRE ARCS

The unique combination of lascannon and battlecannon mounted in the turret requires some special rules. The weapons are not linked, but do have firing arc restrictions. The lascannon and battlecannon must be fired within the same 45° firing arc. Firing the first turret weapon sets the firing arc (centered on the target), so the second weapon must be fired at targets within the same firing arc.

PSYCHOLOGY

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

VEHICLE CARDS

Baneblades are so huge that any additional work done to them costs far more in time and materials than it would to a normal vehicle. Consequently, some Vehicle Cards cost more when used on Baneblades.

Baneblade Vehicle Card Cost

Ablative Armor	45
Bulldozer Blade	45
Ceramite Armor	50
Aux. Storm Bolters	Not Available
Electro-hull	20
HK Missile	30
Heavy Flamer Upgrade	10
Null Shield	35
Reinforced Armor	50
Searchlight	5
Supercharged Engine	Not Available
Vortex Detonator	50

TANK COMMANDERS

To ensure that super heavy tanks operate effectively in combat situations Baneblades are commanded by a special crew member known as a tank commander. The tank commander occupies the command cupola situated on the tank's turret, where he is afforded a 360 degree view of the battlefield. From this position he may spot targets and potential threats and direct his crew accordingly.

Tank Commander Rules

The tank commander can direct the fire of the tank at any one target. All weapons firing at that target are +1 to hit. The tank commander may only fire a weapon if the weapon's gunner is killed. If the tank commander takes over a weapon, he fires the weapon using his own BS, but may no longer direct any weapons fire, even for his own weapon.

IMPERIAL GUARD ARMY LIST: SUPPORT

BANEBLADE 400 points

An Imperial Guard army may include Baneblades. Baneblade points come from the Support section of the Imperial Guard army list. The Baneblade is crewed by nine Imperial Guard crewmen and a tank commander, all wearing flak armour (6+ save) and carrying laspistols.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7
Tank Cmdr.	4	4	4	3	3	1	4	1	8



IMPERIAL GUARD BANEBLADE

VEHICLE DATA

MOVEMENT:

Slow Combat Fast
4" 8" 12"

Type: Tracked

RAM VALUE:

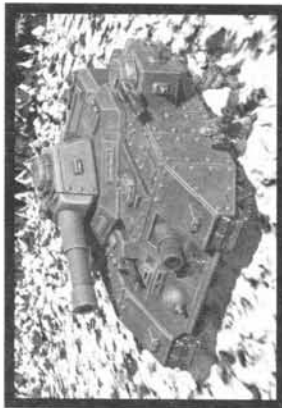
Strength 10
Damage D20
Save -6

CREW:

- 1 Tank Commander
- 1 Guard Driver
- 2 Guard Hull Gunners
- 4 Guard Sponson Gunners
(2 lascannon, 2 bolters)
- 2 Guard Turret Gunners

WEAPONS:

Turret mounted battlecannon and lascannon, both with targeter and a 360° field of fire (both weapons must fire with in the same 45° arc). In the hull: one battlecannon, and one heavy bolter, each with a targeter and a 90° arc of fire to the front. In each sponson mount, on lascannon, with targeter and a 180° field of fire to the side of the vehicle and three bolters, each covering 60° of the lascannon fire arc. Sponson mounted bolters may all be upgraded to heavy bolters for a cost of +60 points. The Baneblade is fitted with auto-launchers with frag or blind grenades. Frag defender rounds may be added at an additional cost of +10 points.



WEAPON DATA

Weapon	Range	To Hit	Sh.	Long	Str.	Dam.	Mod.	Save	Armor	Pen.	Special
Battlecannon	0-20 20-72	-	-	-	8	2D6	-3	3D6+8	3D6+8	2" Blast	
Lascannon	0-20 20-60	-	-	-	9	2D6	-6	3D6+9	3D6+9	-	
Heavy Bolter	0-20 20-40	-	-	-	5	D4	-2	D4+D6+5	Sust. Fire 2D		
Bolter	0-12 12-24	+1	-	-	1	1	-1	D6+4	D6+4	-	
Auto-launcher	6	-	-	-	-	-	-	-	-	-	
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast marker		
Blind Grenade	-	-	-	-	-	-	-	-	-	2" Blast marker	
Frag Defender	All models in base contact with vehicle take S4 hit with -1 Sv. mod.										

POINTS COST: 400 Points

11/20/97

BANEBLADE DAMAGE TABLES

D6	Location	Armor
	Front	Side/Rear
1	Tracks	19
2-4	Hull	24
5	Sponsons*	20
6	Main Turret	25
*Hit sponson closest to firer.		

Track Damage Table

- 1-3 The tracks are damaged but the Baneblade keeps running. The vehicle may only move at Slow speed for the rest of the game.
- 4-6 The track is blown off. The Baneblade moves out of control next turn and then comes to a permanent halt for the rest of the battle.

Hull Damage Table

- 1 The hull mounted heavy bolter is destroyed and may not be fired for the rest of the battle.
- 2 The hull mounted battlecannon is destroyed and may not be fired for the rest of the battle.
- 3-4 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 5 or 6 they are hit and killed.
- 5 The Baneblade's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- 6 The Baneblade's ammunition explodes. The Baneblade is destroyed and any models within 7" of the center of the tank suffer D6 Strength 10 hits with a -3 saving throw modifier.

Sponson Damage Table

- 1 The bolter ammo feed is destroyed and the bolters may not be fired for the rest of the battle.
- 2 The lascannon is damaged and may only be fired if you first roll a 4 or more on a D6.
- 3 The lascannon is destroyed and may not be fired for the rest of the battle.
- 4-5 The shot rips through the sponson destroying the lascannon and all the bolters. Roll a D6 for each gunner. On a roll of 4+ the gunner is killed with no armor save allowed.
- 6 A massive explosion rocks the sponson. All sponson weapons are destroyed, both gunners are killed and the sponson is torn from the side of the tank. Roll a D6, on a 4+ the explosion causes a secondary explosion in the Hull. Roll on the Hull Damage Table to find out what effect this secondary explosion has.

Main Turret Damage Table

- 1 The lascannon is damaged and may only be fired if you first roll a 4 or more on a D6.
- 2 The battlecannon is damaged and may only be fired if you first roll a 4 or more on a D6.
- 3 The turret is jammed and may no longer rotate. The weapons may only fire in a straight line at targets that are directly in front of it. The lascannon gunner is killed with no armor save allowed. Unless his position is taken over by another crew member, the lascannon may no longer be fired.
- 4 The battlecannon is destroyed and may not be fired for the rest of the battle. The battlecannon gunner is killed with no armor save allowed. Unless his position is taken over by another crew member, the battlecannon may no longer be fired.
- 5-6 The ammunition stored in the turret explodes and the Baneblade is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes D6 strength 9 hits with a -6 saving throw.

Datafax produced by Inquisitor Magazine



SUPER-HEAVY SHADOWSWORD

Imperial Super-Heavy battle tanks are massive fighting machines which look more like mobile fortresses than tanks and bristle with powerful weapons. Both the Baneblade and Shadowsword are as big as a building and carry enough firepower to devastate the opposition.

MOVEMENT

Super heavy vehicles can move over low walls, hedges, rubble and trenches without penalty, knocking down walls and hedges and collapsing trenches in a 6" wide path.

PSYCHOLOGY

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

VEHICLE CARDS

Shadowsword are so huge that any additional work done to them costs far more in time and materials than it would to a normal vehicle. Consequently, some Vehicle Cards cost more when used on Shadowsword.

Shadowsword Vehicle Card Cost

Ablative Armor	45
Bulldozer Blade	45
Ceramite Armor	50
Aux. Storm Bolters	Not Available
Electro-hull	20
HK Missile	30
Heavy Flamer Upgrade	10
Null Shield	35
Reinforced Armor	50
Searchlight	5
Supercharged Engine	Not Available
Vortex Detonator	50

TANK COMMANDERS

To ensure that super heavy tanks operate effectively in combat situations Shadowsword are commanded by a special crew member known as a tank commander. The tank commander occupies the command cupola situated on the tank's turret, where he is afforded a 360° view of the battlefield. From this position he may spot targets and potential threats and direct his crew accordingly.

Tank Commander Rules

The tank commander can direct the fire of the tank at any one target. All weapons firing at that target are +1 to hit. The tank commander may only fire a weapon if the weapon's gunner is killed. If the tank commander takes over a weapon, he fires the weapon using his own BS, but may no longer direct any weapons fire, even for his own weapon.

IMPERIAL GUARD ARMY LIST: SUPPORT

SHADOWSWORD 350 points

An Imperial Guard army may include Shadowwords. Shadowword points come from the Support section of the Imperial Guard army list. The Shadowsword is crewed by eight Imperial Guard crewmen and a tank commander, all wearing flak armour (6+ save) and carrying laspistols.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7
Tank Cmdr.	4	4	4	3	3	1	4	1	8



INQUISITOR

IMPERIAL GUARD SHADOWSWORD

VEHICLE DATA

MOVEMENT:

Slow Combat Fast
4" 8" 12"

Type: Tracked

RAM VALUE:

Strength 10
Damage D20
Save -6

CREW:

- 1 Tank Commander
- 1 Imperial Guard Driver
- 3 Guard Hull Gunners
- 4 Guard Sponson Gunners
(2 lascannon, 2 bolters)



WEAPONS:

One Volcano Cannon mounted in the hull. The Volcano Cannon is fitted with a targeter and may only fire at targets directly in front of it. Also in the hull, one heavy bolter with a targeter and a 360° field of fire and one bolter with a targeter and a 90° field of fire to the front. In each sponson mount, one lascannon, with targeter and a 180° field of fire to the side of the vehicle and three bolters with targeters, each covering 60° of the lascannon fire arc. The Shadowsword is fitted with auto-launchers with frag or blind grenades. Frag defender rounds may be added at an additional cost of +10 points.

WEAPON DATA

Weapon	Range	Sh.	Long	To Hit	Save	Armor	Pen.	Special
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9
Volcano Cannon	0-20	20-96	-	-	-	-	-	-
Primary Effect	-	-	-	-	10	5+D10	-6	D6+D10+15
Secondary Effect	-	-	-	-	6	D10	-3	D6+D10+6
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D4+D6+5
Bolter	0-12	12-24	+1	-	4	1	-1	D6+4
Auto-launcher	6	-	-	-	-	as Grenade type	-	-
Frag Grenade	-	-	-	-	3	1	-1	D6+3
Blind Grenade	-	-	-	-	-	-	-	2" Blast Marker
Frag Defender	-	-	-	-	-	-	-	2" Blast Marker
	all models in base contact with vehicle take S4 hit with -1 Sv. mod.							

POINTS COST: 350 Points

11/20/97

SHADOWSWORD DAMAGE TABLES

D6	Location	Armor	
		Front	Side/Rear
1	Tracks	19	19
2-4	Hull	24	22
5	Sponson*	20	20
6	Volcano Cannon	22	18
*Hit sponson closest to firer.			

D6 Track Damage Table

- 1-3 The track is damaged but the Shadowsword keeps on running. The Shadowsword may only move at Slow speed for the rest of the game.
4-6 The track is blown off. The Shadowsword moves out of control next turn and comes to a permanent halt for the rest of the battle.

D6 Hull Damage Table

- 1 The hull mounted heavy bolter is destroyed and may not be fired for the rest of the battle.
2-4 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 5 or 6 they are hit and killed.
5 The Shadowsword's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
6 The Shadowsword's ammunition explodes, killing the crew. The Shadowsword is destroyed and any models within 3" of the tank suffer D6 Strength 10 hits with a -3 saving throw modifier.

D6 Sponson Damage Table

- 1 The bolter ammo feed is destroyed and the bolters may not be fired for the rest of the battle.
2 The lascannon is damaged and may only be fired if you first roll a 4 or more on a D6.
3 The lascannon is destroyed and may not be fired for the rest of the battle.
4-5 The shot rips through the sponson destroying the lascannon and all the bolters. Roll a D6 for each gunner. On a roll of 4+ he is killed with no armor save allowed.
6 A massive explosion rocks the sponson. All sponson weapons are destroyed, both gunners are killed and the sponson is torn from the side of the tank. Roll a D6, on a 4+ the explosion causes a secondary explosion in the hull. Roll on the Hull Damage Table to find out what effect this secondary explosion has.

D6 Volcano Cannon Damage Table

- 1-2 The Volcano Cannon is damaged and may only be fired if you first roll a 4 or more on a D6.
3 The Volcano Cannon gunner is killed with no armor save allowed. Unless his position is taken over by another crew member, the Volcano Cannon may no longer be fired.
4-5 The Volcano Cannon is destroyed and may not be fired for the rest of the battle.
6 A freak shot penetrates the Volcano Cannon's power packs. All of the power is released at once and the Shadowsword explodes, lighting up the sky in a spectacular display of laser light. Any models within 3" of the tank suffer D6 Strength 10 hits with a -3 saving throw modifier. In addition, the blast of light affects an area 3D6" in diameter as if hit with a Photon Flash grenade.

Datafax produced by Inquisitor Magazine

ELDAR TEMPEST GRAV TANK

The Eldar Tempest is a large, well armored and armed fighting machine. Like other Eldar vehicles it is powered by an antigravity motor which enables it to glide or skim over the ground surface. The Tempest is armed with a potent double barreled laser cannon which is capable of destroying the most heavily armored opponent. Turret mounted shuriken cannons and hull mounted shuriken catapults provide protection against infantry.

MOVEMENT

Although the Tempest operates in a similar fashion to a jetbike or a Vyper, its larger size means that it does not have same level of maneuverability as these much smaller vehicles.

The Tempest follows all of the new movement, crashing and HTH combat vs. large skimmers rules that are about to be released with Games Workshop's new Falcon model. A Tempest may still make pop-up attacks, just like a normal skimmer.

TEMPEST PULSE LASER

The pulse laser is one of the most sophisticated laser weapons in the galaxy. Essentially the pulse laser is a lascannon that is capable of firing several pulses of laser fire. The twin-linked Tempest version of the weapons is a little more powerful than the similar Falcon weapon

To fire the Tempest twin linked pulse laser, first nominate a target using the normal targeting rules and roll two sustained fire dice. The total number rolled is the number of shots you may fire with the pulse laser that turn. If any Jams are rolled, ignore the first Jam. Any further Jams are treated as normal Jams. At least one shot must be fired against the nominated target, other shots may be fired at targets within 6" of the first. Roll to hit and damage for each shot individually.

PSYCHOLOGY

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

VEHICLE CARDS

Because Tempests are so large, any additional work done to them generally costs far more in time and materials than it would to a

normal vehicle. Consequently, some Vehicle Cards cost more when used on Tempests. Tempests may only use Eldar Vehicle Cards.

Tempest Vehicle Card Costs

Crystal Targeting Matrix	15
Crystalline Web	25/loc.
Holofield	30
Spectral Shield	30
Spirit Stone	15
Talons	30
Vectored Engines	50

TANK COMMANDERS

A Tempest is very difficult to control on the battlefield. To ensure they operate effectively in a combat situation Tempests are commanded by a special crew member known as a tank commander. The Tempest tank commander is a Guardian who is highly experienced in using Eldar armored vehicles in battle. The tank commander resides in the tank's main turret, where remote sensors afford him an all round view of the battlefield. From this position he may spot obstacles and potential enemy threats and direct the driver and gunners accordingly.

Tank Commander Rules

The tank commander can direct the fire of the tank at any one target. All weapons firing at that target are +1 to hit. The tank commander may only take over a weapons if the weapon's gunner is killed. If the tank commander takes over a weapon, he fires the weapon using his own BS, but may no longer direct any weapons fire, even for his own weapon.

ELDAR ARMY LIST: SUPPORT

TEMPEST 320 points

The Eldar army may include Tempests. Tempest points come from the Support section of the army list. The Tempest is crewed by five Guardians and a tank commander, all wearing mesh armor (5+ save) and carrying las pistols.

Troop type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8
Tank Cmdr.	5	4	4	3	3	1	5	1	9



ELDAR TEMPEST

MOVEMENT:

Slow Combat Fast
8" 20" 26"
Type: Skimmer

RAM VALUE:

Strength 9
Damage D12
Save -5

CREW:

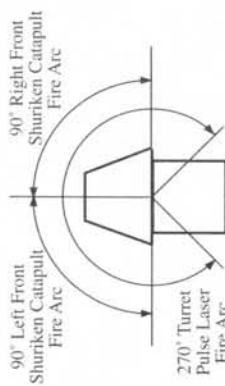
1 Eldar Tank Commander
1 Eldar Guardian Driver
1 Eldar Guardian Main Turret Gunner
1 Eldar Guardian Shuriken Cannon Gunner
2 Eldar Guardian Shuriken Catapult Gunners

WEAPONS:

Twin-linked Tempest pulse lasers mounted in the turret, equipped with a targeter and having a 270° field of fire (90° front, 90° right side, 90° left side).

Twin linked shuriken cannon mounted in the turret with a targeter and a 360° field of fire.

Two sets of triple linked shuriken catapults mounted in the hull equipped with targeters and a 90° field of fire to their front side of the vehicle.



WEAPON DATA

Weapon	Range	To Hit	Sh.	Long	Sh.	Long	Str.	Dam.	Mod.	Save	Armor	Pen.	Special
Tempest Pulse Laser	0-20	20-60	-	-	-	-	9	2D8	-6	2D8+D6+9	Sust. Fire 1D		
Shuriken Cannon	0-20	20-40	+1	-	-	-	5	D4	-3	D4+D6+5	Sust. Fire 2D		
Shuriken Catapult	0-12	12-24	+1	-	-	-	4	1	-2	D6+4	Sust. Fire 1D		

11/20/97

POINTS COST: 320 Points

Datafax produced by Inquisitor Magazine

TEMPEST DAMAGE TABLES

D6	Location	Armor
1	Grav Engines	18
2-3	Hull	22
4	Shuriken Cannons	18
5-6	Main Turret	23

Grav Engine Damage Table

1-4 The grav engines are damaged. The Tempest may only move at Slow speed for the rest of the game.
5-6 The grav engines are destroyed, sending the Tempest crashing to the ground (see Falcon Crashing rules).

Hull Damage Table

1 The pilot is killed. The Tempest will move out of control until another model takes over.
2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 5 or 6 they are hit and killed.
4 The Tempest's engines explode, killing all the models on board. The Tempest is spun around to face a random direction by the force of the explosion and then crashes (see Falcon Crashing rules).
5 A spark ignites the Tempest's fuel cells and it bursts into flames, killing all models on board. The flaming wreck crashes (see Falcon Crashing rules) and then explodes. Anything within 3" of the vehicle is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
6 The Tempest's ammunition explodes, tearing the vehicle apart in mid air. The Tempest is destroyed and all models on board are killed. Any models within 3" of the vehicle suffer D6 strength 10 hits with a -3 saving throw modifier.

Shuriken Cannon Damage Table

1 The shuriken cannons are damaged and may only be fired if you first roll a 4 or more on a D6.
2-5 The shuriken cannons are destroyed and may not fire for the rest of the game.
6 The shuriken cannons are destroyed as above. Roll a D6. On a 4+ the explosion causes a secondary explosion in the Hull. Roll on the Hull Damage Table to find out what effect this secondary explosion has.

Turret Damage Table

1 The pulse lasers are damaged and may only be fired if you first roll a 4 or more on a D6.
2 The turret is jammed and may no longer rotate. The pulse lasers may only fire in a straight line at targets that are directly in front of them.
3 The pulse laser gunner is killed with no armor save allowed. Unless the position is taken over by another crew member, the pulse laser may no longer be fired.
4-6 The ammunition power packs stored in the turret explode and the Tempest is destroyed and crashes (see Falcon Crashing rules). All the models on board are killed and the turret is blown off, flying 2D6" in a random direction before it hits the ground. Anything under the spot where it lands takes D6 strength 9 hits with a -6 saving throw modifier.

CHAOS CANNON OF KHORNE

MOVEMENT:

Slow Combat Fast
8" - -

Due to the ungainly nature of the Cannon of Khorne it is always limited to two turns of up to 45 degrees during its movement phase.

CREW:

1 Chaos Cultist driver
1 Chaos Cultist gunner

RAM VALUE:

9 Strength
D20 Damage
-6 Save



Trooper	M	WS	BS	S	T	W	I	A	Ld
Chaos Cultist	4	2	2	3	3	1	3	1	5

WEAPON:

One Warpcannon. The Warpcannon is only allowed to fire straight ahead.

Rolling to Hit

Indicate your aiming point by placing a marker. Then roll scatter die, artillery die and a D10 together. A hit on the scatter die means that the shot is on target and you ignore any result on the artillery die. Place an appropriately sized blast marker (determined by the D10 roll-see below) on the target.

The D10 roll divided by 2 is the radius of the Blast Marker as shown below.

1-2 = 1" blast marker
3-4 = 2" blast marker
5-6 = 3" blast marker
7-8 = 4" blast marker
9-10 = 5" blast marker

An arrow result will scatter the blast marker by the number of inches indicated on the artillery die. If you roll an arrow on the scatter die and a Misfire on the artillery die there has been a catastrophic misfire in the cannon and it explodes. Place a 3" blast marker on Cannon of Khorne and use the Warpcannon stats. The Cannon of Khorne is automatically destroyed

WEAPON DATA

Weapon	Range	To Hit	Sh.	Long	Sh.	Long	Str.	Dam.	Mod.	Save	Armor	Pen.	Special
Warpcannon	0-20	U/L	-	-	-	-	10	2D6	-6	3D6+10	-	-	See rules

POINTS COST: 140 Points



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Cannon of Khorne Damage Tables

D6	Location	Armor	
		Front	Side/Rear
1	Wheels	17	17
2-4	Hull	21	17
5-6	Warpcannon	23	23

Wheel Damage Table

- D6**
- The wheels are damaged but keep rolling. The Cannon of Khorne may only move D6 inches per turn for the rest of the game.
 - 5 A wheel is destroyed. The Cannon of Khorne moves out of control next turn and then comes to a permanent halt for the rest of the battle.
 - 6 A wheel is blown off and the resulting damage causes the Cannon of Khorne 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 Cannon of Khorne 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 Cannon of Khorne'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.
 - 6 A spark ignites the Cannon of Khorne's fuel tank and it bursts into flames, killing everybody on board with no armor save allowed. The vehicle is destroyed and any models within 3" of the vehicle suffer D6 Strength 10 hits with a -3 saving throw modifier.

Warpcannon Damage Table

- D6**
- The Warpcannon is damaged and may only be fired if you first roll a 4 or more on a D6.
 - 2-5 The Warpcannon is destroyed and the weapon may not fire for the rest of the game.
 - 6 The Warpcannon is destroyed with the same effect as rolling a misfire.

CHAOS CAULDRON OF BLOOD

MOVEMENT:

Slow Combat Fast
5" 10" 15"

RAM VALUE:

10 Strength
D20 Damage
-6 Save

CREW:

Bound Demon

WEAPON:

One **blood cannon** with a 90° field of fire to the front. The blood cannon uses Inferno Cannon rules. See the Imperial Guard codex for full rules on the Inferno Cannon. However, the blood cannon will affect crew members of an armored vehicle target on a D6 roll of 4, 5 or 6, rather than only on a roll of 6 as is the case with the Inferno Cannon.

SPECIAL:

As a demon engine of Khorne, the Cauldron uses the **Demonic Possession** and the **Destroyer** vehicle cards from the Chaos codex. These cards are already reflected in the datafax. See the vehicle cards in the Chaos codex for full details.

PSYCHOLOGY:

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

WEAPONDATA

Weapon	Range		To Hit		Save	Armor	
	Sh.	Long	Sh.	Long		Str.	Dam.
Blood Cannon						6	D6
	Hvy Flamer Temp.					-4	2D6+6
							See above.

POINTS COST: 180 Points

Chaos Cauldron of Blood Damage Tables

D6	Location	Armor	
		Front	Side/Rear
1	Wheels	18	18
2-4	Hull	23	23
5-6	Blood Cannon	20	20

Wheel Damage Table

- D6**
- 1 The wheels are damaged but keep rolling. The Cauldron of Blood may only move at slow speed for the rest of the game.
 - 2-5 A wheel is destroyed. The Cauldron of Blood moves out of control next turn and then comes to a permanent halt for the rest of the battle.
 - 6 A wheel is blown off and the resulting damage causes the Cauldron of Blood 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.

Hull Damage Table

- D6**
- 1-4 No effect.
 - 5 The Cauldron of Blood's engine explodes and the vehicle is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt. It may still fire.
 - 6 A spark ignites the Cauldron of Blood's fuel tank and it bursts into flames. The Cauldron of Blood is destroyed and any models within 3" of the vehicle suffer D6 Strength 10 hits with a -3 saving throw modifier.

Blood Cannon Damage Table

- D6**
- 1 The blood cannon is damaged and may only be fired if you first roll a 4 or more on a 1D6.
 - 2-5 The blood cannon is destroyed and the weapon may not fire for the rest of the game.
 - 6 The blood cannon 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.



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TYRANID™ EXOCRINE™

TYRANID EXOCRINE:SPECIAL RULES AND WEAPONS

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 highly developed forelimbs of other Tyranid creatures appear to be absent from the Exocrine body form, but the distinctive bony head frill and long tubular bio-cannon were originally the creature's forelimbs. These have fused together and expanded considerably to achieve their new purpose.

The Exocrine fires high velocity chitin shells, which with the aid of their silicon-based penetrator core, can punch through even Titan armor with ease. The shells are simple but deadly, penetrating the target and releasing an acidic slime fungus which replicates rapidly and cause severe damage to complex systems.

More short range destruction is supplied by outgrowths of virulent spores on the creature's carapace. An autonomic nerve function fires in the presence of non-Tyranid bioforms with the speed and hitting power of bolters.

Exocrine are driven by instinct and are liable to become confused and uncoordinated unless they are controlled by the Hive Mind. The Exocrine's natural instincts have been genetically altered to make it Nest, remaining stationary and hurling its chitin shells at the nearest enemy in the firing phase.

Bio-Cannon

The Tyranid Bio-Cannon fires a hardened chitin penetrator that releases a virulent slime fungus after blasting through vehicle armor. The fast acting slime dissolves anything its path, staying active through more than one turn.

On the Tyranid player's next turn (shooting phase) following a slime fungus round penetration, roll again (with a -1 modifier) on the same hit location Damage Table to represent the continuing action of the slime. Each subsequent turn repeat with an additional -1 modifier. If the modified result is ever 0 or less, the slime has become inactive and no further rolls are made.

For targeting purposes the Exocrine may ignore targets that have already been penetrated. The Exocrine relies on the destructive power of the slime fungus to finish off the enemy target, so it considers one penetrating hit enough and goes off to hunt other vehicles.

Spore Cysts

Spore cysts are the Exocrine's automatic response to the presence of non-Tyranid bioforms. Each enemy model that moves within 8" of the Exocrine is fired at immediately using the Exocrine's BS, the spore cyst weapon stats and normal shooting modifiers

including the -1 hit modifier for Overwatch targets coming out of cover if applicable. During the Tyranid shooting phase (not movement phase), the Exocrine automatically fires its spore cysts once at each enemy model within 8" that is not in close combat with the Exocrine. Dreadnoughts and closed vehicles are always ignored.

Close Combat

The Exocrine uses its Ram Value for any damage inflicted by it in close combat. Because the Exocrine is so large, the extra dice and +1 WS bonuses for additional attackers do not apply in any close combat with the Exocrine.

Ramming

Most vehicles are not designed for ramming, hence the ramming rules where both vehicles in a ram/collision can be damaged. Tyranid vehicles, on the other hand are semi-sentient creatures genetically designed for close combat. When a Tyranid vehicle rams or charges another vehicle, work out damage to the other vehicle as normal. For the Tyranid vehicle the location that actually touches the other vehicles is hit on a D6 roll of 4, 5 or 6 and other locations are hit on a D6 roll of 6. Work out damage for any hit locations as normal.

Nest

If the link to the Hive Mind is severed as a Body Damage Table result, the Exocrine will Nest. When Nesting, the Exocrine will remain stationary and fire at the nearest enemy (individual, squad or vehicle) in its shooting phase. It can defend itself in close combat as normal.

Psychology

The Exocrine is immune to psychology and causes *Fear*.

Biomorphs/Vehicle Cards

Biomorphs and Vehicle Cards may not be used on the Exocrine.

Targeting

The Exocrine is targeted as a vehicle, not as a Monstrous Creature.

Psychic Attacks

Bolt Of Change, Force Dome, Hammer of Fury, Eldrich Storm, and Assail affect Tyranid vehicles (Exocrine, Malefactor, Haruspex, Dactylis, Trygon) as vehicles. Vortex, Aura Of Decay, Aquiescence, Pink Fire Of Tzeench, Executioner, Kop Dis and Da Crunch work as normal. The Leadership test-based Powers (Domination, Smite, Scourging, Beam of Slaanesh, Pavane of Slaanesh and Storm Of Wrath) will apply to any Tyranid vehicle that is outside the range of a Hive Node (Hive Tyrant, Tyranid Warrior).

TYRANID EXOCRINE

VEHICLE DATA

MOVEMENT:

Slow Combat Fast
5" 10" 15"

TYPE: SLUG (TRACKED)

RAM VALUE:

Strength 8
Damage D12
Save -5



M	WS	BS	S	I	A	LD
-	4	4	8	4	2	10

SPECIAL:

If the Exocrine's link with the Hive mind is severed, it will Nest. While Nesting it will remain stationary and fire its chitin shells at the nearest enemy target, whether vehicle or infantry. The Exocrine is immune to psychology, and causes *Fear*.

WEAPONS:

One Bio-Cannon with a 45° field of fire to the front and spore cysts with a 360° field of fire (see rules).

WEAPON DATA

Weapon	Range		To Hit		Save	Armor		Special
	Sh.	Long	Sh.	Long		Mod.	Pen.	
Bio-Cannon	0-20	20-72	-	-	8	3D6	-6	4D6+8 Special Rules
Spore Cysts	0-8	-	-	-	4	1	-1	D6+4 Special Rules

POINTS COST: 165 Points



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EXOCRINE DAMAGE TABLES

D6	Location	Armor	
		Front	Side/Rear
1	Foot	20	18
2-4	Body	22	18
5-6	Bio-Cannon	18	18

Foot Damage Table

- D6**
- The foot is damaged but keeps sliming. The Exocrine may only move Slow speed for the rest of the game.
 - The foot is destroyed. The Exocrine comes to a permanent halt for the rest of the battle.
 - The foot is splattered across the landscape and a massive muscle contraction causes the Exocrine to flip into the air. The Exocrine is killed and the smoking remains come to rest D6" away in a random direction. Any models under the remains take D6 S7 hits doing one point of damage each, with a -2 saving throw modifier.

Body Damage Table

- D6**
- The hit disrupts the Exocrine's central nervous system, severing the link with the Hive Mind for the next Tyrannid turn. (See Special rules)
 - The hit damages the Exocrine's central nervous system, severing the link with the Hive Mind permanently. (See Special rules)
 - Oooooohh, that REALLY hurt. The Exocrine loses all control and runs amok in its next movement phase, ramming the nearest model, unit or vehicle (friend or foe), or turning and shooting at the nearest unit if there are none within movement range. At the end of the following close combat phase the Exocrine then collapses and dies.
 - The Exocrine's slime fungus ammunition ruptures, destroying the Exocrine and spraying slime fungus over any models within 3" of the Exocrine, causing D6 Strength 8 hits with a -3 saving throw modifier.

Bio-Cannon Damage Table

- D6**
- The adaptive nerve bundles lining the Bio-Cannon are damaged and it may only be fired if you first roll a 4 or more on a 1D6.
 - The Bio-Cannon is destroyed and the weapon may not fire for the rest of the game.
 - The Bio-Cannon is destroyed as above, but exploding slime fungus ammo ruptures into the body. Roll on the Body Damage Table to find out what effect this has.

TYRANID™ MALEFACTOR™

MALEFACTOR: SPECIAL RULES AND WEAPONS

Malefactors are lumbering bio-engineered organisms the size of a large vehicle. They are commonly called Line-Breakers by Imperial troops in reference to their terrifying sledgehammer attacks on defensive lines. Their powerful clawed forelimbs are used for dragging the Malefactor forward, but are primarily used for lashing out in close combat and mount a variety of deadly symbiote bio-weapons.

The Malefactor has a number of adapted spines implanted into its forelimbs. These spines are fired by a muscular contraction and use explosive cellular expansion to detonate on impact and spray razor sharp chitin shards over the target area. More short range destruction is supplied by outgrowths of virulent spores on the creature's carapace. An autonomic nerve function fires in the presence of non-Tyrannid bioforms with the speed and hitting power of bolters.

The primary use of Malefactors is to carry broods of Tyrannid creatures under the protection of their chitinous carapaces. As they get close to the foe the Malefactors unleash their deadly living cargo and use their symbiote armament to blast a gap in the enemy line for the brood to exploit. If Genestealers or similar shock troops are unleashed the enemy position is quickly over run.

Malefactors are single-minded in battle. Closing with the foe is the reason for their existence and without the influence of the hive mind their perception is almost nonexistent. Because of this, Malefactors are subject to instinctive behavior. Malefactors using instinctive behavior will Rampage, charging towards the nearest enemy and fighting the first opposing model they reach in close combat.

Frag Spines

These weapons use no special rules.

Spore Cysts

Spore cysts are the Malefactor's automatic response to the presence of non-Tyrannid bioforms. Each enemy model that moves within 8" of the Malefactor is fired at immediately using the Malefactor's BS, the spore cyst weapon stats and normal shooting modifiers including the -1 hit modifier for overwatch targets coming out of cover if applicable. During the Tyrannid shooting phase (not movement phase), the Malefactor automatically fires its spore cysts once at each enemy model within 8" that is not in close combat with the Malefactor. Dreadnoughts and closed vehicles are always ignored.

Close Combat

The Malefactor uses its Ram Value for any damage inflicted by it in close combat. Because the Malefactor is so large, the extra dice and +1 WS bonuses for additional attackers do not apply in any close combat with the Malefactor.

Ramming

Most vehicles are not designed for ramming, hence the ramming rules where both vehicles in a ram/collision can be damaged. Tyrannid vehicles, on the other hand are semi-sentient creatures genetically designed for close combat. When a Tyrannid vehicle rams or charges another vehicle, work out damage to the other vehicle as normal. For the Tyrannid vehicle the location that actually touches the other vehicles is hit on a D6 roll of 4, 5 or 6 and other locations are hit on a D6 roll of 6. Work out damage for any hit locations as normal.

Rampage

If the link to the Hive Mind is severed as a Body Damage Table result, the Malefactor will Rampage. When Rampaging, the Malefactor will attempt to ram and/or engage the nearest enemy (individual, squad or vehicle) in close combat, moving at the fastest possible speed towards the target in a savage attempt to destroy it. The Malefactor may not fire any weapons while Rampaging.

Psychology

The Malefactor is immune to psychology and causes *Fear*.

Biomorphs/Vehicle Cards

Biomorphs and Vehicle Cards may not be used on the Malefactor.

Targeting

The Malefactor is targeted as a vehicle, not as a Monstrous Creature

Psychic Attacks

Bolt Of Change, Force Dome, Hammer of Fury, Eldrich Storm, and Assail affect Tyrannid vehicles (Exocrine, Malefactor, Haruspex, Dactylis, Trygon) as vehicles. Vortex, Aura Of Decay, Aquiescence, Pink Fire Of Tzeench, Executioner, Kop Dis and Da Crunch work as normal. The Leadership test-based Powers (Domination, Smite, Scourging, Beam of Slaanesh, Pavane of Slaanesh and Storm Of Wrath) will apply to any Tyrannid vehicle that is outside the range of a Hive Node (Hive Tyrant, Tyrannid Warrior). Broods transported in a Malefactor are affected by any power that effects a vehicle's crew.

TYRANID MALEFACTOR

VEHICLE DATA

MOVEMENT:

Slow Combat Fast
8" 14" 20"

TYPE: SLUG (TRACKED)

RAM VALUE:

Strength 8
Damage D12
Save -5

M	WS	BS	S	I	A	LD
-	5	4	8	4	3	10

TRANSPORT:

Up to 12 wounds worth of Tyranid Warriors, Genestealers, Termagants or Hormagaunts. Examples: 3 Tyranid Warriors and 6 Genestealers or 6 Genestealers and 6 Hormagaunts.

SPECIAL:

If the Malefactor's link with the Hive mind is severed, it will Rampage.

A Rampaging model will attempt to ram and/or engage the nearest enemy (individual, squad or vehicle) in close combat, moving at the fastest possible speed towards the unit in a savage attempt to destroy it. The model may not fire any weapons while Rampaging. The Malefactor is immune to psychology, and causes *Fear*.

WEAPONS:

Two frag spine arms with a 90° field of fire to the front and spore cysts with a 360° field of fire (see rules).

WEAPON DATA

Weapon	Range			To Hit			Save			Armor		
	Sh.	Long	Sh.	Long	Sh.	Long	Str.	Dam.	Mod.	Pen.	D6+4	Special
Frag Spines	0-12	12-24	-	-	4	1	4	1	-1	-1	D6+4	2" Blast Marker
Spore Cysts	0-8	-	-	-	4	1	4	1	-1	-1	D6+4	Special Rules

POINTS COST: 80 Points



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MALEFACTOR DAMAGE TABLES

D6	Location	Armor	
		Front	Side/Rear
1	Foot	18	18
2-4	Body	22	20
5-6	Frag Spine Arms*	20	20

*Hits the arm nearest to the attacker.

D6

- The foot is damaged but keeps sliming. The Malefactor may only move Slow speed for the rest of the game.
- The foot is destroyed. The Malefactor comes to a permanent halt for the rest of the battle.
- The foot is splattered across the landscape and a massive muscle contraction causes the Malefactor to flip into the air. The Malefactor is killed and the smoking remains come to rest D6" away in a random direction. Any models under the remains take D6 S7 hits doing one point of Damage each, with a -2 saving throw modifier. Roll a D6 for each model inside. They are killed in the crash on a D6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

Foot Damage Table

D6

- The hit damages the Malefactor's central nervous system, severing the link with the Hive Mind and sending it on a Rampage for the next Tyranid turn. (See Special Rules)
- A large explosion tears through the brood chamber. Roll a D6 for each model inside. On a roll of 4, 5 or 6 they are hit and killed with no armor saves allowed. The hit also damages the Malefactor's central nervous system, severing the link with the Hive Mind and sending it on a Rampage permanently. (See Special Rules)
- The Malefactor's stomach erupts, killing the Malefactor and everybody on board with no armor saves allowed.
- A fragment ignites the Frag Spine ammunition cells, killing all inside with no armor saves allowed. The Malefactor is killed and any models within 3" of the Malefactor suffer damage exactly as if hit by a heavy flamer.

Body Damage Table

D6

- The nerve bundles lining the arm are damaged and the arm may only be fired or used in hand-to-hand combat if you first roll a 4 or more a D6.
- The arm is destroyed and may not fire or be used in hand-to-hand combat for the rest of the game. Reduce the Malefactor's Attack characteristic by 1.
- The arm is destroyed as above, but the explosion erupts back into the body causing a secondary explosion there. Roll on the Body Damage Table to find out what effect this has.

Frag Spine Arm Damage Table

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TYRANID™ HARUSPEX™

SPECIAL RULES AND WEAPONS

The Haruspex is a specially bred bio-war creature used by the Tyranids to close assault enemy forces and rip them apart. Haruspex are well protected by a thick carapace and have a simple nervous system which makes them very hard to kill.

The Haruspex's symbiote weaponry is short ranged but deadly, comprising conical muscular organs attached to each upper arm. These simple creatures secrete and store molecular acid which they can squirt over short distances, melting through even armorplasm and ceramite. In addition to its acid jets the Haruspex carries frag spines (like those implanted on the Malefactor) to shred lightly armored foes.

The Haruspex's primary attack mode utilizes its massive front mandibles and piercing upper limbs to attack foes in close assault. Up close it is capable of crushing heavy vehicles and obliterating enemy squads with ease. Any really tough targets are seized by the upper claws and weakened with acid before being broken apart by the clashing mandibles.

Acid Jet

If the Haruspex scores a hit on an enemy model, other models nearby may be splashed with acid. Roll a D6 for any models within 3" of the model hit by the acid jet. On a D6 roll of 4, 5 or 6 they are splattered with a small amount of acid and suffer an S5 hit with D3 Damage and a -2 save modifier.

Frag Spines

These weapons use no special rules.

Close Combat

Because the Haruspex is a hybrid beastie (vehicle movement and Armor Values with a creature stat line), some special rules are needed. A Haruspex must declare a charge at the beginning of the movement phase (giving up its shooting phase) if it wishes to fight in hand to hand combat, but still moves as a vehicle. The Haruspex is genetically engineered to attack large vehicles, so may ignore any infantry models in favor of vehicles (the larger, the better!) when it charges. The Haruspex does not have to charge the closest target when it charges if it can not reach that target. Because the Haruspex is so large, the extra dice and +1 WS bonuses for additional attackers do not apply in any close combat with the Haruspex.

The Haruspex uses its claw and mandible stats for any damage inflicted by it in close combat. The Ram Value stats are only used if the Haruspex is rammed or when making overrun attacks as described below. Using its large front mandibles and great mass, the Haruspex can hold enemy vehicles in melee, preventing them from driving away from close combat.

Charging Infantry Units:

A Haruspex will not stop at the first infantry model (any model on a base up to 40x40mm) it comes to, but will end its move into the midst of a squad before attacking in order to engage as many targets as possible. To represent this, use the front mandibles to 'scoop up' models of a single squad. Any models touching the mandibles or within the area enclosed by the mandibles at the end of movement phase are attacked in the close combat phase.

If the Haruspex is moving so fast that it can not end its move in the midst of a squad, it will move through them making overrun attacks as described on page 78 of the rule book.

Attacking Multiple Vehicles:

The Haruspex is so large that it may well be able to attack multiple vehicles in the same combat phase. If this happens, the Haruspex does not get five attacks on each vehicle, but must split its five attacks between the vehicles.

Rampage

If the link to the Hive Mind is severed as a Body Damage Table result, the Haruspex will Rampage in its movement phase. When Ramping, the Haruspex will charge the nearest enemy (character, squad or vehicle) that it can reach (observing turning restrictions), moving at the fastest possible speed towards the target in a savage attempt to destroy it. The Haruspex may not fire any weapons while Ramping.

Psychology

The Haruspex is immune to psychology and causes *Terror*.

Biomorphs/Vehicle Cards

Biomorphs and Vehicle Cards may not be used on the Haruspex.

Targeting

The Haruspex is targeted as a vehicle, not as a Monstrous Creature.

Psychic Attacks

Bolt Of Change, Force Dome, Hammer of Fury, Eldritch Storm, and Assail affect Tyranid vehicles (Exocrine, Malefactor, Haruspex, Dactylis, Trygon) as vehicles. Vortex, Aura Of Decay, Aquiescence, Pink Fire Of Tzeench, Executioner, Kop Dis and Da Crunch work as normal. The Leadership test-based Powers (Domination, Smite, Scourging, Beam of Slaanesh, Pavane of Slaanesh and Storm Of Wrath) will apply to any Tyranid vehicle that is outside the range of a Hive Node (Hive Tyrant, Tyranid Warrior).

TYRANID HARUSPEX

VEHICLE DATA

MOVEMENT:

Slow Combat Fast
5" 10" 15"

TYPE: SLUG (TRACKED)

RAM VALUE:

Strength 8
Damage D12
Save -5



M WS BS S I A LD
- 6 4 8 5 5 10

SPECIAL:

If the Haruspex's link with the Hive mind is severed, it will Rampage. A Rampaging model will attempt to charge the nearest enemy (character, squad or vehicle) that it can reach in a savage attempt to destroy it. The Haruspex may not fire any weapons while Rampaging. The Haruspex is immune to psychology, and causes *Terror*.

WEAPONS:

Two arms, each mounting an **acid jet** and a **frag spine launcher**, all with a 90° field of fire to the front. All four weapons may be fired in the same turn. The Haruspex's front mandibles and overhead claws are used only in close combat and have their own weapon stats.

WEAPON DATA

Weapon	Range		To Hit		Str.	Dam.	Mod.	Save		Armor	Pen.	Special
	Sh.	Long	Sh.	Long				Sh.	Long			
Frag Spine Launcher	0-12	12-24	-	-	4	1	-1	D6+4	2" Blast Marker			
Acid Jet	0-12	12-24	-	-	8	2D8	-5	2D8+D6+8	Special Rules			
Claws and Mandibles	Close Combat only		8	D3	-5	D3+D6+D20+8	-					

POINTS COST: 250 Points

HARUSPEX DAMAGE TABLES

D6	Location	Armor	
		Front	Side/Rear
1	Foot	18	16
2-4	Body	22	20
5-6	Arms*	19	17

*Hits the arm closest to the firer.

Foot Damage Table

- The foot is damaged but keeps slinking. The Haruspex may only move Slow speed for the rest of the game.
- The foot is destroyed. The Haruspex comes to a permanent halt for the rest of the battle.
- The foot is splattered across the landscape and a massive muscle contraction causes the Haruspex to flip into the air. The smoking remains come to rest D6" away in a random direction. Any models under the remains take D6 S7 hits with a -2 saving throw modifier.

Body Damage Table

- The hit disrupts the Haruspex's central nervous system, severing the link with the Hive Mind and sending it on a Rampage for the next Tyrannid turn. (See Special rules)
- The hit damages the Haruspex's central nervous system, severing the link with the Hive Mind and sending it on Rampage permanently. (See Special rules)
- The Haruspex is mortally wounded. It will Rampage in its next turn. (See Special rules)
- At the end of the close combat phase Haruspex then collapses and dies.
- The Haruspex's Acid Jet reservoir erupts, destroying the Haruspex and spraying acid over any models within 3" of the Haruspex, causing D6 Strength 8 hits with a -3 saving throw modifier.
- The nerve bundles lining the arm are damaged. The arm may only be fired or used in hand-to-hand combat if you first roll a 4 or more on 1D6.
- The arm is destroyed and the weapons may not fire or be used in hand-to-hand combat for the rest of the game. Reduce the Haruspex's Attack characteristic by 2.
- The arm is destroyed as above, but is torn from the body of the Haruspex leaving a gaping wound. Roll on the Body Damage Table to find out what effect this has.

Frag Spine and Acid Jet Arm Damage Table

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Licensed Warhammer® 40,000 Titan and Vehicle Model Kits

IMPERIAL WARHOUND™ TITAN™

Supplied with choice of 2 weapons:

Vulcan Mega Bolter, Turbo Laser Destructor, Titan Multiple Rocket Launcher, Inferno Cannon, Plasma Blastgun

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 a Games Workshop 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.



IMPERIAL REAVER™ TITAN™

Supplied with choice of 3 weapons: Vulcan Mega Bolter, Turbo Laser Destructor, Whirlwind Missile Launcher, Inferno/Melta Cannon, Plasma Blastgun, Reaver Chain Fist, Reaver Power Fist

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

This Reaver model, sculpted by Mike Biasi from a Games Workshop 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.



IMPERIAL BANEBLADE™ / SHADOWSWORD™

Single Baneblade

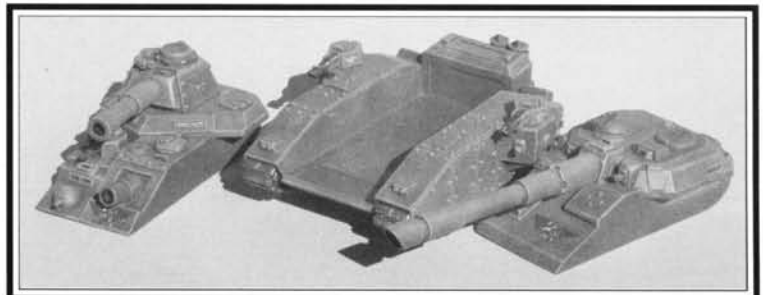
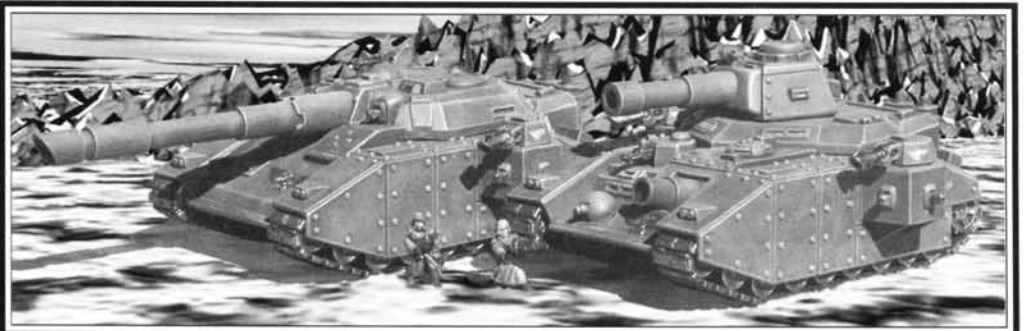
Single Shadowsword

Modular Kit- Single hull with two interchangeable superstructures

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.

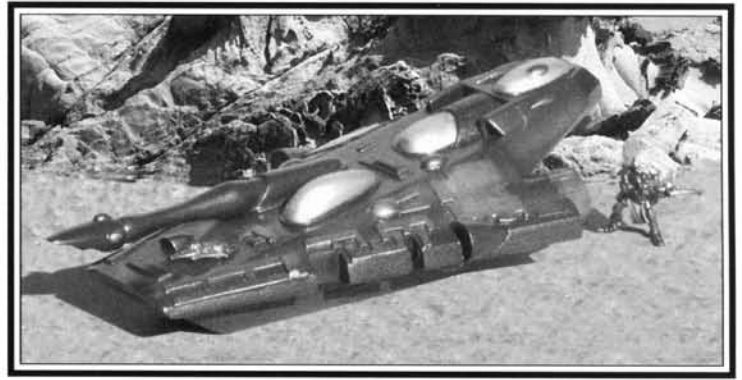
These Baneblade and Shadowsword models were sculpted by Mike Biasi from Games Workshop designs. The modular kit allows a player the choice of fielding either a Baneblade or Shadowsword to suit their gaming needs. The center hull sections are instantly interchangeable. The models are supplied with Warhammer®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



ELDAR® FALCON™ GRAV TANK

The Eldar Falcon is a fast attack vehicle and troop transport. Like most Eldar vehicles it uses anti-gravity motors to skim over the ground and is capable of pop-up attacks. It is armed with a powerful lascannon and twin shuriken catapults.

This Falcon was sculpted by Reese Gwillim from a Games Workshop design. The model is eight inches long and is made of durable polyurethane resin. The model is supplied unpainted and some assembly is required. The Falcon is supplied with a Warhammer® 40,000 datafax.



NOTE: This Falcon model is being discontinued as of February 11, 1997 and will not be sold after this date.

ELDAR® TEMPEST™ GRAV TANK

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 a Games Workshop 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.



All figures and banners are shown for scale only and are not included in the kits.

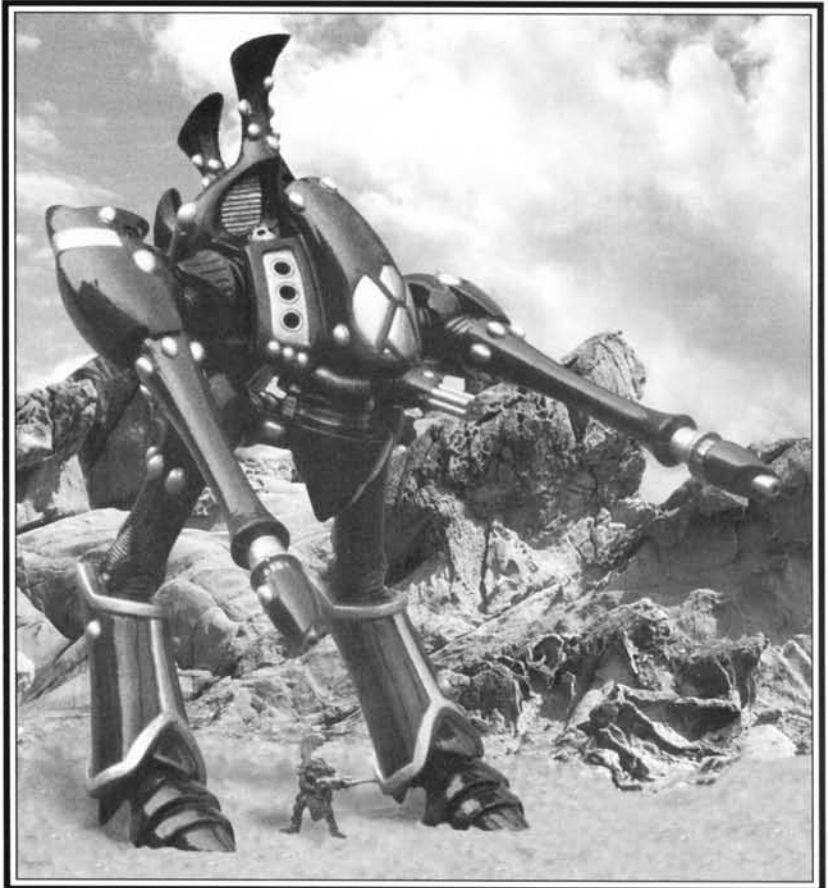
ELDAR® REVENANT™ SCOUT TITAN™

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 a Games Workshop 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.



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Models Not For Sale/Resale Outside North America.

ELDAR® PHANTOM™ TITAN™

With choice of 2 weapons.

Heat Lance, Pulse Laser

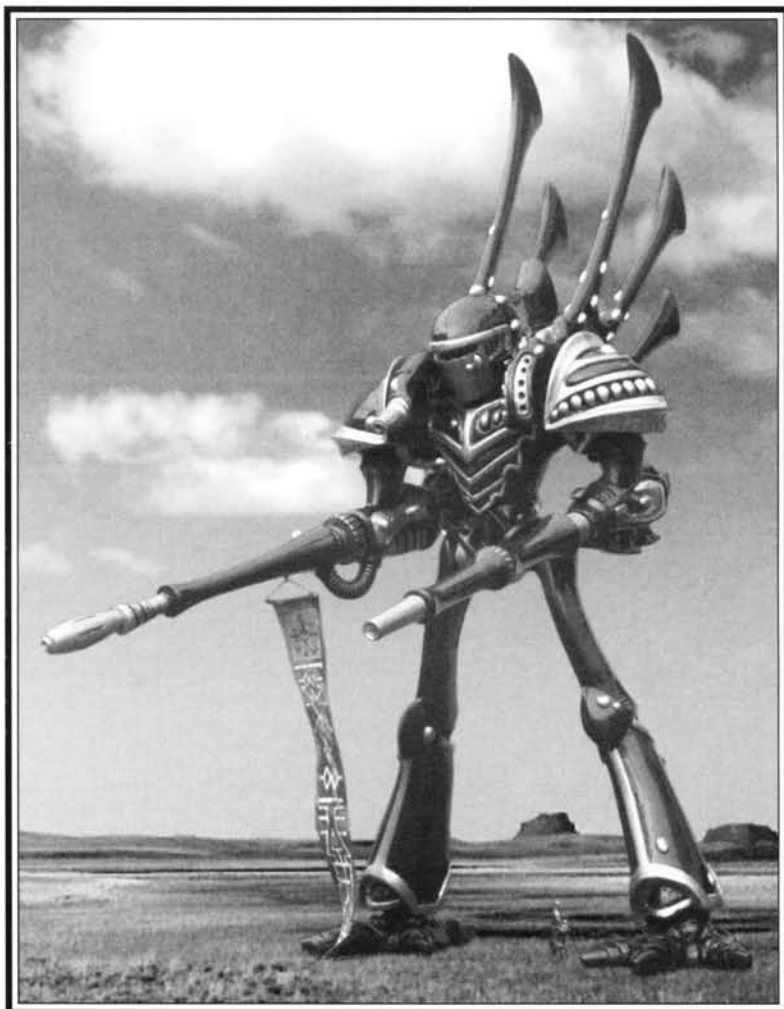
The Phantom, or *Finnadan*, is the most common class of Eldar Titan. As its name suggests, the Phantom is fast-moving and very agile, embodying the Eldar military philosophy which prefers speed and mobility to heavy armour. Like all Eldar vehicles, the Phantom is designed for beauty as much as function.

This Phantom model, sculpted by Mike Biasi from a Games Workshop 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.

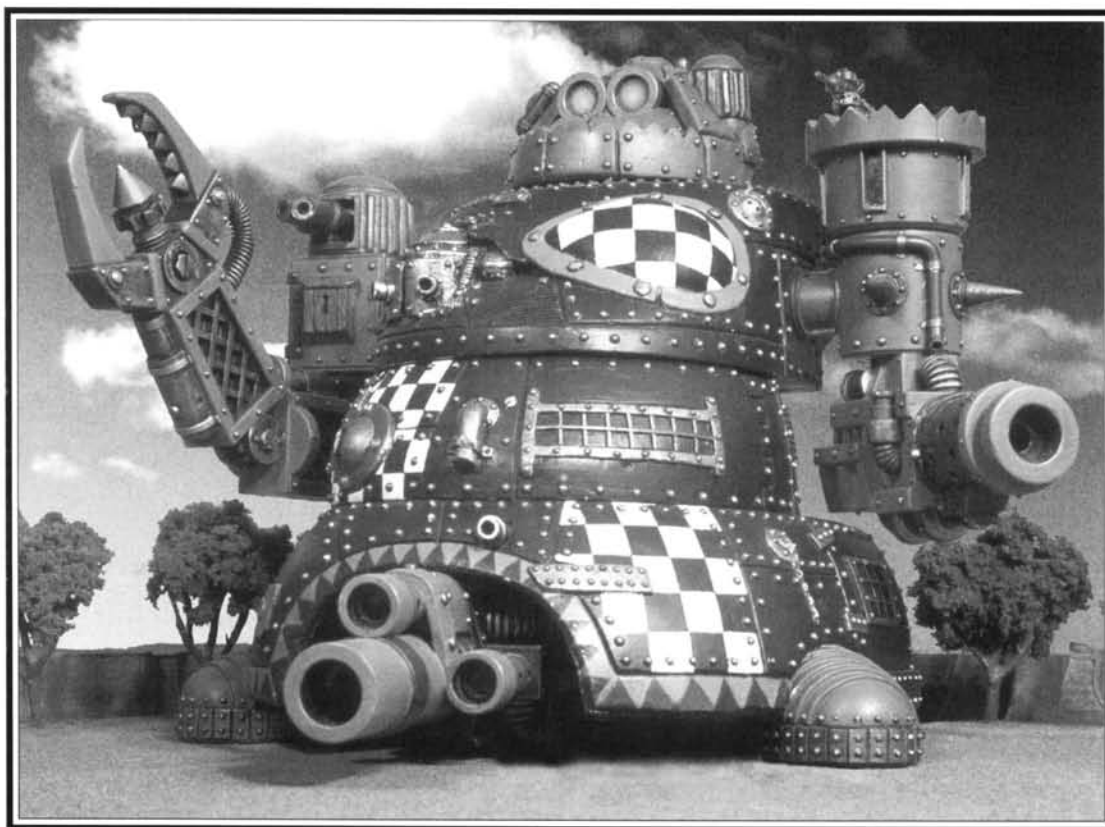


ORK™ BATTLEWAGON

The Ork Battlewagon is the basic Ork troop transport. Loud and fast, it gets the Orks 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 *Warhammer 40,000* box set.



All figures and banners are shown for scale only and are not included in the kits.



ORK™ GREAT GARGANT™

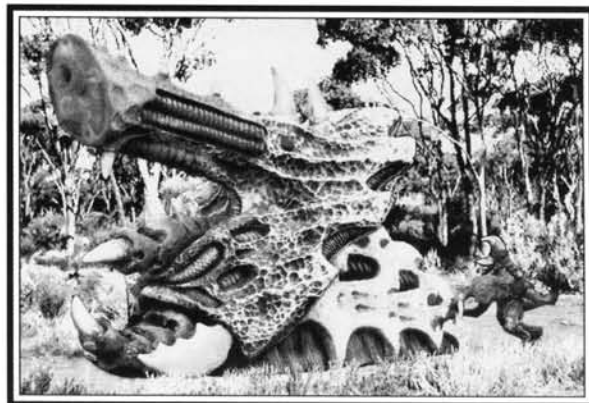
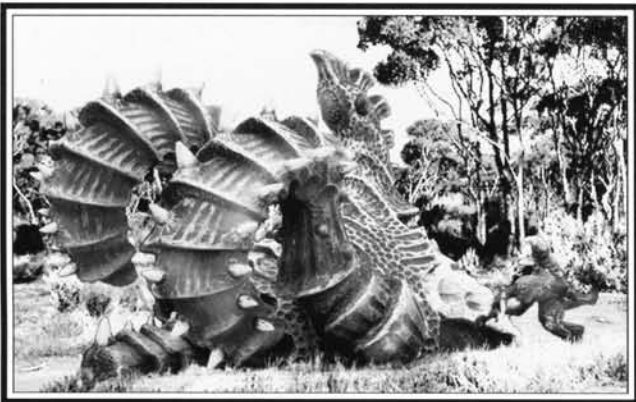
The Ork Great Gargant is the physical embodiment of the Ork gods. Its sheer size terrifies opposing armies and bolsters the morale of any Orks nearby. The firepower and toughness make it a formidable opponent on any battlefield.

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.

TYRANID™ EXOCRINE™

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.

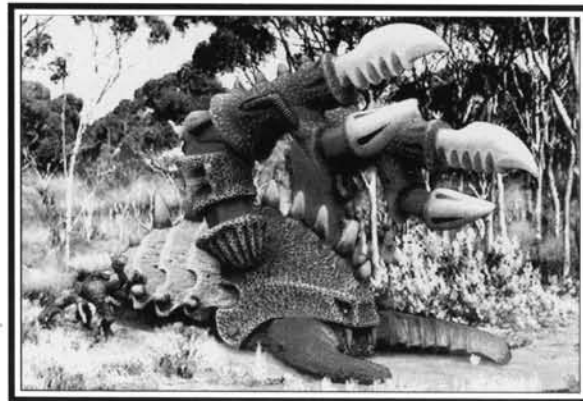
This Exocrine was sculpted by Mike Biasi from a Games Workshop design. It measures seven inches long by four inches tall and is made of durable polyurethane resin. The Exocrine is supplied with a Warhammer 40,000 datafax and is supplied unpainted.



TYRANID™ MALEFACTOR™

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 Warhammer 40,000 datafax and is supplied unpainted.



TYRANID™ HARUSPEX™

The Haruspex is a specially bred bio-war creature used by the Tyranids to close assault enemy forces and rip them apart. Its ranged weapons are effective against troops and vehicles and it excels in shredding enemy vehicles in close combat.

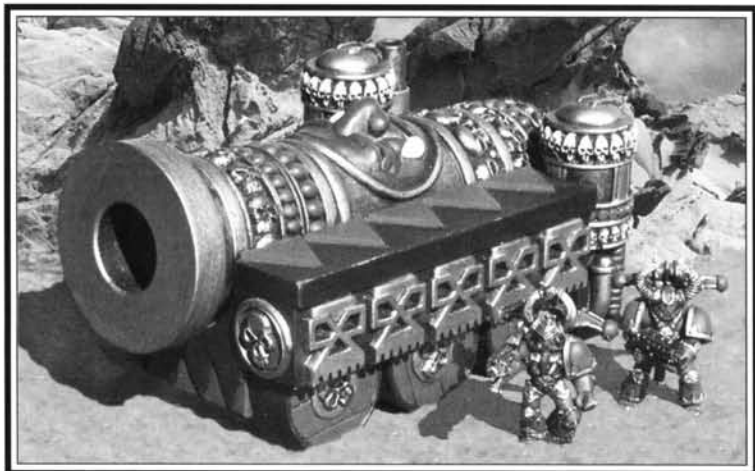
This Haruspex was sculpted by Mike Biasi from a Games Workshop design. It measures seven inches long by four inches tall and is made of durable polyurethane resin. The Haruspex is supplied with a Warhammer 40,000 datafax and is supplied unpainted.

NEW MODELS!

CHAOS CANNON OF KHORNE™

The Cannons of Khorne are some of the most hideous engines of destruction created for the Blood God Khorne. Huge carriages of blackened steel ornamented with bronze skulls, the Cannons mount a single heavy gun tube banded with brass and steel, flaring towards a gaping muzzle.

This Cannon of Khorne was sculpted by Mike Biasi from a Games Workshop design. The model is supplied unpainted and is supplied with a Warhammer® 40,000 datafax.



CHAOS CAULDRON OF BLOOD™

The Chaos Cauldron of Blood carries a great cauldron of boiling lava with which to spray its opponents and uses its massive combat blades to clear a bloody path through the enemy line.

This Cauldron of Blood was sculpted by Mike Biasi from a Games Workshop design. The model is supplied unpainted and some assembly is required. The model is supplied with a Warhammer® 40,000 datafax.

