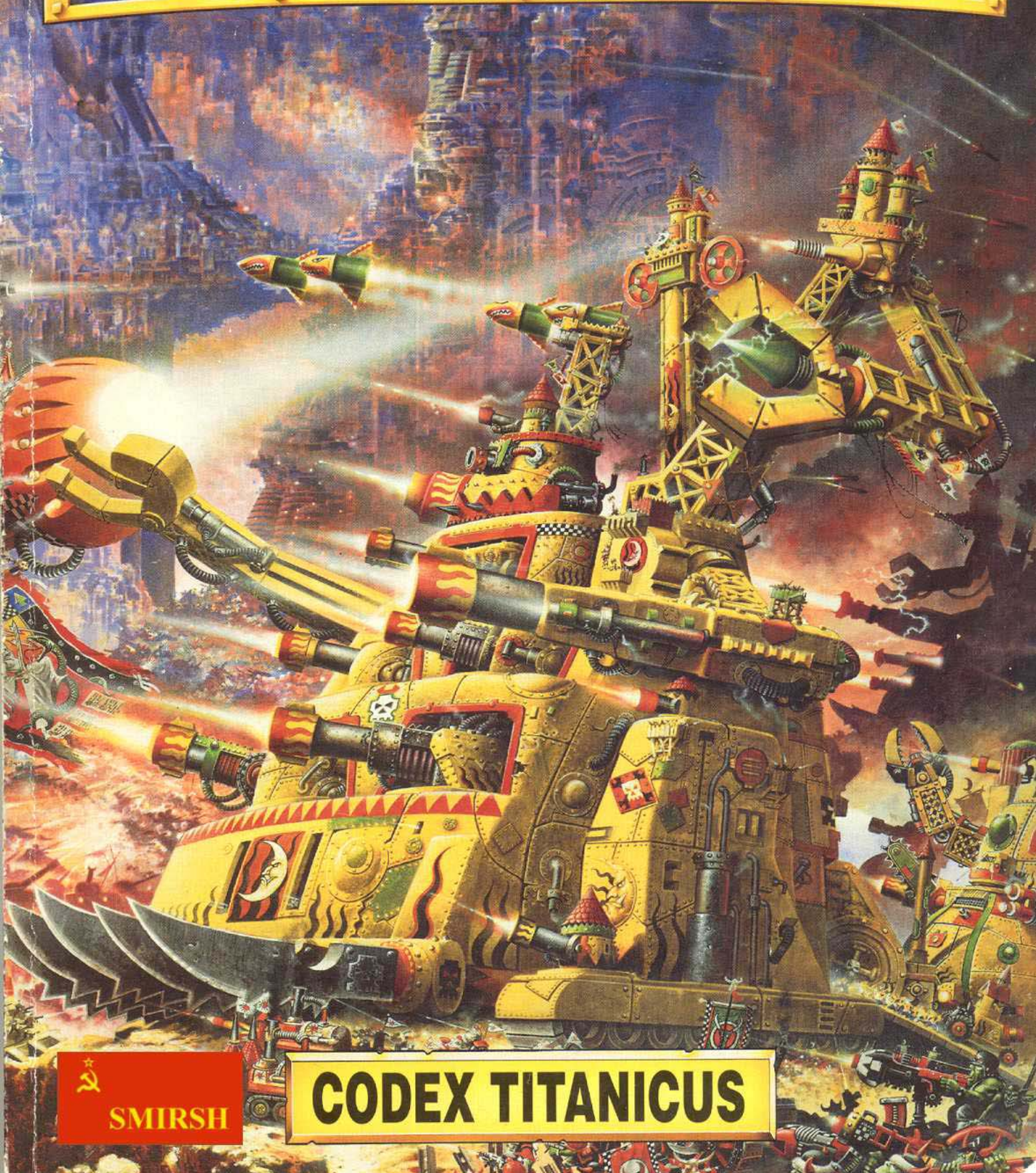


TITAN LEGIONS




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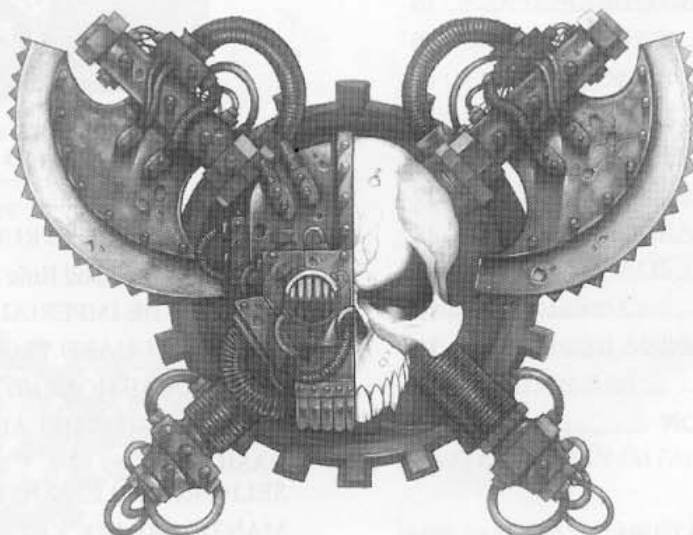
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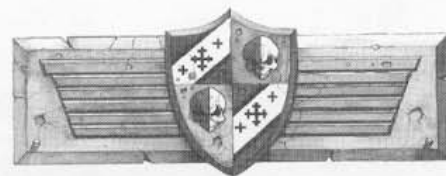
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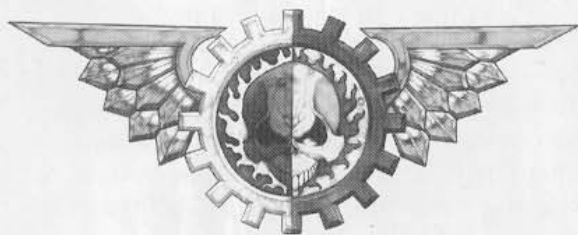
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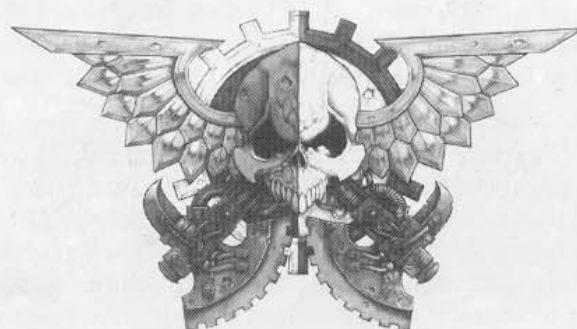
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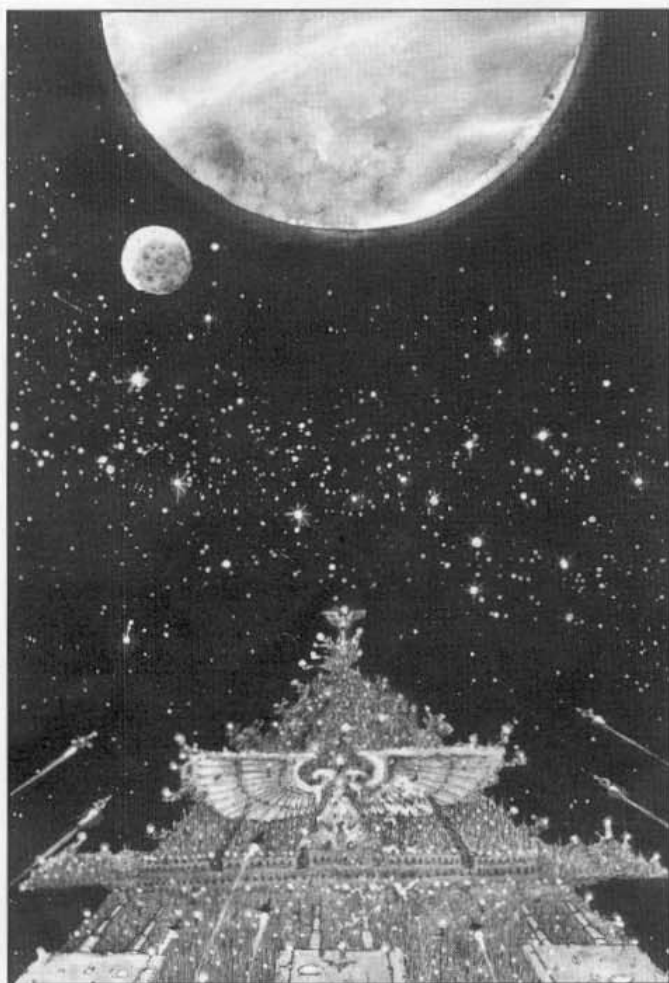
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INTRODUCTION



THE GALAXY

Four hundred centuries have crept across the face of Earth since mankind first left its polluted carcass for the unknown bounty of the cold and distant stars. Human settlement has spread across a million worlds and found treasures and alien horrors undreamed of among the distant spheres.

The bright new dawn of mankind quickly faded into the maelstrom of brutality and ignorance known as the Age of Strife. The first human wave of colonisation splintered into individual worlds and tiny empires, scattered throughout the galaxy. The Imperium of mankind has succeeded in reuniting many of the scattered remnants of the first expansion and has endured for 10,000 years, but it fights a constant war of attrition against internal rebellion and alien invasion, a war fuelled by the flesh and blood of humanity, a war in which the only true victory is survival.

The warring forces are armed with gigantic war machines and countless weapons of world-shattering power. Amongst these machines of destruction are the Titans of the Titan Legions – bipedal warrior robots as tall as skyscrapers, controlled by human crews. The Orks have their Gargants, equally large fighting machines that are crude mechanical representations of their gods, belching

flame and devastation. Before such nightmare creations whole cities are pounded into rubble and their populations destroyed within hours.

Other races also find themselves caught up in the battle for survival. The ancient and technologically superior Eldar are bound in their age-long struggle against Chaos. The incredibly tough mutant Squats, descended from the human settlers of the galactic core, have become staunch allies of the Imperium. In the eastern fringe of the galaxy the human and Eldar settlers of the Knight Worlds fight among themselves for possession of dinosaur herds, sometimes uniting to resist invaders or to aid the Imperium.

THE IMPERIUM

Forty thousand years in the future mankind has spread to the very edges of the known galaxy, colonising millions of habitable planets in the process. Yet despite all the scientific achievements and valiant efforts of millions of explorers and settlers the fate of the entire human race lies in the balance. From every direction human worlds are assailed by alien forces determined to destroy or enslave their inhabitants. Amongst these aliens are the fearsome, warlike Orks; the proud and ancient Eldar; the horrifying





daemonic forces of Chaos, and many more besides, all fighting for ascendancy in a hostile and unforgiving universe.

Human worlds are scattered over thousands of light years, divided by months or even years of warp space travel. Moving through the alien dimension of the warp is fraught with peril. Voracious malignant entities known to mankind as daemons inhabit the eddies and storms of this parallel universe. They lust after human flesh and blood, and constantly seek ways to break into real space so that they may obliterate and engulf it. Despite this the human worlds maintain a united front against their myriad enemies thanks to the all encompassing power of the Imperium.

The Imperium is controlled by an ancient organisation called the Adeptus Terra, the Priesthood of Earth. The Priesthood is so colossal that its millions of buildings, administrative offices, and departments cover virtually the entire surface of the planet Earth! The Adeptus Terra rules over the Imperium on behalf of the most powerful and extraordinary human of all time, a being known simply as the Emperor.

The Emperor possesses incredible psychic powers. His mind spans the galaxy and guides human spacecraft safely through the daemon-infested dimension of warp space. Although his mind is powerful beyond comprehension, the Emperor's body is so old and battle-worn that it lies in a permanent stasis, frozen in time inside a life support machine.

Although the Emperor shows no more signs of life than a statue or idol, he remains the singular object of devotion of his subjects who venerate him as if he were a god. Thanks

to the Emperor the huge armies of the Imperial Guard are able to travel through warp space, guided by his psychic powers to the parts of the Imperium threatened by enemies of humanity. Only the Emperor's powers and the careful vigilance of the Adeptus Terra keep humanity safe from the countless perils that threaten to overwhelm it.

THE ORK EMPIRES

Orks are warlike and fiercely competitive aliens who love nothing more than fighting, preferably with as much mayhem as possible. The Adepts of the Imperium believe the Orks to be the genetically bred warrior caste of an ancient and now extinct race. Though not innovative or forward-looking, Orks are warlike and hardy, naturally aggressive, and pursue war and power with equal zest.

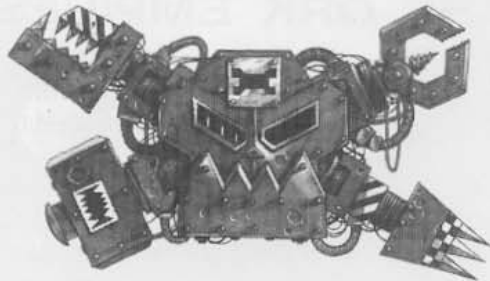
Normally Ork Warlords and their armies spend a great deal of time either fighting each other or keeping an eye on all their ambitious nobles (Nobz) who are naturally keen to be Warlords themselves. Ork space is divided into thousands of independent empires which frequently fight amongst themselves. This has ensured the survival of the Imperium to date, as a concerted attack by the whole of Orkdom would be impossible to resist for long.

There are six main Ork clans, each of which is noted for its particular way of life and associated skills. A powerful Ork Warlord will probably command Orks from many clans, using the best of each to form a powerful army. For example, the Evil Sunz clan is famous for building the best fighting vehicles, the Snakebites are renowned for their boar riders and psychic Weirdboyz, while everybody



knows the Goffs are the best close assault troops and toughest warriors.

Every Ork Warlord's ultimate aim is to assemble the biggest army he can, and thrash the most powerful enemy he can find. In this way the Warlord enhances his reputation and glory, perhaps becoming so famous that his name passes into the very legends of Orky achievement.



The ambitions of Ork Warlords are a constant threat to the Imperium, as they are always trying to build up huge armies to attack human worlds. When an Ork Warlord decides he is powerful enough to go for the 'big wun' (the war whose memory will become his enduring monument amongst Ork kind) he launches an immense crusade called a Waaagh! Other Warlords who want to get in on the action submit to his authority, and bring along their own Boyz to join in.

In the throes of the Waaagh! Ork engineers called Mekboyz or Mekaniaks build gigantic mechanical fighting machines called Gargants. It is quite likely that Orks got the idea for Gargants from human Titans. However, Gargants are technically very crude and have none of the scientific sophistication of the human machines, though their firepower is every bit as formidable as the mightiest Titan. In the Ork mind Gargants represent the Ork gods Mork and Gork, the battling deities whose eternal battle is said to rock the universe and cause all manner of upheaval! With Gargants at their head the Ork hordes swarm forward with supreme confidence because their gods are with them.

Ork armies are vast affairs with many, many Boyz plus all kinds of tanks, engines, and of course the great lumbering Gargants. Their sheer weight of numbers means that Orks can sometimes overwhelm their enemy just by charging forward in one vast horde. This is to their advantage, because they lack the long ranged weaponry of the Imperial troops or Eldar. The gigantic Gargants provide what long range support they have, while the remaining troops steam forward led by bikers, boar-mounted cavalry, and fast buggies.

THE ELDAR CRAFTWORLDS

Many thousands of years ago the Eldar dominated a large part of the galaxy and their teeming worlds were home to a sophisticated and highly advanced civilisation. Then a great disaster overcame the race. Chaos daemons from the warp overwhelmed the Eldar worlds and destroyed them overnight, sucking the souls from their inhabitants and

bringing to an end untold centuries of cultural achievement. The very heart of the Eldar civilization was obliterated by the opening of the Eye of Terror, the largest area of warp-real space overlap in the galaxy.

Fortunately a few Eldar realised the danger that threatened to destroy them and evacuated their worlds before they were obliterated. Some fled to new unsettled worlds while others took to the depths of space aboard huge spacecraft, great arks in space called Craftworlds.

The Eldar have never recovered from the horrific destruction of their race, and their ancient culture has become increasingly inward looking. They shun other races and their refusal to treat with them often leads to conflict. Eldar will occasionally fight alongside humans against a common foe, such as Orks or Chaos, but such alliances are only temporary and never last for long.

All the Craftworlds are independent, although because they are all interconnected by spatial warp-tunnels it is easy for troops from one world to help another when necessary. Since the destruction of their worlds the Eldar have set up new colonies, and the Craftworlds are often drawn into wars to protect them from marauding Orks or human settlers.

The Craftworlds are protected by Eldar Guardians. Every Eldar on the Craftworld fights as a Guardian if their home is in danger. Eldar troops can be male or female, so the whole population can be mobilised into one army. With a race teetering on the edge of extinction there can be no other way. The Guardians supply crews for vehicles and support weapons as well as large formations of ground troops when required.

The fighting elite of the Eldar race are called Aspect Warriors. These are sects of warriors who have been trained at the shrines of Kaela-Mensha-Khaine, the Eldar





God of Battle. There are several different types of shrine, each specialising in one aspect of warfare (hence the name Aspect Warriors). The Aspect Warriors are the most potent of all the Eldar fighters, wearing distinctive uniforms and carrying special ritual weaponry appropriate for their combat role. Aspect Warriors are led by even more powerful warrior-sages called Exarchs who run the warrior shrines and teach their skills to the Aspect Warriors.

Eldar Titans are indisputably the most advanced war machines fielded by any race. They combine psychically engineered control systems with highly sophisticated and deadly weapon systems. Unlike human and Ork designs Eldar Titans are not protected by shields which block or absorb the enemy's firepower. Instead, they are protected by holo fields which confuse targetting and misdirect the foe. Eldar Titan crews are strange even amongst the ascetic Eldar race, the time they spend melded with their Titan changes them into composite beings who share the mental patterns not only of each other but also of the powerful and ancient spirit that lies in the Titan's core.

The Craftworlds do not have large armies, but they have a selection of fast, highly mobile vehicles and support weapons such as the Nightwing fighter and Falcon attack vehicle. The Eldar are led into battle by their Seers and Warlocks, cunning psychics with uncanny powers of prediction which make them master tacticians. Because Eldar forces are so small they prefer to direct their attacks very carefully, launching well co-ordinated assaults against chosen targets rather than fighting across a broad front. On a one-to-one basis an Eldar is more than a match for most opponents.

THE SQUAT HOMEWORLDS

The worlds at the centre of the galactic core orbit gigantic orange stars which were formed when the galaxy was young. Now these stars emit only a feeble glow and the worlds they support are rocky, lifeless places with very high gravity. When mankind first reached these planets they found an abundant source of minerals. Mining colonies were founded and thousands of settlers were shipped in to man the machinery and explore the newly discovered systems. To protect themselves against the extreme variations in surface temperature the settlers dug underground cities alongside their mines. The extreme gravity and harsh conditions soon began to cause the settlers' descendants to change physically.

As new generations were born the people became shorter and stouter, stronger and more resilient, but slower and less agile than their ancestors. The resulting much-changed humans are called Squats, and they have developed a distinctive civilisation quite unlike any other in the Imperium. Although they are staunch allies of the Imperium, it is not unknown for trading disputes to erupt into warfare between the Squats and the forces of the Emperor, but such arguments are soon forgotten in the face of common enemies such as Orks and Chaos.

The Squats are expert technicians, having had to develop a high level of technical sophistication just to survive on their bare worlds. They use their skills to build many fearsome engines of war. When the Squat Homeworlds were re-discovered by the Imperium after thousands of





years of isolation, the two groups began to trade and eventually an alliance was formed. The Squats remain a valuable source of mineral wealth throughout human space, and their supplies of wargear to the Imperial forces are a vital factor in humanity's war against its enemies.

CHAOS

When spaceships travel from one star system to another they use warp drives which take them into another dimension that humans call the warp, or warp space. Warp space is not empty – it is a realm of psychic energy inhabited by incorporeal but very powerful creatures. The four most powerful of these creatures are the Chaos Gods Khorne, Slaanesh, Tzeentch and Nurgle, but there are many more. Some are daemoniac servants of these Great Powers, and others are lesser powers in their own right.

The creatures of the warp are not content with their existence in the universe of Chaos, and they are always trying to find ways into the material universe. They can do this by finding gateways into real space, such as are created whenever a ship enters or leaves the warp.

Gateways can also be created unconsciously by psychic humans and other living creatures, for every living creature has a tiny spark of ethereal existence in the warp which is called their astral body. This is why powerful human psychics and Eldar Seers are able to enter a trance and enter the warp with their minds, their astral bodies are travelling through the warp, amongst the creatures of Chaos. Needless to say this is very dangerous because a

daemon can capture the astral body and destroy or enslave it, so that the living person becomes a mindless tool of Chaos.

Some people willingly open their minds to Chaos, pledging to fight on behalf of their daemoniac master in return for unearthly power. Such power is mighty indeed, for the Chaos Gods are able to use such a person as a channel for their immense energies. The individual becomes a Chaos Champion, and his body becomes twisted into an ever more horrific form. The Champion often gains incredible power for a period, but eventually he will be destroyed by the unnatural forces that course through his mortal body.

On every human world there are secret worshippers of Chaos, gathering their strength, increasing in numbers and awaiting the day when they will rise up and overthrow the Imperium. However, the chief threat from Chaos comes from the daemon worlds and the Chaos Marines that live there. The daemon worlds are planets where Chaos has taken over. Warp space and normal space have become intermixed, breaking down the laws of physics that govern the material universe and introducing a new, insane, order where magic is real and all kinds of improbably mutated creatures exist alongside mortal beings.

The daemon worlds are hellish places: some of them are flat, others have skies that burn, while others are dreamlike and insubstantial. Daemons and other creatures from the warp can live on these worlds in physical form, although they cannot move beyond them, and living creatures too can survive here. Most of the daemon worlds exist in the Eye of Terror, where the heart of the Eldar civilisation once lay.

One of the most serious threats to the Imperium is the flood of mortal armies from the daemon worlds, forces commanded by Daemon Princes of Chaos and other daemons. Of these the most notorious are the Chaos Space Marines and Traitor Titan Legions. Thousands of years ago, when the Emperor was still fully alive, over half of his Space Marine Chapters and Titan Legions were infiltrated by Chaos and rebelled against him, plunging the Imperium into a long and bitter war known as the Horus Heresy. Eventually the forces of Chaos were beaten and their Arch-Champion Warmaster Horus destroyed in hand-to-hand combat with the Emperor, who was so badly wounded he was placed in stasis on the golden throne so that his spirit might endure even if his physical body should fail.

The remnants of the defeated Chaos Space Marine Chapters and the Traitor Titan Legions fled to the Eye of Terror. There, they and their descendants still live on, nurtured by daemons and raised to the status of Champions of Chaos. These lost and damned souls raid the Imperium, ravaging human space and despoiling unprotected planets.

Fortunately for humanity Chaos is divided amongst itself; the four Great Powers and other lesser creatures war against each other constantly, striving for supremacy in the warp. This is just as well, because were the Great Powers to unite in one supreme effort there is little doubt that the material galaxy would be overwhelmed by Chaos and turned into a daemon realm.

THE TITAN LEGIONS

THE ADEPTUS MECHANICUS

There are no towers as high as the spires of Mars, no cities greater than the hives of Mars, and no men more devoted to the pursuit of knowledge than the Tech-Priests of Mars.

Mars is the greatest and most populous world in the entirety of the galaxy-spanning Imperium. Sprawling hives climb miles into the Martian sky and their foundations delve deep into the planet's core. Orbital factories circle its globe, their ceaseless industry forming a glowing halo around the red planet.

Above the equator vast space docks float in geo-stationary orbit, for this is the home of the mightiest fleet in the Imperium, the Battlefleet Solar. Untold billions of human souls live on the ancient world. They are the people of the Cult Mechanicus and the devoted servants of its technarcane Machine God.

Mars is the homeworld of the Tech-Priests, the ruling class of the Cult Mechanicus. Throughout the galaxy there are many other worlds that belong to the Tech-Priests, planets whose people also form part of this huge and powerful



LEGIO IGNATUM (Fire Wasps)

The Legio Ignatum is one of the oldest Legions, its Forge World being Mars itself. The Legion fought throughout the Great Crusade and still retains a number of Titans blessed by the Emperor himself at this time. Later the Legion fought through the darkest days of the Horus Heresy defending the Emperor's palace against the impossible odds that Warmaster Horus could bring to bear.

Innumerable individual tales of personal heroism and individual sacrifice survive from that time and the Fire Wasps have more than their share. To this day the Legio Ignatum is the only Titan Legion granted the honour of guarding the Emperor's golden throne room.

After the siege of the Emperor's palace was broken the Legio Ignatum went on to fight in most of the major campaigns to cleanse worlds of the taint of heretics. The Legion fought in the mighty conflicts on Paramar V and in the Tallarn system as it strove to drive the Traitor Titan Legions back.

In these long and bloody campaigns the Princes of the Fire Wasps came to know and hate with an abiding passion the Legio Mortis, old rivals which had now turned to dark heresy and foul worship of the gods of Chaos. It was the Legio Mortis who breached the walls of the Emperor's palace, it was the Deaths Heads Scouts who terrorised and systematically destroyed the populations of a dozen hives on Paramar and Tallarn. The flames of hatred still burn hot and bright in the hearts of the Legio Ignatum – one day a reckoning will be made.

organisation. These other planets are called Forge Worlds, and though none are as ancient or as powerful as Mars, each has its hives and its factories, its industries and its cavernous temples to the Machine God.

Each Forge World is a colony of the Tech-Priests, controlled by its own Techno-Magi and responsible for its own affairs. However, the ultimate loyalty of all the cult members is to the Cult Mechanicus itself, and to its masters on the planet Mars.

THE BIRTH OF THE CULT MECHANICUS

The Cult of the Machine God began many thousands of years ago, before the birth of the Imperium, during the time known as the Age of Strife. The events that triggered the Age of Strife must forever remain a mystery, but very likely the increasing turmoil in warp space was one of the most influential factors. Only by means of the ethereal realm of warp space can interstellar space travel take place. Erratic disturbances in warp space, called warp storms, make it almost impossible for spacecraft to travel between star systems. During the Age of Strife, the warp storms became frequent and more intense, spreading throughout the galaxy until space travel became next to impossible. Individual solar systems became isolated and many human colonies hitherto dependent upon interstellar contact were lost. Societies collapsed, anarchy prevailed, and the old civilisation of mankind passed away forever.

During the Age of Strife the Earth could no longer acquire sufficient food or resources to accommodate its people. Without access to the wider galaxy the homeworld could

LEGIO ORDO SINISTER

The Legio Ordo Sinister is an elite special purposes Legion. It comprises only a dozen Emperor class Titans under the command of the renowned Grand Master Ferromort. The purpose of the Legio Ordo Sinister is simple: to inspire terror and obedience in those who are in danger of disobeying the Pax Imperium, to lend the weight of steel to the words of the Adeptus. In this respect the Legio often works in conjunction with the Adeptus Arbites, the Inquisition and the Ecclesiarchy, providing transport and fire support for their ground troops in innumerable short, vicious campaigns.

The carefully planned assaults of Grand Master Ferromort are famous for their precision and flawless execution. Great pains are taken to use them as an example of impersonal and faceless Imperial efficiency. In persuading truculent governors to submit to the Imperial will the Legio Ordo Sinister has destroyed hundreds of supposedly impregnable fortresses and allegedly unassailable palaces. However, this Legion remains an instrument of precision for the Imperium – a well-honed sabre rather than the sledgehammer of planetary bombardment or the scalpel of a Space Marine intercession.

not survive. Untold billions died as a result of war and starvation. The planet soon became a battleground where rival warlords fought over the ruins of a once great civilisation. All of Earth's ancient knowledge was lost and its cities destroyed. The planet became little more than a desert where its people were reduced to the level of brute savages fighting over the scarce land and water that remained.

On Mars the process of disintegration began as it did on Earth, but because of the unique conditions on Mars events were to develop entirely differently. Because of lack of maintenance the planet's atmospheric radiation shields soon disintegrated. Solar radiation poured onto the surface, destroying the fragile ecosystem and wiping out sparse vegetation which had taken millennia to cultivate. Plagues caused by high radiation levels slew most of the population. Of those who survived most became deranged by sickness, many turned into mutant zombies or gibbering cannibals. The destruction of the entire planet seemed likely. However, this was not to be, for a new idea began to spread amongst the people, a religion of survival - the Cult Mechanicus dedicated to the Machine God.

The devotees of the Machine God sought out the now scattered technology needed to rebuild temporary radiation shelters. The cult demanded absolute devotion from its followers, for only by selfless dedication and often personal sacrifice could machines be recovered or the planet saved. Under the direction of their Tech-Priest leaders, the cultists set about restoring order to the world. They built shelters to protect themselves from the radiation storms, and oxygen generators and food processing machines to enable them to live behind the enclosed shielding.

There were few shelters even for the Tech-Priests and none for unbelievers. Marauders and mutant raiders tried to force their way inside the hurriedly constructed buildings. Many of the cultists died defending their shelters and some early shelters were destroyed, but the survivors emerged all the stronger and more determined. The people interpreted their survival in the face of tremendous odds as vindication of the Cult Mechanicus. Their resolve and devotion to the cult became unshakeable.

Whilst rival warlords battled over the remnants of Earth the Tech-Priests rebuilt Mars in the image of their inhuman god. On red sand there rose the first temples of the Machine God and the people came to worship at the High Altar of Technology.

The Tech-Priests scoured the ruins of Mars for surviving machinery which they enshrined within the Temple of All Knowledge. Within the temple's plasteel shell shining pistons held the vaulted roof almost a mile above. The shafts of each piston were so constructed that they moved to raise and lower the roof, altering its acoustic properties to accentuate the hymns of praise sung to the Machine God.

The High Altar within took the form of a vast database containing the whole knowledge of the Tech-Priests. Even today every new discovery is dedicated to this altar. Every temple on Mars and throughout the Forge Worlds is connected to the High Altar by means of a living Transmat link, a psychic Servitor whose mind co-joins all altars of the Cult Mechanicus into one holy machine entity.

LEGIO DESTRUCTOR (The Beasts of Steel)

Legio Destructor is one of the Imperium's largest Titan Legions, comprising over a hundred machines of all classes. This is unsurprising as the Forge World of Legio Destructor lies within a hundred light years of the Wheel of Fire and the edge of the Ork empire of Charadon. Led by their eccentric Grand Master Thaedius Wilson the Legio Destructor have sallied out to stave off numerous Ork Waaaghs! issuing from the Wheel of Fire or the Charadonian empire. Consequently the Legion spends much of its time building up its strength to resist the next avalanche of maniac Ork warriors and war machines.

It is murmured in some areas of the Adeptus Mechanicus that the constant exposure to Ork attacks has made the Legio Destructor increasingly 'Orky' in its outlook and behaviour, particularly in its attitude to combat. The Princes and crews of Legio Destructor hunger for battle with an unusual exuberance. So far this thirst for battle has been viewed as a useful attribute, particularly against foes other than Orks who find the Legion a highly unsettling opponent. But even the Fabricator General expressed surprise to hear that the Titans of the Legio Destructor are now fitted with amplifiers so the Legion can reply to the Orks' howls with their own battle chant: "Big Death, Big Death, BIG DEATH!"

THE TITAN LEGIONS

When the Tech-Priests built their first temples and restored order to Mars they also laid the basis for the military arm of the Cult Mechanicus, the Titan Legions. They created weapons capable of functioning in the hostile environment of their planet. The vast fighting machines they built were Titans. Since that time the Titan Legions have formed the backbone of the armies of the Cult Mechanicus. Now, as part of the Imperium, they serve the Emperor.

Of all the galaxy's fighting machines none can match the sheer size and power of a Titan. The largest Titans bristle with weaponed turrets and carry potent guns capable of destroying entire formations of enemy troops. Inside the Titan's armoured shell countless crew busy themselves with their duties. Some operate the throbbing engines that propel the machine enabling it to walk over the battlefield. Others direct its potent weapons of destruction, guiding its turrets and aiming its lethal missiles. A Titan is a ponderous battleship of the land. A machine of such a size and complexity that it is accompanied by infantry and tanks so that it can deliver its substantial firepower in the most effective way. Some Titans carry troops into battle, their towering leg sections form mighty bastions from which squads of troops attack the enemy.

The construction of a Titan takes many years. Centuries of endeavour lie behind a single machine. The largest and oldest Titans of all are held to contain a spark of the

Machine God's divinity. They have a holiness invested in them by virtue of their antiquity and technical complexity. The Tech-Priests deck the Titans with banners proclaiming their divine nature. On the eve of battle they anoint the machines with holy oil and perform the Mass of the Cult Mechanicus before the entire legion. The sacred names of the Titans are chanted amidst readings from the Manual Technicum. To the Tech-Priests a Titan is more than a fighting machine it is an aspect of the Machine God, a holy and worshipful creation of Technology. To serve aboard a Titan is to serve the Machine God in person. This is the greatest service that a mere mortal can perform.

THE FORGE WORLDS

When the Cult Mechanicus restored order to Mars its leaders looked to Earth and beyond, hoping to find remnants of human knowledge on other worlds. The Tech-Priests were appalled at the destruction on Earth and judged there was nothing worth saving. Instead they turned their attention to the wider galaxy. However, their spacecraft were unable to break through the warp storms that raged throughout the galaxy, isolating the Sol system and many others besides.

The Tech-Priests studied the warp barrier for many centuries, observing the nature of the warp storms and the energy patterns within them. After many lifetimes they

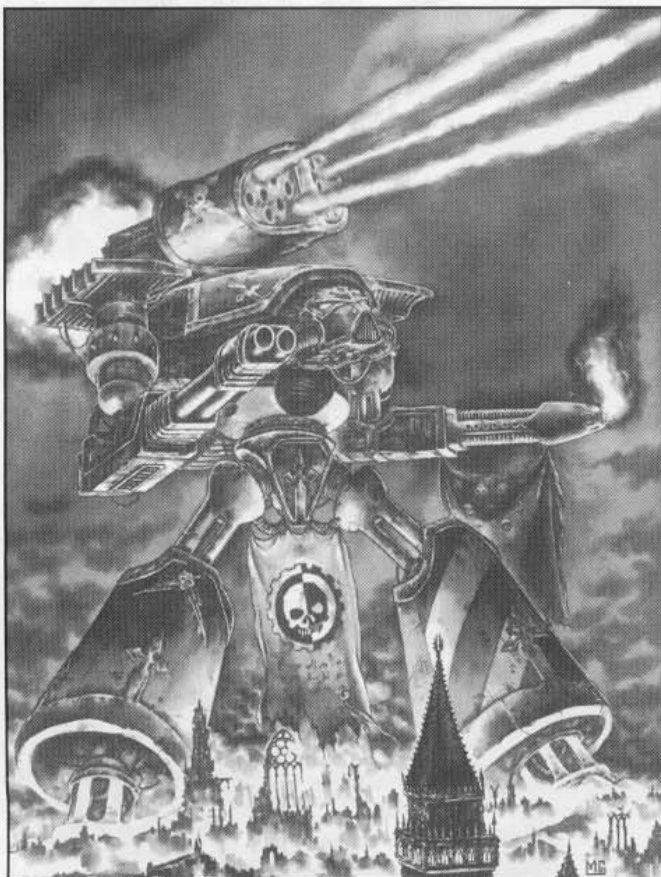


were able to predict when the storms were at their weakest, and made preparations for an expedition beyond the solar system. At last an opportune moment came, the warp storms abated, and a massive fleet set out from Mars. The spacecraft of the Cult Mechanicus carried an entire Titan Legion onboard as well as thousands of Servitors and Tech-Priests to form the seeds of a new colony.

After a few short days the warp storms regained strength once again and all contact was lost with the fleet. The Tech-Priests waited for a sign from their Machine God, and faithfully started to prepare another expedition.

Over the next thousand years many Titan Legions were built and launched into the void. Some were lost or destroyed, but others were successful in their mission. Throughout the galaxy new colonies of the Cult Mechanicus were founded, each a replica of Mars with its temples and hives, its factories and its hierarchy of Tech-Priests. Each new world was protected by its Titan Legion. These new worlds were called Forge Worlds.

Whilst the storms persisted the Tech-Priests of Mars could only guess how many of their space fleets had survived passage through the tumultuous warp. During moments of relative calm broken messages were down-loaded into the High Altar in the Temple of Knowledge, fleeting reports from the Forge Worlds, data from recovered machines, conformations of new discoveries or desperate pleas for help. But there was little the Tech-Priests of Mars could do to aid individual worlds, and it was not until the time of the Great Crusade in the Age of the Imperium that the Forge Worlds were to be finally united with Mars.



Reaver Titan

THE KNIGHT WORLDS

The Tech-Priests' spacefleets found an anarchic galaxy where the ancient confederacy of interdependent human planets no longer existed. They discovered that the Eldar too were facing social degeneration. Many had taken to the worship of the Dark Gods of Chaos, and everywhere the Eldar worlds were falling into ruin. Some Eldar had already chosen to abandon their home worlds and set up new colonies of Exodites untainted by the evil of Chaos. The Tech-Priests also found that wild Ork warbands rampaged throughout the galaxy, looting and destroying, causing unrest everywhere.

LEGIO MORTIS

(Deaths Heads – Traitor Legion)

The very name of Legio Mortis has long since become a foul taint to the defenders of humanity, uttered only with fear and loathing. Their infamy stretches back 10,000 years to the time of the Horus Heresy when the daemon-possessed Warmaster Horus sent the new-born Imperium tumbling into bloody civil war.

Legio Mortis had fought for the Warmaster in a hundred campaigns during the great crusade, their loyalty had long since been pledged to him rather than the distant Emperor. When Horus began the heresy by virus-bombing the defenceless world of Istvaan III the Deaths Heads made the landings to scour the corpse-packed hives for the pitifully few survivors. Some say that mutated strains of the virus brought their final corruption, some say the madness inspired by the billions of putrefying corpses turned their faces to Chaos.

Who can say where the truth lies? Certainly when the Legio Mortis landed on Earth to besiege the Emperor's palace they were warped and mutated almost beyond recognition. The adamantium skins of their Titans were pocked and bubbled with foul effluvia, great tentacles of twisted flesh and metal lashed, spiked tails whipped back and forth. Their Titans' heads had been transformed into drooling daemonic visages filled with malice and their engines roared like angry beasts.

Horus granted the Deaths Heads the honour of breaking through the outer walls of the palace and with wreckers, power rams, warp missiles and their own fiendish bravery they did so despite suffering the loss of over thirty Titans in one night.

But despite their efforts the siege failed and Horus was defeated. The remnants of the Legio Mortis fled from Earth and were hunted and pursued, system by system, to the Eye of Terror. There, where the warp and real space overlap, time has flowed strangely for the Deaths Heads. They remain trapped in servitude to the gods of Chaos, fighting a war that ended 10,000 years ago, building their strength and testing the Imperium's defences for the time when they shall return and wreak terrible vengeance on all living things for the defeat of their beloved Warmaster.

The human worlds discovered by the Tech-Priests retained little of their old technology. They had devolved into feudal states ruled by aristocratic nobles who welcomed the Tech-Priests as long awaited saviours. The Tech-Priests settled amongst these feudal empires, or Knight Worlds, choosing planets that were mineral rich where they could rebuild their industries. They established contacts with the Knights, trading with their worlds and investigating the ancient ruins where surviving technology could still sometimes be found. The Knights provided manpower and security against enemies such as marauding Orks and land-hungry Eldar Exodites. In return the Tech-Priests provided technical expertise and help rebuilding their planets.

Over the millennia the Forge Worlds became powerful and the Knight Worlds flourished under their wing. The Tech-Priests and Knights became mutually dependent and each Forge World became the hub of an empire consisting of a Forge World and its surrounding Knight Worlds. The Knights learned much from the Tech-Priests and their societies were gradually transformed into technically sophisticated cultures. Many of the Forge Worlds were successful in maintaining sporadic contact with each other, and the Tech-Priests' obsession with knowledge ensured that discoveries on one world were down-loaded to altars throughout the galaxy.

The most important innovation that the Tech-Priests brought to the Knight Worlds were the fighting machines also called Knights. These machines were one-man versions of a Titan, much smaller and less powerful than a real Titan, but far better suited to the mobile style of warfare prevalent amongst the nobility of the Knight Worlds.

Today these Knights fight alongside the Titans and form a reserve of troops which can be called up into the Titan Legions when required. Each machine is piloted by a noble of the Knight Worlds, a Knight warrior within a Knight machine, for these worlds have maintained their feudal societies over the millennia. Indeed, the acquisition of technology enabled the warrior nobility to strengthen its position of power on their worlds.

THE AGE OF THE IMPERIUM

It is now ten thousand years since the Age of the Imperium began. It was in that distant time that the warp storms finally ended with a single massive storm of unbelievable destructive power. The warp is formed from psychic energies which affect the minds of psychically sensitive mortals. As a result of the final collapse of the storms many humans were killed as a psychic shock wave spread throughout the galaxy.

The Eldar worlds were at the centre of this shock wave, spelling the end of planet-bound Eldar civilisation. Some Eldar escaped by means of massive space arks called Craftworlds. The Eldar Exodites who had already distanced themselves from the hub of their civilisation also survived.



Other Exodites arrived amongst the Knight Worlds looking for worlds to settle, seeking out planets seeded by their ancestors thousands of years previously. Many of these worlds were already settled by the Knights and wars broke out throughout the Knight Worlds as Eldar tried to oust the Knights. The Forge Worlds and Knights managed to repel the Eldar invaders in most cases, but they could not prevent the Exodites settling nearby. Over the following centuries the Exodites and Knights would fight many long and arduous wars.

On Earth the lifting of the warp storms signalled the beginning of an age of rebuilding and resurgence. From the battling warlords of Earth emerged one far-sighted visionary, a man of mysterious origins whose knowledge of past technologies astounded all who spoke to him. History does not recall his name only the title he came to assume in later years – the Emperor. This great leader united the warring people of Earth and prepared the way for the reconquest of the galaxy by his Space Marine Legions.

On Mars the Emperor was recognised as the long-awaited Ommissiah of cult legend. A frenzy of popular uprising swept through the entire Cult Mechanicus as word spread of his coming. When the Emperor arrived on Mars he was hailed as the Machine God Incarnate and the Tech-Priests and Techno-Magi alike came to acknowledge his leadership and marvel at the technical secrets at his command.

Not all amongst the Cult Mechanicus were happy with this turn of events. Many of the senior Magi resented the disturbance in the status quo threatening, as it did, their own power base. A few of these malcontents led a rebellion and seized the Temple of All Knowledge from where they called the faithful to war against the Emperor.

The conflict that followed was short and bloody, and ended in the defeat of the reactionaries and triumph of the Emperor's followers. Mars and Earth were reunited after millennia of separate development.

THE GREAT CRUSADE

With the massive human resources of Earth and the colossal technical power of Mars the Emperor began the re-conquest of the galaxy. This mighty enterprise is known as the Great Crusade and it lasted for two hundred years. The Emperor's forces spread out from the Sol system, searching for surviving human worlds and driving out alien usurpers. Many long forgotten planets were liberated during the Great Crusade and many worlds were settled anew. Gradually the Imperium expanded throughout the galaxy.

Forge Worlds throughout the galaxy were able to establish secure communications with Mars following the end of the warp storms. Many Forge Worlds were able to contact the High Altar of Knowledge, and many technical advances and discoveries were spread as a result. The position of Mars and the Cult Mechanicus as the leader of the Forge Worlds was reaffirmed and spacecraft began to travel between the worlds regularly.

Many Forge Worlds found themselves at war with alien invaders, especially Orks, now that space travel was viable once again. Although the Forge Worlds were able to help each other to some degree, they were everywhere forced onto the defensive. Some Forge Worlds were destroyed and many of the Knight Worlds were devastated. As the Great Crusade advanced it was able to free the Forge Worlds from these attacks. The liberation of the Forge Worlds was a great advantage to the Imperium, because their considerable military might could be added to that of the Great Crusade itself.

As the Emperor's forces pushed further and further into the galaxy, the Forge Worlds were able to supply arms and equipment, weapons, spacecraft and other munitions to the advancing armies. Titan Legions from the Forge Worlds joined the Space Marines to extend the borders of the Imperium still further.

As the Great Crusade reached the edges of the galaxy the Cult Mechanicus founded new Forge Worlds to act as forward supply bases. These new planets soon grew and established their own Titan Legions. Surrounding planets were colonised from the Knight*Worlds, replicating the long-established pattern on the other Forge Worlds.

THE HORUS HERESY

As the Great Crusade reached ever outwards, encompassing almost the whole galaxy, a new and unthinkable threat emerged to challenge the re-emergence of humanity. This was the rebellion known to later ages as the Horus Heresy. The revolt was led by Warmaster Horus, the greatest of the Emperor's generals, his most trusted lieutenant, and the most powerful of all the Primarchs. The rebellion began far out on the eastern fringes of the galaxy, and took hold amongst the Space Marine and Titan Legions serving under Horus.

It is unclear how Horus managed to turn his armies against the Emperor, but he was a skilled and persuasive leader who commanded immense personal loyalty amongst his troops. In all probability there were few who even questioned his orders, and later, when the true power behind the revolt was revealed, it was too late. At the very beginning none guessed that behind the Warmaster's plans lay something altogether more sinister. Unknown to anyone, Horus had thrown in his lot with the Dark Gods of Chaos. All who followed him would be as damned as he.

This is not the place to describe at length the fierce battles of the Horus Heresy. The galaxy was torn asunder as Space

LEGIO METALICA (Iron Skulls)

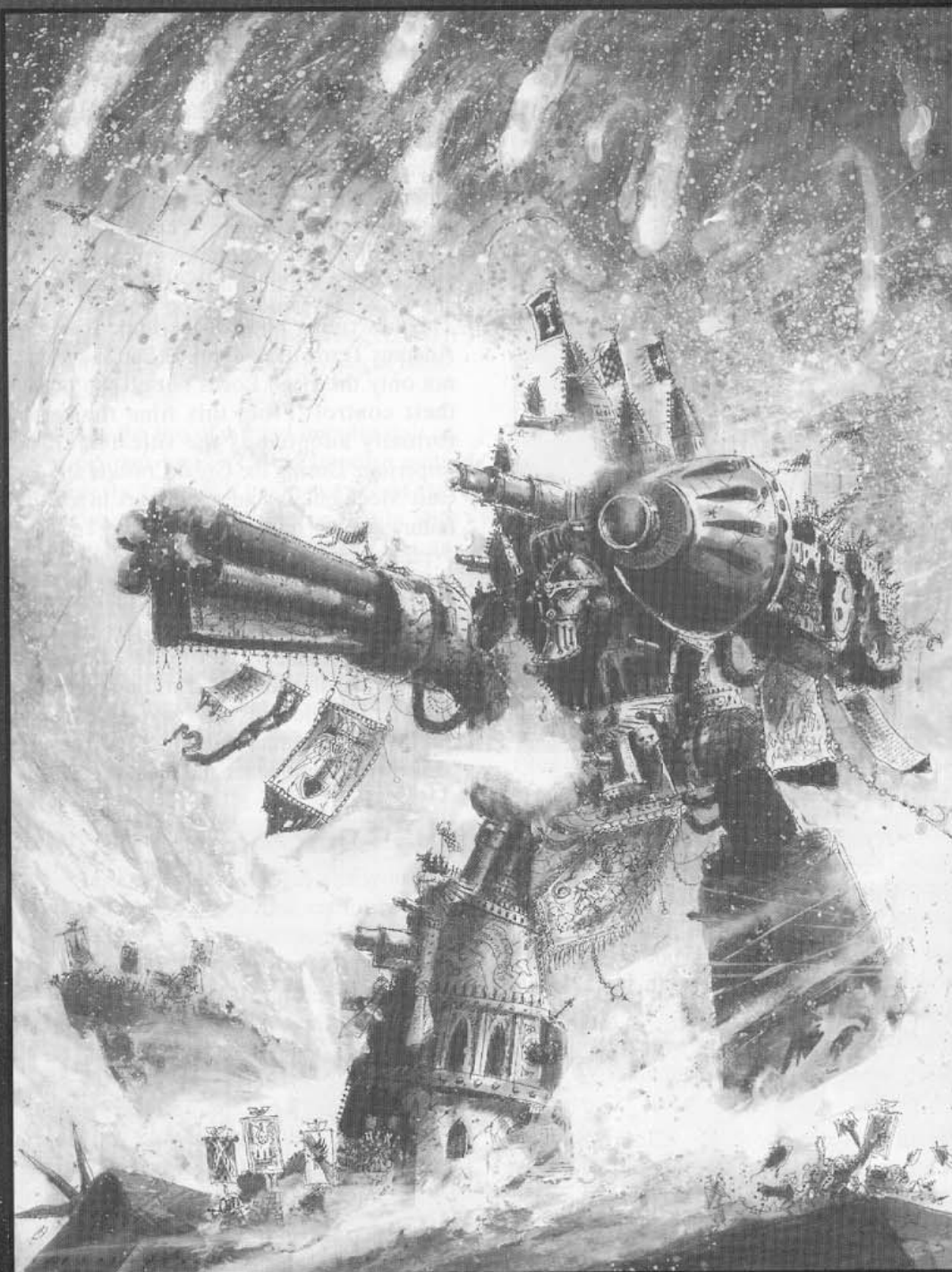


The Legio Metalica is rightly famous for its tragic part in the battle Armageddon, a hive world which produced weapons and munitions vital to the security of several systems in the sector. Armageddon suffered beneath a foolish and erratic Overlord, Herman von Strab, who refused to believe warnings of invasion by the fiercest Ork Waaagh in centuries, Waaagh Ghazghkull. The Legio Metalica was stationed on Armageddon to protect its vital industry and when Ghazghkull smashed through von Strab's inadequate defences the Overlord commanded the Legion to perform the impossible task of stemming the Orkish tide.

Princeps Senioris Kurt Mannheim held temporary command of the Legion after the death (suspected to be assassination) of its Grand Master. By Imperial law it was his duty to obey the Overlord and von Strab refused to hear Mannheim's advice. Unable to betray his oath of loyalty to the Emperor, Mannheim put on his best dress uniform, said goodbye to his wife and children and climbed into his Titan Steel Hammer to lead his battle groups to certain destruction.

The Legion fought hard and it fought well, Steel Hammer accounted for three Ork Gargants before it was crippled and even then Mannheim took his machine right into the centre of the Ork forces before its reactor melted down. But the Orks outnumbered the Legio Metalica more than three to one and the outcome was inevitable. The Legion was almost completely wiped out and took no further part in the Armageddon campaign.

At the end of the campaign Mannheim was posthumously awarded the Emperor's Star for his bravery and loyalty to the Imperium. The Legion has been rebuilt since its devastation at Armageddon and won acclaim in every campaign it has fought in for its dedication and determination, Mannheim remains a shining example of the dutiful warrior to all.



How like a God He is, that ancient Machine, primal of all His Kind, the Emperor! His mighty Fists, massive like two Towers of Destruction, laden with the Doom of Mankind's bitter Foes. He watches over us now as Battle joins, and in his Shadow we shall advance upon our Enemies and defeat them.



Marines fought Space Marines and Titans battled Titans. Horus' strategy was to move against the Emperor directly, attacking Earth with as much speed and as many troops as he could muster. Earth's defences were weak and reinforcements were weeks behind Horus' fleet. In the final event the war was to be won by the Emperor, but only at the cost of his own life as he battled Horus in personal combat aboard the Warmaster's own battleship. From that day forth the Emperor has lived only as a spirit sustained by psychic energies, his life force inhabiting a corpse held together by stasis fields.

The majority of Horus' forces were scattered following his defeat. The rebel Space Marine and Titan Legions fled into the Eye of Terror, a zone of what is known as Chaos Space. Here the twin dimensions of the warp and reality overlap, and the ethereal realm of Chaos co-exists with the material realm of men. In this vast region of space there are worlds inhabited by daemons and their minions, and it was amongst these worlds that the traitors made their home.

Outside the laws of time and space the Eye of Terror has preserved the remnants of Horus' armies to this day. Space Marine warriors who fought against the Emperor live there still, emerging at points past, present and future to harass the forces of the Imperium. Titans that took part in the Heresy can also be found in the Eye of Terror on worlds ruled by dark and corrupted Tech-Priests whose hellish visions of techno-madness have created societies where men are slaves to daemon-possessed machines which hunger for mortal blood.

THE ASCENDANCY OF THE HIGH LORDS

Following the defeat of Warmaster Horus the Imperium of Mankind was re-established afresh. The organisational basis for the Imperium of the 41st Millennium was laid down in the years following the Emperor's incarceration. At that time Imperial organisations were instated in forms which have endured broadly unchanged for ten thousand years. Institutions created by the Emperor to serve his Great Crusade became the ruling bodies of the sprawling empire. Their chiefs became the most powerful men the galaxy has ever known. These individuals are the High Lords of Terra, a conclave which includes the chief military and administrative officials of the Imperium.

The new ruling body of the Imperium was known as the Adeptus Terra, the Adeptus of Earth, a term which included not only the High Lords but all the organisations under their control. From this time the term Adeptus was formally adopted as the title for all officials of the Imperium. During the Great Crusade and Horus Heresy the Cult Mechanicus had taken part in all the triumphs and failures of the Imperium. Now the Techno-magi prepared to play their role in the rebuilding process too.

To establish their place amongst the new rulers of the Imperium the Cult Mechanicus became the Adeptus Mechanicus, and its cult leaders became High Lords of Terra. Over the following millennia the people of Earth and Mars would march forward together, welded into one mighty Imperium, yet distinctly different societies with their own governments and institutions.

THE ADEPTUS MECHANICUS

It is now the forty-first millennium. The Emperor has endured for ten thousand years, his living spirit continues to guide the fate of mankind though his body is rank with decay. On the world of Mars the Techno-Magi celebrate the rites of the Machine God and his divine manifestation the undying Emperor. Throughout the Imperium there are countless Forge Worlds devoted to the pursuit of knowledge. The Titan Legions and the Tech-Guard armies of the Adeptus Mechanicus protect and expand the territories of the Machine God. In conjunction with the Space Marines and Imperial Guard, they form the fighting armies of the Imperium, the most potent force in the galaxy.

The Forge Worlds and Knight Worlds remain fiercely loyal to their Martian masters. Their industry and their tithes are to the Adeptus Mechanicus and the Techno-Magi of the Cult Mechanicus. Where other human worlds in the Imperium are part of the feudal empire controlled by the Administratum of the Adeptus Terra on Earth, the Adeptus Mechanicus retains direct ownership of its own territories. Thus the Forge Worlds and the Knight Worlds owe no obligations to the Adeptus of Earth. They raise no regiments for the Imperial Guard and they pay no tithes to the treasury. They are not answerable to the Adeptus Terra but to the Adeptus Mechanicus. Only the Inquisition has jurisdiction in their territories, and there are no worlds in the Imperium where those warriors of righteousness may not walk freely.

TITAN FORCES

BATTLE TITANS

Battle Titans stand between 10 and 25 metres tall. Their limbs are moved by electrically motivated fibre bundles that bunch and flex like muscles around 'bones' of adamantium and armaplas. They are protected by up to six void shield generators and have heavy armour of ceramite and adamantium comparable to super heavy tanks. The void shield generators are a Battle Titan's first line of defence but they have a ferocious power requirement beyond the capacity of most portable power sources. All Titans overcome this problem by using dangerously volatile plasma reactors with all the attendant risks of melt-down or runaway reaction.

Titans are controlled via the use of a mind impulse unit or MIU as they are sometimes known. Mind impulse units read commands directly from the brain-waves of the Titan's bridge crew, giving the machine an agility and reaction time otherwise impossible to achieve. To an extent the Titan and its crew, in particular its commander or Princes, become meshed together by the use of the MIU.

The plasma reactors of Battle Titans are designed to generate sufficient energy for the Titan to operate within strict parameters. For example, a Titan can move and fire but its reaction time will be slowed and it will not be able

move at full speed. Alternatively, the same Titan could sacrifice all its movement in order to give it sufficient energy to track and lock targets more quickly or else move at top speed but be unable to fire while it does so.

Battle Titans normally have multi-configuration weapon mounts which allow them to interchange weaponry easily. This useful feature enables a Titan to theoretically arm itself with the ideal weapon combination for every terrain type and opponent. Of course on a war front this is seldom the case as Titans will often be away from base facilities for weeks at a time. It is also noticeable that Princes and their crews quickly develop a taste for specific weapon combinations.

REAYER BATTLE TITAN

The Reaver Battle Titan is a flexible multi-role fighting machine commonly used at the forefront of the fighting. Reavers are medium weight Battle Titans which mount up to three weapon systems. They are shielded by four void shield generators and are protected by thick, well sloped armour from all sides.

Reavers are most commonly deployed in a shock/assault role, giving close support to infantry and tank attacks. In this capacity they are usually armed with a number of short ranged, rapid fire weapons and a close combat weapon



such as a chainfist. When operating in battle groups one or two of the Reavers will be equipped with longer ranged anti armour weapons such as turbo lasers or plasma blastguns and possibly a one shot missile to give longer ranged support.

The Reaver seems to have been designed at approximately the same time as the Warhound. It differs considerably from older designs, such as the Warlord Battle Titan, in placing the vulnerable plasma reactor at the rear of the carapace housing. While this makes the Reaver difficult to knock out from the front the more exposed cooling bars of the reactor make it a comparatively easy target from the side or rear. The greater speed of the Reaver over Warlord Battle Titans minimises this problem but it does make Reavers unsuitable for extremely heavy fighting in cities or other close terrain.

WARLORD BATTLE TITAN

The Warlord Battle Titan has always been the workhorse of the Titan Legions, indeed its design pre-dates the Imperium itself. Some Warlords in the Legions have been in service since the Dark Age of Technology and many more date from the Age of Strife. These ancient war machines are carefully attended and maintained by the Tech-Priests so that energy still surges through their mighty limbs when the right supplications are performed.

The Warlord is a heavy Battle Titan intended for continuous front-line action in major warzones. It is protected by six void shield generators and some of the thickest armour to be seen on a Battle Titan. The Warlord can mount up to four independent main weapon systems and several subsidiary weapon systems to increase its short range firepower for city fighting.



The great longevity of the Warlord Titan has led to a plethora of specialist devices being designed for it. These include assault pods, one-shot missiles, siege weapons like wrecking balls or battering rams, fire control centres, landing pads for skimmers and so on. Some Titan Legions are almost entirely made up of Warlord Titans fitted out with devices for siege warfare and are only used for demolishing fortresses and cities that foolishly resist the Emperor's will.

The Warlord Titan does suffer one drawback: its plasma reactor is mounted in the abdominal cavity so it is vulnerable to hits from the front. Though as well armoured as is practical the reactor remains a weak spot which is vulnerable to even infantry heavy weapons. Consequently in open battle Warlords are most commonly configured as gun platforms, mounting a number of long ranged weapons and missiles to give heavy fire support.

WARHOUND SCOUT TITAN

Warhound Scout Titans are not strictly speaking Battle Titans at all. However, there are very few practical differences between Scout Titans and Battle Titans (save in size and nomenclature) so the Warhound is included here for completeness. Warhound Scout Titans are the eyes and ears of the Titan Legions. Fast and agile, they perform dangerous reconnaissance missions and terror raids behind enemy lines.

Warhounds almost invariably operate in pairs so that they can outmanoeuvre or outgun almost any opponent they are liable to meet on such missions. In a major battle Warhounds favour working their way around a flank to pursue 'soft' targets such as infantry and artillery. With weapons like Vulcan mega-bolters and Inferno guns a pair of Warhounds can cause immense damage this way.

Warhounds are shielded by two void shield generators and are lightly armoured, emphasising speed over strength. They mount two weapons and are limited in their selection to the 'lighter' Titan weapons.

LEGIO VULCANUM I/ LEGIO VULCANUM II

The Vulcanis system is remarkable for its eclipsing binary of red giants. These swollen, dying stars circle and drain crimson streamers of gas from each other in perfect synchronicity. The forge world of Vulcanis is Stygies VIII, a large moon in orbit around a massive ringed gas giant on the outer fringes of the system. Because of its close proximity to the Eye of Terror and attendant risks of Chaos attack Stygies VIII was home to two Titan Legions, the first and second Legio Vulcanum.

While it is unusual for a single system to support two Legions it is far from unknown – Mars itself supports three. The curse of Vulcanis was that both Legions betrayed the Emperor and joined the heresy on the side of Horus.

Most of the brother-legion's machines were on crusade with Horus when the heresy began. However a core of Chaos cultists back on Stygies VIII made a series of bloody surprise attacks to seize control of the forge world's manufacturing facilities. Soon the loyalists were reduced to a small group defending the Temple of Knowledge against the robed cultists and the hastily-improvised berserker machines they had produced.

Trapped and alone the loyalists expected only to die but rescue came from an unexpected quarter. On the 31st day of the siege a group of tall, graceful Titans supported by speeding jetbikes in their hundreds appeared and smashed the scions of Chaos. The Eldar Craftworld of Saim Hann had sent the forces - not to help the loyalists but to deny Chaos a staging post so close to the Eye of Terror. When the heresy ended both the brother-legions fled into exile in the Eye of Terror and Stygies now houses a third legion, Legio Honorum.

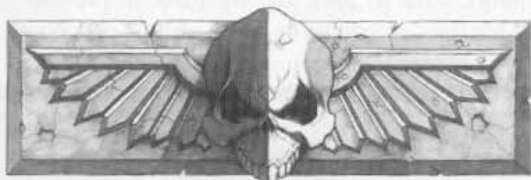
The waking nightmare of any Warhound crew is that an incompetent commander will deploy them in the centre of an open battlefield where they will draw heavy enemy fire and quickly be destroyed. The small crews of Warhound Titans are made up of tough and resourceful individuals who are experts in unorthodox tactics, and possessed of a fierce fighting spirit that is the envy of other Titan crews.

EMPEROR CLASS TITANS

Emperor class Titans tower some 25 to 40 metres tall. They mount veritable arsenals of weaponry and are protected by up to twelve void shield generators and armour so thick it would not be out of place on a planetary defence installation. Emperor class Titans are amongst the largest mobile battle units that can be deployed on a planetary surface and each one forms a vital part of the Imperium's strategy. Emperor class Titans employ the same technologies as Battle Titans but on a massive scale, featuring huge plasma reactors to supply their colossal power requirements.

IMPERATOR EMPEROR CLASS TITAN

The Emperor is one of the larger examples of an Emperor class Titan. The Emperor uses the 'dynamic' pattern of plasma reactor which forms the heart of all Emperor class Titans. This allows the Titan's Princes to strictly control the amount of energy being channelled to different parts of the Titan to make maximum use of the power available.



Only the most battle-hardened Princes are given command of an Emperor Titan and they are permitted the pick of crew members from other Titans within the Legion. In comparison to Battle Titans of all classes Imperators are rare with most Titan Legions able to field three or four Imperators in a campaign. The Grand Masters of Titan Legions often use Emperor Titans, modified to a greater or lesser degree, as mobile headquarters. From here they issue commands to the whole Legion or even lead vital assaults personally if the situation warrants it.

Imperators spend much of their time employed as vast mobile fortresses to strengthen vulnerable sectors of the battlefield or to act as a reserve force behind the front-line. When a major offensive begins Emperor Titans spearhead massive assaults of men and machines, their terrifying firepower blasting a path through the enemy lines.

The defences of the Emperor are impressive to say the least. Twelve void shield generators and metres-thick armour ensure that only the most concentrated salvos have a chance of damaging it. In addition to this an assembly of Adeptus Astra Telepathica psykers protects



the Emperor from psychic assault and use their powers to assist in targeting its weapon batteries. A complete company of infantry plus supporting troops can be housed onboard the Emperor to guard it against infantry assault or be transported to a vital objective.

The standard Emperor Titan is configured to deliver salvos of devastation at all ranges, the fire intensifying as the Emperor closes with its target. However, Imperators are not normally equipped to fight other Titans in close combat. Instead they rely on their deadly firepower to smash opponents apart before they can get too close.

TITAN BATTLE GROUPS

The Titan Legions are extremely flexible organisations. The number of operational Titans in a single Legion can vary between barely a dozen in the case of the elite Legio Ordo Sinister to over a hundred in the Legio Destructor. When at war some of the Legion's Battle Titans are sent to different sectors of the battle front to support specified companies, nominally coming under the control of the sector commander. Likewise, most Emperor class Titans are deployed to strengthen the front at key points, although these remain under the direct command of the Legion's Grand Master.

The bulk of the Legion's remaining Battle Titans are formed into battle groups of three Titans each, which will usually remain together for the course of the campaign. Each battle group is an independent unit, frequently including its own supporting troops as well as repair and maintenance facilities. The Titans in a battle group are nearly always of the same type, Reavers or Warlords. This ensures that they remain a cohesive group with similar capabilities.



Scout Titans such as Warhounds have not been organised into battle groups since the excesses committed by Senior Princeps Esau Turnet's Deaths Head Scouts, part of the Traitor Legio Mortis, during the Horus Heresy. Instead Scout Titans operate in pairs and these teams are attached to battle groups or other large formations as required.

The armament of the Titans in a battle group varies greatly according to the terrain it's fighting in and the strengths of its opponents. The Grand Masters of the Titan Legions have pondered the optimum weapon mixes for battle groups for thousands of years. Is it better to arm all three Titans with weapons of the same range to achieve mass firepower? Or should each Titan be tailored to complement its fellows and cover their shortcomings? Innumerable codexes and papers have been written on the subject of Titan armament but individual Princeps and Grand Masters all harbour their own perceptions of the ideal weapon fit.

CHOOSING THE TITAN LEGION

Your Titan force represents part of a Titan Legion on campaign. The army itself may include Titans, Knights and Tech-Guard, plus Space Marines, Imperial Guard and Squats as allied contingents. Eldar may also be chosen as allies but only if the opposing force includes the forces of Chaos or Orks – the Eldar remain aloof in all other conflicts.

A Titan Legion is very large and may include various special troops which the Grand Master of the Legion has gathered over the years. Your troops are chosen using the epic army cards for the Titan Legions. These are indicated by a deep blue bar and yellow text in the title. Begin by fixing a points value for the whole army; your force may not exceed this value.

You must choose at least one company card. For every company card you choose you may include up to five support cards which represent units placed in support of the company card.

For every company card you may also choose one special card. Special cards encompass unusual units or war machines like Emperor class Titans which are so gigantic that they are normally only sent into battle with the support of at least a company of more conventional forces. As you choose your cards note down the points values and make sure the total does not exceed your agreed value for the army.

For example, you might choose a Tech-Guard Titan Defence company as your first company card. To this you might decide to add support cards to include a Tech-Guard mechanised platoon, a Warhound Scout Titan detachment, a Hydra detachment, and two detachments of Knights Paladin. You could then choose an Emperor Emperor class Titan as your special card. This would create a mobile strike force based around the Emperor Titan and its company of infantry.

Remember that there is no obligation to buy the whole allowance of five support cards or a special card for each company card in your force. On the whole it is best to use the support cards as they are intended: to provide useful support for the companies or battle groups concerned.



"The arming of Titans must, by necessity, always be a compromise. To gain long range you must sacrifice firepower, and vice versa. You must approach this decision at two levels.

Firstly the level of the individual Titan. Consider carefully what it must achieve and how its armament will affect its ability to fulfil its objective.

Secondly, the level of the force itself: this may be the Legion as a whole or a battle group on a particular mission. Never forget that a Titan force is a team – a single body, and may have specialised members designed for specific tasks.

Meditate on the subject if you feel the need, or consult the Imperial Tarot. The decision is important, so do not take it lightly."

De Bellis Titanicus
Attributed to Haran Jaxx

WARLORD TITAN

MOVE	CLOSE ASSAULT FACTOR	CLASS
15cm	+14	Battle Titan

The Warlord Titan has six void shields and capacity to mount four weapons.

Note down the details of the weapons mounted on your Titan in the spaces given below.

Record shield loss using the Warlord Titan's shield wheel.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS

Barrage Missile Launcher, Battle Claw, Carapace Landing Pad, Carapace Multi-lasers, Chain Fist, Combat Head, Corvus Assault Pod, Deathstrike Cannon, Fire Control Centre, Gatling Blaster, Harpoon Missile, Inferno Gun, Laser Blaster, Laser Burner, Melta Cannon, Multiple Rocket Launcher, Plasma Blastgun, Plasma Cannon, Plasma Destructor, Power Fist, Power Ram, Power Saw, Quake Cannon, Trident, Turbo Laser Destructor, Volcano Cannon, Vortex Missile, Vulcan Mega-Bolter, Warp Missile, Weapon Head and Wrecker.

HIT LOCATION TEMPLATES

FRONT

WEAPON		WEAPON
2+		2+
WEAPON	HEAD	WEAPON
2+	1+	2+
WEAPON	PLASMA REACTOR	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
1+		1+

SIDE

WEAPON	WEAPON	WEAPON
2+	2+	2+
CARAPACE	WEAPON	HEAD
1+	2+	1+
	WEAPON	WEAPON
	2+	2+
LEG		
2+		
LEG		
2+		

REAR

WEAPON		WEAPON
2+		2+
CARAPACE	CARAPACE	CARAPACE
1+	1+	1+
WEAPON	PLASMA REACTOR	WEAPON
2+	3+	2+
LEG		LEG
2+		2+
LEG		LEG
3+		3+

WARLORD TITAN DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

HEAD DAMAGE TABLE - Roll D6

- 1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired by rolling a 5+ in the end phase the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.
- 4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.

REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired (by rolling a 5+ in the end phase). No other damage may be repaired until the plasma reactor comes back on line.
- 3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage in the next end phase by rolling a 5+. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
- 5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a crater if you have one). Anything within 3D6cm suffers an automatic hit, and must make an unmodified save to avoid damage.

LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps. If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.
- 5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
- 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or troop stands underneath the point where it lands are destroyed unless they make their basic save.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:
 - 1-3 Reactor
 - 4-6 HeadThen roll the D6 again and refer to the appropriate damage table to find out what damage is caused.

CARAPACE DAMAGE TABLE - Roll D6

- 1-2 The Titan's void shield generators are damaged, and shut down temporarily. Until the void shield generators are repaired (by rolling 5+ in the end phase) they may not be used.
- 3-4 The Titan's void shield generators shut down and may not be used any further in the game.
- 5 The Titan's void shields are in danger of overloading and you must shut them down before they explode! Roll a D6 - on a 5 or 6 the shields are safely shut down. On a 1-4 the shields explode as described below.
- 6 The Titan's void shields overload and explode causing massive internal damage. The Titan is destroyed but remains standing. Any vehicles or troop stands within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REAYER TITAN

MOVE	CLOSE ASSAULT FACTOR	CLASS
20cm	+12	Battle Titan

The Reaver Titan has four void shields and capacity to mount three weapons.

Note down the details of the weapons mounted on your Titan in the spaces given below.

A Reaver Titan cannot mount either a Plasma Cannon or a Plasma Destructor as it is unable to provide enough power for these weapons.

Record shield loss using markers on the Reaver Titan's base.

PERMITTED WEAPONS: Barrage Missile Launcher, Battle Claw, Chain Fist, Combat Head, Gatling Blaster, Harpoon Missile, Inferno Gun, Laser Blaster, Laser Burner, Melta Cannon, Plasma Blastgun, Power Fist, Power Ram, Power Saw, Quake Cannon, Multiple Rocket Launcher, Trident, Turbo Laser Destructor, Volcano Cannon, Vortex Missile, Vulcan Mega-Bolter, Warp Missile, Weapon Head and Wrecker.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

HIT LOCATION TEMPLATES

FRONT

	WEAPON	
	2+	
WEAPON	HEAD	WEAPON
2+	1+	2+
WEAPON	LEGS	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
2+		2+

SIDE

WEAPON	WEAPON	WEAPON
2+	2+	2+
PLASMA REACTOR	WEAPON	HEAD
3+	2+	1+
	WEAPON	WEAPON
	2+	2+
	LEG	
	3+	
	LEG	
	2+	

REAR

	WEAPON	
	2+	
WEAPON	PLASMA REACTOR	WEAPON
2+	4+	2+
WEAPON	LEGS	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
2+		2+

REAYER TITAN DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired on a roll of 5+ in the end phase.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or troop stands underneath the point where it lands are destroyed unless they make their basic save.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

- 1-3 Reactor
- 4-6 Head

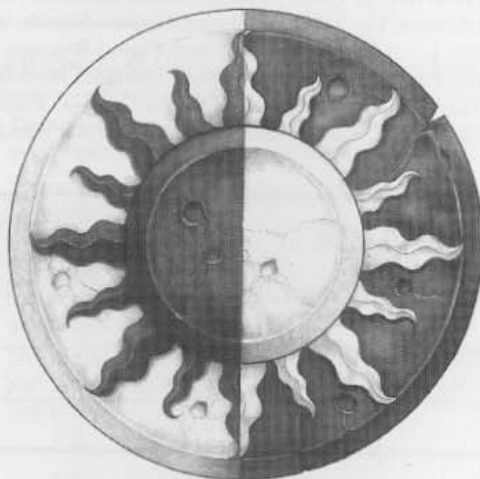
Then roll the D6 again and refer to the appropriate damage table to find out what damage is caused.

REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired on a roll of 5+ in the end phase. No other damage may be repaired until the plasma reactor comes back on line.
- 3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage on a roll of 5+ in the end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
- 5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you have one). Anything within 3D6cm suffers an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

- 1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired (on a roll of 5+ in the end phase) the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.
- 4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.



LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps. If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.
- 5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
- 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

WARHOUND TITAN

MOVE	CLOSE ASSAULT FACTOR	CLASS
25cm	+8	Battle Titan

The Warhound Titan has two void shields and capacity to mount two weapons.

Note down the details of the weapons mounted on your Titan in the spaces given below.

A Warhound cannot mount either a Plasma Cannon or a Plasma Destructor as it is unable to provide enough power for these weapons.

Warhound Titans are very agile and unlike the Warlord or Reaver Titan they can make as many turns as they like when they move.

When a Warhound Titan is on charge orders opponents have a -1 to hit save modifier because the Warhound can dodge incoming shots.

Record shield loss using markers on the Warhound Titan's base.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Inferno Gun, Plasma Blastgun, Multiple Rocket Launcher, Turbo Laser Destructor and Vulcan Mega-Bolter.

HIT LOCATION TEMPLATES

FRONT

WEAPON	HEAD	WEAPON
2+	2+	2+
	LEGS	
	3+	
LEG		LEG
2+		2+

SIDE

WEAPON	WEAPON	WEAPON
2+	1+	2+
	LEG	
	2+	
	LEG	
	2+	

REAR

WEAPON	PLASMA REACTOR	WEAPON
2+	4+	2+
	LEGS	
	3+	
LEG		LEG
2+		2+

WARHOUND TITAN DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired on a roll of 5+ in the end phase.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or troop stands underneath the point where it lands are destroyed unless they make their basic save.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what was affected by the flashback:

1-3 Reactor

4-6 Head

Then roll the D6 again and refer to the appropriate damage table to find out what damage is caused.

REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired on a roll of 5+ in the end phase. No other damage may be repaired until the plasma reactor comes back on line.
- 3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage on a roll of 5+ in the end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
- 5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you have one). Anything within 3D6cm suffers an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

- 1-2 The Titan's mind impulse units have been damaged. Until the damage is repaired (on a roll of 5+ in the end phase) the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 3 The shot punches through to the bridge, killing vital crew members. The Titan's CAF is halved for the rest of the game.
- 4 The shot rips through the head and causes an explosion in the crew compartment, injuring several of the crew. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the head and crew compartment, and triggers massive internal explosions within the Titan. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.



LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps. If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.
- 5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
- 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

KNIGHTS

The Knight Worlds supply the teeming forge worlds of the Adeptus Mechanicus with vital food and raw materials. Most of the Knight Worlds have a number of major land masses covered with vast plains or lush forests. Through these empty wildernesses wander grazing herds of huge megasaurs, dinosaur-like creatures that either evolved naturally or were transplanted to the planet in the Dark Age of Technology. Packs of swift carnosaur pursue the herds and the warrior knights in their armoured suits fight to keep them at bay.

The Knights must be constantly vigilant in order to keep not only the carnosaur but also raiders from the Eldar Exodite clans at bay. The Servitor-run strip mines in the mountains must also be protected against rapacious pirates in search of gold, silver and uranium.

Year-long the Knights battle and patrol until the great ships arrive from the forge world, bringing new Knight suits, weapons, tools and mining machinery. They leave with their holds packed with ores and megasaur meat. Sometimes the warp storms are bad and the ships are delayed for months at a time, leaving the Knight Worlds teetering on the edge of anarchy.

When the Titan Legions march to war contingents from the Knight Worlds fight with them. Each noble family sends their own formation of armoured warriors called a Knight household. These households vie with one another in acts of valour and heroism on the battlefield as well as the spectacle of banners and individual heraldry emblazoned on each suit.

CHOOSING THE KNIGHT ARMY

Your Knight army represents part of the contingents of Knights on crusade with a Titan Legion. The Knight army may comprise Knights, Tech-Guard and Titans. You can also include allies from the Imperial Guard, Space Marines and Squats. Your troops are chosen using the epic army cards for Knights. Begin by fixing a points value for the whole army; your force may not exceed this value.

You must choose at least one company card, representing a Knight household. For every household you choose you may include up to five support cards representing formations attached to the household. Support and special cards may be chosen from Titan Legion cards and Imperial Guard cards, the Imperial Guard representing household troops brought along from the Knights' homeworlds.

You may also choose one special card for every household in the army representing a rare or unusual piece of machinery, formation or individual which is part of the army. As you choose your cards note down the points value of each one and make sure the total points value doesn't exceed your agreed value for the army.

For example, you could select a Knight household as your first company card. To this you might add support cards to include a tactical platoon of Imperial Guard, a mechanised platoon of Tech-Guard and three additional cards of Knights. Note that in this case the Seneschal of the household would act as company command to the Guard forces.

SPECIAL RULES FOR KNIGHTS

Close Combat

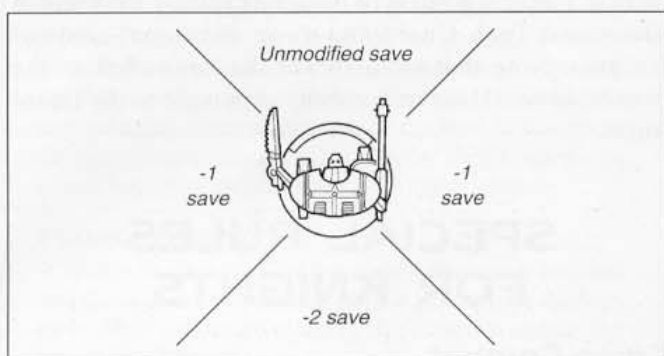
Just like vehicles, if Knights have charge orders they move up to double the distance printed on their speed value and may enter close combat. Some Knights have a special lance attack: if the Knight detachment charges into close combat then it receives the benefit of using their lances (see below). If the Knights allow themselves to be charged, then the close combat is resolved in the usual way as if the Knights were vehicles and using their basic close assault factor.

Shields

Knights carry a small but potent directional power field generator. This works by creating a power field across a 90° arc to the front of the Knight. By skilfully manipulating this field a Knight tries to slow and deflect enemy fire. To represent this any hits scored on the front of the Knight receive no save modifier so the Knight's saving throw to the front cannot be affected by weapon save modifiers. Shots which strike the Knight from the side or rear are allowed to use their save modifier as usual.



Barrages are considered to hit the Knight from the direction the weapon is fired (this represents the Knight's shield deflecting the fire before it passes him). Indirect barrages are considered to come from the centre of the burst template. If the Knight fails its saving throw it is destroyed and removed from play as usual.



You will find that the Knight models in this box have a small lip on their bases across the area which is protected by the shield. To determine whether a shot hits the front of the Knight place a straight edge like a ruler between the firer and the centre of the Knight's base – if it crosses the lip it strikes the shield.

Shock Lance

The shock lance is used by Knights to deliver high voltage electromagnetic shocks to enemies they are close assaulting. The engines of the Knight suit are fitted with huge dynamos. As the Knight builds up speed and charges into combat, the dynamos revolve, storing an electric charge in capacitors mounted in the Knight suit's visor. When the Knight enters close combat the charge in the capacitors is so great it can do nothing but earth itself, usually via the enemy, delivering a devastating electric shock which can burn infantry to the bone and short out weapon and control systems.

When an Imperial Knight detachment equipped with lances charges into close combat it doubles its CAF for the first round of combat. However, Knights may only assist each other in multiple combats when fighting super heavy vehicles, Titans or Gargants, otherwise they risk discharging the arcing electrical energies from their lances on each other. If two Knights end up fighting in a multiple combat against vehicles or infantry discount their lance bonus; a Knight will not use his weapon under such circumstances.

Knights who are charged themselves receive no benefit from their lances, as their lances will not be 'charged'.

KNIGHTS

The most numerous form of Knight suit comes in two basic type, the Knight Paladin and the Knight Errant. These both use the same basic body form with different weapon arrays. This particular body form is well-liked for its flexibility on the battlefield. Its armoured legs protect it against marauding infantry units but still give it speed and manoeuvrability to use its deadly shock lance. Both of

these types of Knight are traditionally equipped with special close combat weapons and are famed for their skill with them, charging into the enemy and delivering blows left and right with their chainswords and power gauntlets. This close combat capability is tempered with powerful ranged weapons to blast enemy vehicles from a distance and bolters to mow down infantry targets.

KNIGHT PALADIN

The Knight Paladin is the archetypal Knight suit armed with a large calibre battlecannon and giant chainsword. Such a machine is suitable for battling the steely, fire breathing monsters of the battlefield. The battlecannon has an excellent range of 75cm and is accurate, only needing to roll a 4 or better to hit. The battlecannon's -2 save modifier means it can punch through even Titan armour.

The chainsword improves the Paladin's already impressive close assault factor, making it as powerful as a Warhound Scout Titan when it charges into combat. Because it is armed with a specialist hand-to-hand combat weapon a Knight Paladin may attack even a Mega-Gargant or an Emperor class Titan in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Knight Paladin	20cm	3+*	+4	Battlecannon	75cm	1	4+	-2	Lance. Shield
				Bolters	15cm	1	6+	0	

*When shot at from the front the Knight Paladin receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.

KNIGHT ERRANT

The Knight Errant is highly suited to attacking larger targets like Chaos Titans and even Mega-Gargants. The Knight Errant carries a fearsome Thermal cannon capable of vaporising steel or flesh with equal relish.

In close combat the Knight's power gauntlet and shock lance make it capable of tearing gaping holes in its foes. However, the Knight Errant needs support from its companions because

in closing with its opponents it is vulnerable to attacks from the sides and rear.

If a Knight Errant scores a hit on a Titan or Gargant in close combat its power gauntlet allows it to add +2 to the damage roll. Because it is armed with a specialist hand-to-hand combat weapon a Knight Errant may attack even a Mega-Gargant or an Emperor class Titan in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Knight Errant	20cm	3+*	+3	Thermal cannon	25cm	2	4+	-3	Lance. Shield
				Bolters	15cm	1	6+	0	

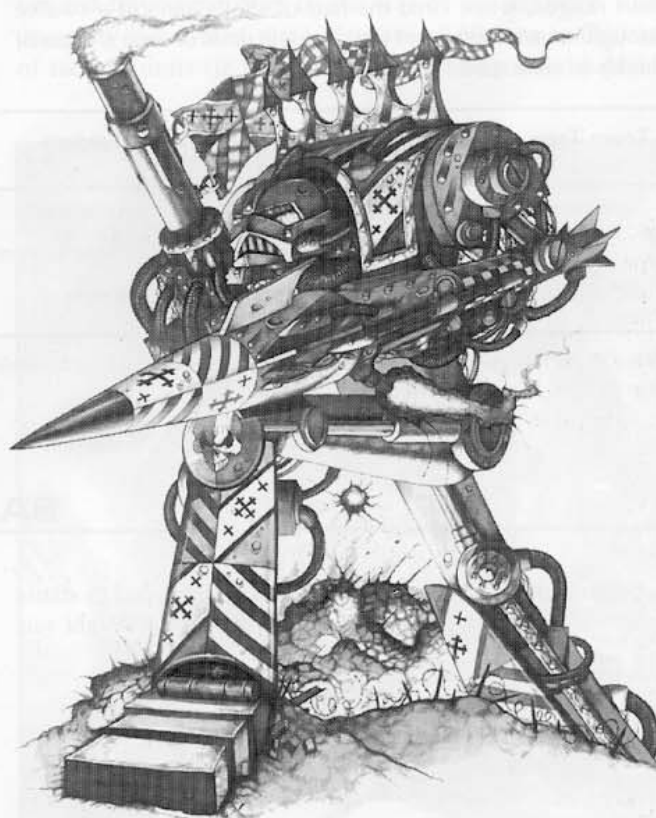
*When shot at from the front the Knight Paladin receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.

KNIGHT LANCER

The Knight Lancer is a faster version of a standard Knight suit. The agile Lancer is used to out-flank the enemy, scout out their defences and distract hostile forces while slower units get into position to attack. The Lancer is armed with a battlecannon so it can duel at long range. It also has a special weapon called a power lance. The power lance is a relatively simple upgrade to the standard Knight's shock lance. It works by intensifying the bolt of energy from the shock lance into a searing arc of lightning. Though the power lance has a very short range its nature makes the Lancer perfect for hit and run attacks.

Like the shock lance, the power lance can only be used if the Lancer is on charge orders, though the power lance has a short range so the Lancer doesn't need to be in close combat to use it. The power lance is unusual because it is used at the very start of the close combat segment, before any close combat is resolved. It can be fired at a range of up to 15cm but if the Lancer is in close combat it must be fired at an opposing model in contact with it. The power lance hits on a 3 or more on a D6 and is not subject to hit modifiers for cover. A hit from a power lance has a -3 saving throw modifier.

Once the Lancer has fired off its power lance continue with the close combat segment as normal. Using the power lance does not prevent the Lancer doubling its CAF with the shock lance, though the Lancer suit is not so well designed for close combat as the Knight Paladin or Knight Errant.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lancer	25cm	3+*	+2	Battlecannon	75cm	1	4+	-2	Lance. Shield
				Bolters	15cm	1	6+	0	
				Power Lance	15cm	1	3+	-3	

*When shot at from the front the Lancer receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.

KNIGHT CRUSADER

The heaviest types of Knight made by the forge worlds are the Crusader and the Castellan. Although slower than the other Knights, these two types benefit from substantially increased firepower and much thicker armour. Because of their great bulk the Crusader and the Castellan cannot move fast enough to generate the charge needed to operate a shock lance. Instead they are used in a fire support role, providing heavy weapon cover for the other Knight units to charge in whilst the

Crusader and the Castellan pick off threats to the main force from the rear. The common feature to both types is the huge shoulder mounted Quake cannon, a modified Titan weapon that can destroy Titans and buildings alike. The Crusader supplements its Quake cannon with a twin mount lascannon for destroying armoured targets at extreme range. Coupled with the Knight Crusader's excellent frontal shielding this weapon combination makes a deadly support unit.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Knight Crusader	15cm	2+*	+3	Lascannon	75cm	2	5+	-2	Shield
				Quake cannon	100cm	1	3+	-3	
				Bolters	15cm	2	6+	0	

*When shot at from the front the Knight Crusader receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.

KNIGHT CASTELLAN

The Castellan replaces the Castellan's lascannon with a multi-barrelled auto cannon for increased firepower. Although only short ranged, when fired the hail of shells can cut a swathe through most infantry and light vehicle units or strip a Titan of shields in an instant.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Castellan	15cm	2+*	+3	Autocannon	50cm	3	5+	-1	Shield
				Quake cannon	100cm	1	3+	-3	
				Bolters	15cm	2	6+	0	

*When shot at from the front the Knight Castellan receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.

BARON

A Baron is the leader of a contingent of Knights and as status demands every Baron has a specially constructed Knight suit



to complement his razor sharp warrior skills in the field of combat. The Baron's suit is armed with a power lance and rapid fire battlecannon. Its armour is thick and heavily worked with scrolling designs and bedecked with streaming pennants in the colours of the Baron's estates. In battle the Baron leads the charges of his kinsmen, crashing through enemy lines like a bolt of lightning with his followers battling around him with redoubled pride and fervour.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Baron	25cm	2+*	+4	Battlecannon	75cm	2	4+	-2	Lance. Shield Command unit
				Bolters	15cm	2	6+	0	
				Power Lance	15cm	1	3+	-3	

*When shot at from the front the Baron receives the benefit of its shield and its save cannot be modified by weapon modifiers of any type.

THE IMPERIAL GUARD

The Imperial Guard is the most important and by far the largest fighting force of the Imperium. War is a fact of life in a hostile universe, so the Imperial Guard is constantly active throughout the galaxy defending human worlds, attacking hostile aliens, and battling for possession of newly discovered planets.



The Imperial Guard is organised into regiments between two and six thousand men strong. Each regiment is recruited from a single planet and has an identity and character that is distinctive from regiments recruited elsewhere. Most worlds speak a dialect version of the Imperial language so it may be difficult or even impossible for two regiments from different worlds to understand each other. The cultural variation between regiments can be extreme. For example, the grimly violent street fighters and undercity scum of Necromunda are renowned as excellent warriors: equally famous, but totally different, are the fighting horse-riding herders of the open steppes of Oran who fight as Rough Riders and collect the heads of their fallen enemies for trophies.

Despite these differences all regiments have a broadly similar appearance. Most Guardsmen fight as infantry and carry the standard issue Adeptus Mechanicus manufactured lasgun. Every newly recruited Guard regiment is provided with a uniform manufactured on its planet of origin to Imperial Guard specifications. The standard uniform colour is ashen grey because this is the easiest and cheapest material to manufacture, but some worlds can provide coloured or camouflaged plasticloth and this is sometimes specified instead. Some of the older and most prolific recruiting worlds have a traditional colour scheme which they always use for their regiments.

TECH-GUARD

The Tech-Guard are recruited on the Forge Worlds of the Adeptus Mechanicus. The Tech-Guard regiments fight in support of the Titan Legions while on campaign. They also protect the Forge Worlds from alien attack and Chaos insurrection and aid the Knight Worlds when necessary. Tech-Guard are fiercely loyal to their Forge World and are fanatical devotees of the Machine God. They are commonly part-cyborgised with bionic limb replacements, sensory attachments and so forth.

Tech-Guard regiments are normally smaller than Imperial Guard regiments and are organised into smaller units at company and platoon level. However, because they are supplied directly by their Forge World Tech-Guard are extremely well equipped and include more tanks, artillery and armoured transporters than equivalent Imperial formations, even fielding fully mechanised infantry companies mounted in Chimera troop carriers. This makes Tech-Guard regiments highly mobile and hard hitting – the perfect adjunct to the Titan Legions.

GUARD COMMAND STRUCTURE

Because the Imperial Guard is so huge its command structure is very formally organised. The entire regiment falls under the command of a colonel who, together with other senior officers and his personal bodyguard, form the regimental HQ, which is the nerve centre of the entire regiment. The troops in each regiment are divided into a number of companies, the actual number varying between ten and forty depending on the size of the regiment. Each company consists of three platoons of 50 men in the case of tactical units (ie three units of ten troop stands) plus a



company HQ unit of ten men. Each platoon includes a five-man section HQ unit under the command of a junior officer. Each tactical company therefore consists of 160 men in total.

In addition to its main companies the regiment also includes a number of support units which can be placed under the command of a company HQ unit for the duration of a battle, such as robots, artillery batteries, etc.



Very unusual troops such as Ogryns, Rough Riders and Ratlings are recruited as separate and usually smaller regiments. Because their battlefield roles are specialised and they are ideally used in smaller units to support the main infantry companies, it is usual for commanders to divide up these regiments on the battlefield and attach individual units to other regiments.

It often happens that troops assigned to another regiment for a particular battle end up being permanently attached because the rest of their regiment is destroyed or posted to another battlefield before they can rejoin it. This sort of thing happens all the time, so many Imperial Guard regiments include Rough Riders, Ogryns, Ratlings or infantry from other regiments initially sent to reinforce them. This is reflected in the epic army cards for the Imperial Guard, which allow you to include specialist troops in varying quantities.

THE CHAIN OF COMMAND RULE

The tight structure of the Imperial Guard is reflected on the games table by the Chain of Command rule. This represents the way in which orders are passed from regimental HQs to company HQs and finally to each individual unit. If this chain of command is broken then troops further down the chain receive no orders and become bogged down while they wait for fresh instructions.

The Chain of Command rule works as follows. Imperial Guard units may only be given orders if they are connected to the chain of command. A unit is automatically connected to its chain of command if its company HQ is within 25cm. It is not necessary for the unit's own section HQ to be within 25cm of the company HQ, only that at least one model is within 25cm.

The chain of command is broken in the following circumstances:

- 1 If the unit is further than 25cm from its company HQ.
- 2 If the unit's section HQ has been destroyed.
- 3 If the unit's company HQ has been destroyed.

Note that an Imperial Guard infantry company HQ consists of two command stands and a Rhino. The Rhino is only a transport vehicle, the company's officers are represented by the troop stands, and it is these that are used for

measuring purposes. If both troop stands are slain the Rhino cannot function as a command unit on its own and the entire company's chain of command will be broken.

If a unit cannot be given orders it adopts the standard no orders routine as described in the Titan Legions rulebook. It cannot move and may only fire in the advance fire segment. Some units are an exception to this, such as Snipers, Rough Riders and Bike squads. Their battlefield roles demand that they operate with a degree of autonomy. These units have special rules printed on their army cards.

CHOOSING THE IMPERIAL GUARD

Your Imperial Guard force represents an Imperial Guard regiment which is part of an Imperial army. The army itself may include Space Marines, Titan Legions (with Tech-Guard and Knights), Squats, and other allied contingents of Eldar, if Chaos or Orks are being fought. An Imperial Guard regiment is very large and may include various special troops which have been added to the regiment's numbers over the years. Your troops are chosen using the epic army cards for the Imperial Guard. Begin by fixing a points value for the whole army; your force may not exceed this value.

You must choose at least one company card. For every company card you choose you may include up to five support cards which represent units placed directly under the command of the company HQ. This means that they are liable to the Chain of Command rule.

For every company card you may also choose one special card. Special cards encompass unusual, often independently operating, individuals or units. Troops included as special cards are not assigned to the company itself, so they are not bound by the Chain of Command rule. These special troops are described more fully in the following section. As you choose your cards note down the total points value and make sure the total does not exceed your agreed value for the army.

For example, you might choose as your first card an Imperial Guard company, which has three platoons and a company HQ. To this you might decide to add support cards to include an Ogryn detachment, a battery of Thudd Guns, a squadron of Sentinels, a detachment of Beastmen, and a detachment of Imperial Guard assault troops. In addition you could choose an Inquisitor as your special card. Including so many different units under the company HQ is probably going to stretch your lines of communication to their limit, and you may prefer to reduce the number of support units.

Remember there is no obligation to buy the whole allowance of five support cards or the special cards. On the whole it is best to use the support cards as they are intended: to provide useful support for the companies concerned. How much support you need and what form it takes will depend entirely on your battleplan and how that particular company fits into it.

More information, force lists and epic army cards for the Imperial Guard can be found in the Space Marine supplement *Armies of the Imperium*.

IMPERIAL GUARD TROOPS

Imperial Guard infantry companies are very closely structured forces with a clearly defined chain of command. There are three types of Guard company: tactical, assault, and heavy. Each type carries different weapons and equipment and fulfils a different tactical role, as described below. Imperial Guard and Tech-Guard infantry are equipped and trained almost identically so they both use the same troop characteristics.

Tactical Imperial Guards make up the bulk of Imperial Guard companies, and are represented by a stand of five Guardsman models. The standard uniform specification is Codex grey with helmet stripes in the company colour. Because there are a great many companies in a regiment it is usual to give some companies two or more distinctive coloured helmet stripes. In battle these markings are frequently painted out so you do not have to include them on your models if you don't want to. Tactical companies are purchased as company cards which include a company HQ unit (see below).

Assault companies are somewhat different from tactical Imperial Guard in that they are made up from fast, highly mobile assault troops equipped with jet packs and close combat weapons. They are represented by stands of five assault Imperial Guard models. Assault troops are used to spearhead attacks or to clear buildings or other securely held enemy positions. An assault company may be purchased as a company card complete with an HQ unit (see below).

Heavy company troopers are also known as support companies because individual platoons are usually assigned to other companies as support units. This is not always the case though, and sometimes a whole heavy company will fight together to hold a position against overwhelming enemy

attack or to throw their combined firepower behind a determined advance. A heavy company troop stand is represented by four ordinary trooper models plus a model with a lascannon. You can purchase a heavy company complete with HQ unit, or you can include heavy platoons as support cards for other companies.

Each platoon, whether tactical, assault or heavy, has a section HQ represented by one troop stand. The section HQ contains the unit's commanding officer and communications team and is represented by a troop stand of the platoon type with an officer model substituted for one of the trooper models. Alternatively you may use a banner fastened into the base to indicate that the stand is a section HQ stand. The section HQ stand is treated exactly like the other stands in the unit, and is identified purely to establish that the unit is joined to the chain of command and can therefore be given orders.



Company HQ Unit. Each company also includes a company HQ unit which consists of two officer stands and a Rhino transporter in the Imperial Guard, or a single squad plus a Chimera transporter for the Tech-Guard. This command unit is very important to the whole company because orders are relayed through each company HQ to platoons under their command via the section HQs. This has already been explained as the Chain of Command rule.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tactical troops	10cm	None	0	Lasguns	50cm	1	5+	0	Jump packs
Assault troops	15cm	None	+1	Pistols/swords	25cm	1	5+	0	
Heavy troops	10cm	None	0	Hvy Weapons	75cm	2	5+	-1	
Company HQ	10cm	None	+2	Pistols + Swords	25cm	2	5+	0	
Section HQ	As Guard platoon type								Part of platoon unit

CHIMERA ARMoured TROOP CARRIER

The Chimera troop carrier is used by the Imperial Guard to move assault troops forward quickly and safely, even in the face of heavy enemy fire. It is most commonly used by the Mechanicus Tech-Guard who field whole mechanised infantry companies mounted in Chimeras. The Chimera uses a modified version of the Basilisk hull, on which the Earth

Shaker cannon has been replaced with extra armour to provide a compartment to carry assault troops. A turret-mounted multi-laser is fitted to provide covering fire once the troops being transported have left the vehicle. A Chimera can carry up to two troop stands. It cannot carry bikes, Dreadnoughts, robots or vehicles.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chimera Troop Carrier	20cm	3+	+1	Multi-laser	25cm	1	4+	0	Carries 2 troop stands

IMPERIAL STORMBLADE

The Stormblade is a massive fire support vehicle designed around the same hull used by the highly successful Baneblade, Shadow Sword and Storm Hammer super heavy battle tanks. The Stormblade veritably bristles with weaponry. Its main armament is a huge plasma blastgun, a devastating weapon normally only mounted on Titans. The plasma blastgun is surmounted by a Titan-killing Hellion missile. In addition to these deadly weapons, the Stormblade mounts a heavy battlecannon in its left sponson and its right sponson is occupied by a rack of sleek Hunter-Killer missiles. To complete this awesome arsenal the Stormblade mounts a plethora of close-range bolters to stave off marauding infantry.

The Stormblade's main weapon is the plasma blastgun. In order to utilise the blastgun Stormblades are powered by a small plasma reactor. Small amounts of plasma are siphoned off from the reactor and stored in special cooling chambers until the blastgun is fired.

The Stormblade's plasma reactor will detonate if it is destroyed, scoring a hit with a 0 save modifier on everything within D6cm on a roll of 4 or more on a D6.

The plasma blastgun can store up to 2 attack dice worth of plasma and starts the game fully charged up. When the weapon is fired the plasma is used up and the reactor can only replenish 1 dice worth of plasma at the end of each turn.

However, if the Stormblade is on first fire orders no energy is required for movement and the blastgun replenishes 2 dice worth of energy at the end of the turn.

Each Hunter-Killer missile has a sophisticated guidance system which enables them to seek their targets independently. They are designed to be fired all at once to give the Stormblade a one-off salvo of instant firepower when confronted by a Titan or a large number of lighter enemy tanks. The rack may not be reloaded during the course of a battle, so each Stormblade may only use its Hunter-Killer missiles once per game.

Likewise, the Hellion missile is a one-shot weapon, specially designed to destroy Titans and other heavily-armoured targets. It is armed with a relatively small plasma warhead encased within an adamantium penetrator sleeve. When the missile hits a target the sleeve ensures the plasma warhead is punched deep within it before detonating, releasing white-hot plasma into the heart of the target. Any damage rolls against Titans caused by the Hellion add a +2 modifier to the roll.

Like all super heavy tanks the Stormblade is almost impossible to stop in close combat. It can only be pinned in close combat by other super heavy vehicles, Titans and so on. If troops or lighter tanks try to engage it, the Stormblade can carry on moving as normal, scattering its smaller assailants as it does so.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Stormblade	10cm	1+	+6	Plasma blastgun	50cm	2	3+	-4	One use only
				Battle cannon	50cm	1	5+	-2	
				Hellion missile	50cm	1*	3+	-4	
				Hunter/Killer missiles	50cm	4*	3+	-1	
				Bolters	15cm	8	6+	0	

BASILISK SELF-PROPELLED ARTILLERY GUN



The Basilisk is a self-propelled artillery piece mounted with a long barrelled cannon known to the Imperial troops as the 'Earth Shaker' because of its tremendous recoil. The Earth Shaker has a long range and is used to pound enemy positions from a distance prior to a general advance. The advantage of the Basilisk artillery piece over a rocket launcher is that it can be redirected, loaded and fired relatively speedily. The Basilisk is allowed to fire two barrages rather than just one; both shots are taken in the same combat segment, one after the other. The second shot may be against the same target or a different one, the player may choose which.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Basilisk	15cm	5+	0	Earth Shaker artillery cannon	150cm	2 barrage points		-2	May fire two barrages per turn

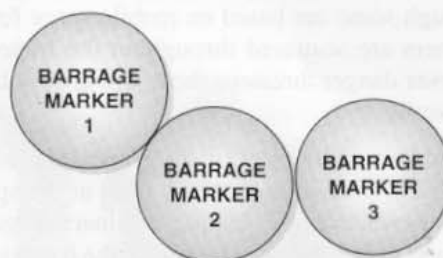
MANTICORE ROCKET LAUNCHER

The Manticore is a lightly armoured support weapon which carries a potent barrage weapon, a rack full of Storm Eagle rockets. The Manticore must be reloaded after each time it fires. As it takes a complete turn to reload, this means it is vitally important to decide when to use the missiles because once you launch them you won't be able to fire the next go! You can move and reload the Manticore in the same turn however, so it does give you the opportunity to reposition ready for your next firing.



When a battery of Manticores is fired you may either choose to have them all fire at the same target, in which case a single barrage template is used and all of the Manticores' barrage points are added together, or you may have them fire at

individual targets, in which case a single barrage template is used for each Manticore in the battery. If the Manticores fire separately, however, each barrage template that is placed after the first must be positioned so that the edge of the template is touching the edge of a template from another Manticore in the same battery.



Place the barrage templates so that each one touches at least one other barrage marker

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Manticore	15cm	5+	0	Rockets	200cm	6 barrage points		0	Fires barrage 1 turn to reload

HYDRA SELF-PROPELLED ANTI-AIRCRAFT GUN

The Hydra has been specifically designed to blow flying machines and creatures out of the sky before they can do any damage. It carries a set of four rapid-firing, high velocity autocannon which can quickly lay down a withering hail of fire against any flying targets that stray too close. The speed with which the Hydra can loose off a volley of shots means

that if it is on first fire orders it is allowed to snap fire during the movement phase, as described in the Shooting rules in the Titan Legions rulebook. However, the extreme angle at which the auto-cannon on the Hydra point means that they cannot be used to fire at targets on the ground other than Titans or infantry occupying buildings.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hydra AA Gun	15cm	5+	+0	Autocannon	100cm	4	5+	-1	Snap Fire

LEMAN RUSS BATTLE TANK

This heavy battle tank is the mainstay of the Imperial Guard heavy tank formations. It is well armoured and carries a heavy battlecannon and a lascannon as well as bolters in small cupolas to pick off enemy infantry who get too close. The battlecannon fires a powerful armour-busting shell, while the lascannon shoots a burst of laser energy.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Leman Russ	20cm	3+	+2	Battle cannon	75cm	1	5+	-2	
				Lascannon	75cm	1	5+	-1	
				Bolters	15cm	1	6+	0	

THE SPACE MARINES

The Space Marines are the best of all the Emperor's troops and the ultimate human warriors. They are divided into many Chapters – each a small independent army with its own spacefleet and everything it needs to function. Most Chapters control an entire planet which forms their home base although some are based on mobile space fortresses. The Chapters are scattered throughout the Imperium so that wherever danger threatens there will always be Space Marines nearby.

As the highly mobile elite of the Imperium the Space Marines will often find themselves right at the spearhead of the action: whether it is to plug a vulnerable gap while the larger and less mobile formations of the Imperial Guard can be brought into action, to recover captives, or to act as a swift and deadly strike force sent deep into enemy territory to knock out vital installations. On other occasions Space Marines fight alongside troops from the Imperial Guard, Squats, or the Titan Legions, adding their considerable might to the vast combined forces of the Imperium.

CHOOSING THE SPACE MARINE ARMY

Your Space Marine force represents part of a Chapter of Space Marines, though it is possible to represent an entire Chapter or even several different Chapters if you have enough extra models. Your army may include Titan Legions (with their Tech-Guard and Knights), Imperial Guard and Squats as allies. Eldar may also be allied if you are fighting Orks or Chaos.

Choose your troops using the epic army cards. Begin by fixing a points value for the whole army – your force may not exceed this value.

You must choose at least one company card but you can choose more (assuming you have the models of course). For every company card chosen you may include up to five support cards and one special card. Support and special cards add new formations to the army, for example a new detachment of Space Marines or a squadron of Land Raiders. As you choose your cards note down the points values and make sure that the total does not exceed the value for the army.

There are many Chapters of Space Marines, some scattered on the very edges of the galaxy where they have little contact with the Imperium, while others are clustered around the central sectors where large populations and valuable industries need protecting.

Each Chapter has its own traditions and cultural identity which determine how it fights, its code of honour, and its uniform schemes. We have only space here to discuss this briefly, but you can find more information about Space Marines in the Space Marine supplement *Armies of the Imperium*, Games Workshop's monthly magazine *White*

Dwarf, and in the Warhammer 40,000 game. Details of some of the most famous Space Marine Chapters are given below.

The Space Wolves



The Space Wolves live on a world called Fenris, an icy planet covered by great oceans studded with many tiny islands. The planet's inhabitants are fierce sea-borne raiders, much like the Nordic warriors of ancient Earth with their long dragon ships. It is from these proud warriors that the Space Wolves recruit their Space Marines. The Space Wolves' uniform and main Chapter colour is a pale grey which echoes the colour of the great dire wolf whose head forms the Chapter's emblem.

The Dark Angels



The Dark Angels are age-old rivals of the Space Wolves. When they fight together each Chapter will try to outdo the other, recalling the ancient rivalry between the two original founders of these Chapters: Leman Russ, Primarch of the Space Wolves, and Lion El'Jonson, Primarch of the Dark Angels. On eleven occasions in their history the two Chapters have gone to war against each other, the most recent being the Magdelon War in which the Space Wolves finally ousted the Dark Angels from the second moon of Magdelon and its famed gem mines. The Dark Angels' uniform is very dark green and their badge is the winged sword.

The Ultramarines



The basic uniforms and tactical doctrines of the Space Marine Chapters were laid down after the Horus Heresy in a book called the *Codex Astartes*. Although most Space Marine Chapters have changed considerably in the ensuing ten thousand years, the Ultramarines have religiously maintained the purity of these traditions. Their main uniform colour is blue and their badge is the ancient omega symbol.

The Blood Angels



The Blood Angels are amongst the most highly honoured of all Space Marine Chapters. Ten thousand years ago, during the dark days of the Horus Heresy, the Blood Angels' founder Primarch Sanguinius was slain while battling for the life of the Emperor. Ever since that time the Blood Angels have kept the memory of their revered Primarch alive by countless acts of heroism and self-sacrifice. The Blood Angels' uniform colour is red and their badge is the winged blood drop.

SPACE MARINES

Space Marine Chapters are tightly and carefully organised fighting forces in which individual companies and detachments are designed to fulfil specific roles. A typical Space Marine Chapter has ten companies – although more companies will be created and maintained in times of prolonged war. Each company is made up of three detachments plus an HQ unit.

HQ unit. A Space Marine command unit is called an HQ unit, and consists of a single stand of Space Marines marked with a banner pole to indicate that a captain and his staff are included on the base. Specific Space Marine officer models are available separately and can be included on the HQ stand if you wish. Any Imperial formation may add +1 to its morale dice if a Space Marine HQ unit is within 10cm.

A Detachment can be either Tactical, Assault, or Devastator. Each type carries different weapons and equipment and fulfils a different tactical role. This is shown in the game by the different game details.

Tactical Space Marines usually carry boltguns and are highly flexible and tactically adaptable troops. They make up the majority of most Space Marine Chapters.

Devastator Space Marines carry heavy weapons, such as lascannons, which they use to burst open enemy tanks and installations.

Assault Space Marines are equipped with close quarter weapons such as grenades, pistols and swords, and they wear powered jump packs which enable them to leap over terrain and move much faster than ordinary troops. Assault Space Marines may therefore ignore movement penalties – they simply use their jump packs to leap over trees, rocks and buildings.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Tactical Marines	10cm	None	+2	Bolters	50cm	1	5+	0	
Assault Marines	15cm	None	+3	Pistols/swords	25cm	1	5+	0	Jump packs
Devastator Marines	10cm	None	+2	Hvy Weapons	75cm	2	5+	-1	
HQ Unit	10cm	None	+4	Bolt pistols	25cm	2	5+	0	Imperial troops within 10cm add +1 morale

VETERANS AND SCOUTS

Veterans. The first (number 1) company is the Veteran company. Space Marine Veterans are the most experienced and toughest Space Marines in the entire Chapter. Their game details are superior to other Space Marines'. Veterans can fight in normal Space Marine power armour or as Terminators in special Terminator armour.

Scouts. A Chapter also has at least one Scout company, made up of young Space Marines who have yet to complete the final stages of their training and bio-chemical enhancement. Until they are ready to join the brother-warriors of the Space Marines they fight as Scouts.

Scouts are more lightly equipped than other Space Marines. They are trained to infiltrate the battlefield unseen, clearing the way for the Space Marines, securing vital strongpoints, and scouting the enemy's firepower.

To represent the way in which Scouts infiltrate the battlefield unseen by the enemy, the Space Marine player is allowed to reposition Scouts once the two armies have been set up. Before the game begins the Space Marine player may move any or all of his Scouts once at up to charge rate (ie double normal move rate). This may bring the Scouts close to the enemy line – but they are not allowed to move closer to any enemy troops than 5cm.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Marine Veterans	10cm	None	+4	Bolters	50cm	1	5+	0	
Terminators	10cm	6+	+6	Storm Bolters	25cm	2	4+	-1	
Marine Scouts	10cm	None	+2	Bolt pistols	50cm	1	5+	0	

LAND RAIDER ARMoured FIGHTING VEHICLE

The Land Raider armoured fighting vehicle combines speed, firepower and troop carrying capacity, making it an ideal vehicle for a mobile and tactically flexible force such as the Space Marines.

Some Land Raiders are built by the Adeptus Mechanicus and supplied direct to Space Marine Chapters in return for goods, services, or hard cash. However, most Chapters prefer to build Land Raiders in their own armouries, where they can incorporate their own modifications. The Land Raider is the Space Marines' main armoured fighting vehicle, as it combines a great deal of punch into a relatively small space.

The Land Raider can move up to 20cm, a reasonable rate for any armoured vehicle and quite fast considering its heavy armour. Thick plasteel plating gives the Land Raider an armour saving throw of 2 or more, which means that shots will bounce off its armour on the D6 roll of anything but a 1 (of course, as with all vehicles, the enemy's save modifier may reduce the chances of saving).

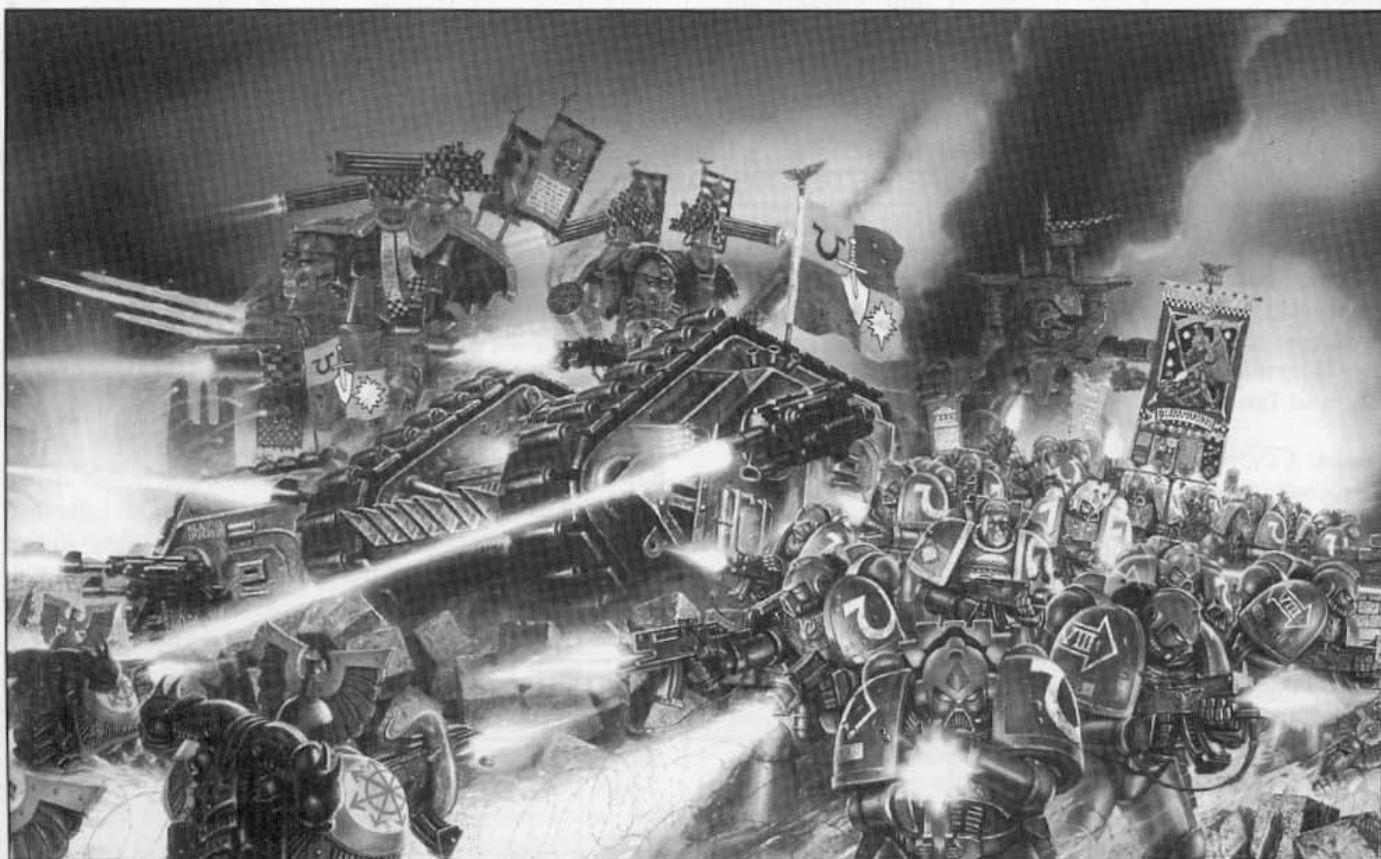
The Land Raider is designed to offer good close combat support. It carries two boltguns mounted in a cupola high up on its hull positioned to rake down on enemy infantry below. The restricted vision and inflexibility of the small slot on the cupola reduces the effective range of the bolters – their main purpose is to deter infantry from attacking in close combat.

The Land Raider is an excellent vehicle in close combat, crushing enemy troops and light vehicles under its huge tracks, so it has a close assault factor of +3. The Land Raider's main armament is two sponson-mounted lascannons. A separate attack dice is rolled for each lascannon, so the Land Raider has two lascannon shots per turn. Targets hit by the lascannon must subtract -2 from their armour saving dice roll, which means that it can slice through most armoured vehicles. Even heavily armoured tanks like the Land Raider can be knocked out (in the case of an Ork Bonebreaka you would have to roll a 6 rather than the normal 4 to save, for example).

The Land Raider can shoot its bolters up to 15cm range. This counts as one shot because the bolters are very light weapons compared to the lascannon. Targets hit by the bolters do not suffer the armour saving throw penalty.

The Land Raider can carry ten Space Marines (two troop stands) although its primary role is a battle tank rather than a troop carrier. However, in emergencies Land Raiders can pick up and reposition troops, and they have been known to act as carriers during the initial stages of a battle. On the whole, though, they are too powerful to use in this way. It is better to take up a position which gives a good view over the battlefield, and to use the Land Raiders' long range firepower to pick off enemy tanks from a distance.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Land Raider	20cm	2+	+3	Lascannon	75cm	2	5+	-2	May carry two troop stands
				Bolters	15cm	1	6+	0	



RHINO ARMoured TROOP CARRIER

The Rhino armoured troop carrier is the most widely used transport vehicle in the Imperium, in service with the Space Marines, the Imperial Guard, the Titan Legions, and even supplied to the Squats and Knight Worlds. Though the Adeptus Mechanicus manufacture large numbers of Rhinos, most planetary Lords and Space Marine Chapters prefer to build and equip their own locally. The Rhino's enduring popularity is due to the ready adaptability of the vehicle's basic design, and the fact that it can be built from such a wide range of materials. It can be modified to suit local climates or to fulfil different military roles.

As the data shows, the Rhino armoured troop carrier can move up to 25cm – relatively fast for an armoured vehicle. This speed allows troops to be moved quickly to their fighting positions with minimum exposure to enemy fire. The Rhino's armoured skin gives it a saving throw of 4 or more on a D6, so when the vehicle is hit the shot rebounds from the armour without any effect on the dice roll of 4, 5 or 6. Remember that when a troop carrier is destroyed any troops inside are eliminated too, so the armour saving throw is important.

The Rhino carries two boltguns mounted in small flat turrets (called cupolas) on its upper surface. Because of the cupolas' restricted vision and movement the boltguns only have a short

effective range, but this is enough to enable the Rhino to advance with its infantry and fight alongside them in close combat, blasting away at extremely short range. This can make all the difference to the infantry with the Rhinos, especially if you can use the Rhinos to gang up on enemy pieces to outnumber them.

Because of the Rhino's light armament, it has a close assault factor of 0. Its bolter armament can be fired at a range of up to 15cm. Although there are actually two boltguns, they are such light weapons that their combined fire is represented by a single dice. A 6 is required to hit, and no save modifier is applied to the target's armour saving throw. This means that Rhinos stand little chance against real tanks, but can keep enemy infantry busy and aid friendly infantry by providing extra short range firepower.

A Rhino can carry two troop stands. The best way to use your Rhinos is to decide where you want your infantry to be right at the start of the game, then use the Rhinos to carry them there quickly. As soon as possible get the troops out of the Rhinos and into cover, and from then on use the vehicles as support. Remember that a vehicle travelling in the open is a vulnerable and inviting target – infantry are far safer once they have left their vehicles and either dispersed or taken cover.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rhino	25cm	4+	0	Bolters	15cm	1	6+	0	Carries 2 troop stands

The world burned. Buildings blazed and toppled. A pall of soot and smoke hung over everything as the sun hid its face from the slaughter. All was fire, and the heat was like that of the desert.

Presiding over the carnage like renegade gods were the Titans. Huge Warlords incinerated hundreds with fusion fire. They loomed out of the smoke of battle and where they walked there was destruction.

They illuminated the sky with flickering energies as they duelled with weapons of light. Void shields were their armour. Plasma reactors seething with the power of suns gave them strength. Angry Warhounds stalked in their wake, seeking prey.

Like insects swarming out to defend their hive, Space Marines surged forward. A hundred thousand voices were raised, crying loyalty to the Emperor or to the Warmaster. Ten thousand men moaned as they died.

Their comrades fought on round their corpses. Some had no time to scream or pray or plead. They vanished in expanding clouds of super-heated steam as the plasma bolts of the Titans fell among them. Bolters rattled and chainsword clashed with armour. Death walked at every man's shoulder and in our hearts we knew it.

Rhinos and Land Raiders ploughed through the manswarm like ships through spumy sea. They left red wakes. Like great beetles they scuttled among the ant-like men. Like beetles they were crushed under foot by the towering Titans.

Under a sky of fire and ash we fought with the fury of brothers betrayed. For we were Space Marines, once united in loyalty to our Emperor. Now because of the treachery of the Warmaster, thrice accursed Horus, we battled. No quarter was asked, no quarter was given. Hatred drove us. Hatred and fear.

Aye, fear. For we were the finest warriors in the universe, elite among elites, the chosen of humanity. Once we had acknowledged no foe as our equal. Now we must – for were not these men the same as ourselves? Spawned from geneseed, trained by masters, armed and equipped with the best from humanity's realm. Finally we faced a foe worthy of fear, a mirror image of ourselves and all we believed in. It was a nightmare, brother against false brother, to the death. Is it any wonder we knew fear?

We fought like tigers but were met with equal ferocity. We shot accurately. Our eyes were like those of hawks. Yet equal numbers fell from our ranks. We met at close quarters. Weapons flashed and gouged but who was to say which was faster? For every Traitor who fell, so fell a loyal brother.

The battle surged back and forth till in the end faith prevailed and we had mastery. Yet we were slaughtered. But one in ten survived. The city was dust.

Thus it was at the scouring of Tallarn. I know, for I was there and saw it with my own eyes. I will not forget.

*Lexicanian Elisar Trask,
Ultramarines.*

THUNDERHAWK GUNSHIP

Space Marines are expert planetary assault troops and employ a variety of special craft to carry them down through the atmosphere onto the battlefield. The smallest of these craft are drop pods, but these can only carry a few troops and are difficult to land precisely. Space Marines therefore prefer to use the larger and more tactically flexible gunships to land troops directly into a battlezone.

Thunderhawk gunships are dropped from a spacecraft in low orbit. Once they reach the lower atmosphere their jet engines fire, allowing them to land their troops right in the thick of the action.

A Space Marine player may include Thunderhawk gunships in his force as support cards. A gunship can carry a single detachment of up to six troop stands. It cannot carry bikes or vehicles, and any Rhinos or Land Raiders which would normally accompany the detachment are lost. This does not affect the unit's break point. Detachments must be selected and placed with their gunships before the game. Make sure you make a note of which detachments you have assigned to gunships. It will help if you place the gunship card together with the card for the detachment it carries.



Thunderhawks are not part of the units they transport, they can move away and act totally independently once their cargoes have been delivered to the battlefield. The break point of transported units remains the same, even though the attendant Rhinos are not present. This reflects the do or die determination of troops dropped into the thick of the combat.



A gunship may move onto the tabletop during any movement phase. When it does, place an advance or charge order counter immediately. While gunships are in the air they must be given advance or charge orders, they cannot be given first fire orders until they have landed. When it enters the table the gunship model on its flying base is placed at any point on your own table edge and may be moved that turn. Once the Thunderhawk has moved it may elect to remain airborne or land. Once landed the flying base is removed.

A landed gunship can take off and move in any subsequent turn, but it cannot take off and land in the same turn. Note that these rules are different from the normal rules for flyers, and reflect the unique flying characteristics of the Thunderhawk.

While it is in the air the Thunderhawk can only be shot at by enemy units with first fire orders to represent the difficulty of hitting a speeding aerial target. It is possible to fire a barrage against a flying gunship but this won't affect troops on the ground even if they lie directly under the barrage marker because the shells or missiles explode too high in the air to harm them.

Rules for loading and unloading troops from Thunderhawk gunships are the same as for Rhinos and other troop carriers. If the carrier does not move the troops may move a full move, if the carrier uses half its move the troops may move up to half their move, etc. The proportion of move used by the vehicle is deducted from the remaining move of the troops.

While in the air the gunship will be able to see potential targets more easily because of its height above the ground. The model is left on its flying base and all shooting is worked out assuming the Thunderhawk can see over intervening scenery in the same way as skimmers making pop-up attacks. A flying gunship can fire all its armament, but once it has landed it cannot fire its rockets, though it can fire its other weapons as normal. The Thunderhawk's weapons have a relatively short range because they are designed for close range strafing of enemy positions rather than long range pot shots.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Thunderhawk Gunship	60cm	4+	0	Rockets	50cm	6 barrage points		-2	Flyer
				Battlecannon	50cm	1	4+	-2	
				Bolters	15cm	3	6+	0	

THE ORKS

Orks are a tough, brutal, and remarkably successful race, and rank amongst the most powerful warriors in the whole galaxy. They control a significant part of known space, but this sprawling territory is divided amongst thousands of individual Warlords. Were Orkdom ever to unite against the Imperium it is unlikely that humanity would survive very long.

Rival Warlords are fiercely competitive and spend much of their time fighting each other. Each Warlord's ambition is to gather the clans together and lead a huge Waa-Ork across the galaxy. The Waa-Ork is a sort of crusade when the Orks stop fighting each other and join forces to stomp someone else instead. This overriding urge to expand and conquer is a natural part of the Orks' psychological make-up, and has greatly contributed to their success as a race.

All Orks are slightly psychic so very potent ideas tend to filter from one Ork to another. When a Warlord becomes really powerful other Orks sense it and flock to join him, increasing his power and encouraging more and more Boyz to join the growing Waa-Ork. As Ork Boyz from nearby worlds gather they form into their ancestral clan groups ready to do battle. Mekboyz, the mechanics and engineers of the Orkish race, also sense that something is brewing, and begin to build huge fighting machines in readiness for war.

CHOOSING THE ORK ARMY

Your Ork force represents either part of a very large Waa-Ork or maybe an entire smaller Waa-Ork. Like other forces, troops are chosen using the epic army cards. Orks don't ally with other races, they're too interested in conquering them! In Ork armies the company type cards are called clan cards and each card represents one of the six different Ork clans. Other armies, such as Space Marines, are allowed as many companies as they can afford, but Orks can only ever have a maximum of six clans (one of each) plus the Kult of Speed.

Rather than adding more clan cards to form a bigger force, the Ork player must add reinforcements to one or more of his clans to make bigger formations. This system means that Orks behave in a different way to other armies – their formations are larger and more powerful, but there will usually be fewer of them.

Players that are playing exceptionally large games will find that these rules limit the maximum size of the Ork army. To get round this if an Ork army has taken all of the cards it is allowed to use (ie, six clans, the Kult of Speed, and all of the support and special cards allowed for these units) then the player *is* allowed to use duplicate clan cards without any restriction – the army has become so large that Orks are flocking to follow the army's Warboss from all over the galaxy and the normal restrictions no longer

apply! The restrictions on the number of support and special cards that may be taken for each clan card *do* still apply, however.

If you look at an Ork clan card (other than Snakebites) you will see that it consists of only two formations: the command unit formed of several Nobz troop stands, and the Boyz Mob formed of about a dozen Boyz stands. The Nobz can fight separately, but it is a good idea to keep them as close to your Boyz as possible because Ork formations can only be given orders if there are Nobz nearby. This is fully described below as the special Ork Command rule.

The general rules in Space Marine apply for choosing armies: first agree a points value total for the whole army and then choose your troops using the army cards. You must choose at least one clan card and you can choose more (assuming you have the points and the models of course). For every clan card in your army you can choose up to five support cards and one special card.

In this respect, choosing an Ork army is just like choosing a Space Marine or any other army. However, the support and special cards work slightly differently. In other armies the support and special cards act as independent formations, but in the case of Ork armies they either provide reinforcements for an existing formation or an entire new formation for the clan.



For example, the basic Goff clan consists of a command unit of eight Goff Nobz stands plus a Boyz Mob of 15 Boyz stands. You might add two Ork Boyz support cards to the clan, increasing the size of the Boyz Mob by an extra eight stands and making a total of 23 Goff Boyz. You might also want to add a Bonebreaka Squadron support card, which adds a squadron of three Bonebreaka tanks to the Goff clan.

Remember that any extra formations you add to your clan are bound by the Ork Command rule described below, so they have to stick close to your Nobz if they are to operate effectively.

Some support cards can only be chosen for particular clans. Wherever this is the case the name on the card will tell you which clan they are from – for example Goff Lungburstas can only be chosen as a support card for a Goff clan, Snakebite Squiggoths can only be chosen for a Snakebite clan and so on.

The Deathskulls clan is exempt from this limitation and can choose any support card whether it is specific to a particular clan or not. This is because the Deathskulls have a habit of 'borrowing' tanks and wargear that belong to other clans without telling their owners first!

THE ORK COMMAND RULE

Orks respect strength and power – they like loud noise and enjoy fighting more than anything else. Orks who are really strong and especially good fighters may be adopted by an Ork Nob – the head of an Ork household – and if one of them fights well he may get to take over the household on the death of its master. In other words he fights his way up to become a powerful Nob in his own right. The admiration and loyalty which other Orks feel for Nobz goes beyond mere clan boundaries. The Boyz will do anything a Nob tells them to, and the Nobz see it as their duty to command and look after other Orks.

As the most courageous and battle-hardened Orks the Nobz are usually found in the thick of battle. Naturally, the Boyz like to stick close to the Nobz to make sure they don't miss out on the fun. If there are no Nobz nearby, other Orks will tend to follow their natural inclinations. To reflect this we have the special Ork Command rule.

You can only give an order to an Ork formation if there is a command unit or Gargant within 10cm. The command unit does not have to be Nobz from the same clan as the formation, it might be another clan's Nobz or it might be a different command unit (such as a Warboss or Warlord).

If there is no command unit within 10cm Orks will become confused and follow their natural instincts – no order counter is placed for them. This applies to Boyz Mobz and all other Ork formations including Boarboyz and Bikeboyz. The Orks' response won't necessarily be very sensible at the time but there is little you can do about this (Ork instincts are very hard to overcome!). The only Ork troops not affected are command units and a few special cases such as Gargants and the Gibletrinda Battle Fortress.

Ork formations that have no command unit within 10cm will react rather differently because of the distinctive nature of their clans.

Snakebites will not shoot but may move towards the nearest enemy at up to normal rate. If they enter close combat they will fight normally. Snakebites feel that close combat is somehow more proper for an Ork than shooting and they are always happiest when fighting at close quarters. Note that Snakebites don't have to move if you don't want them to, it is an option.

Goffs must move between normal and double rate towards the nearest enemy – they have no choice! If enemy are already within the Goffs' normal move at the start of the turn they must charge them. They may not shoot but if they enter close combat they will fight normally. Goffs are enthusiastic hand-to-hand fighters (they're good at it too!) and their natural response to an enemy threat is to stomp it quick.

Bad Moons will not move but they will shoot at the nearest enemy within range during the first fire segment of the combat phase. The Bad Moons are the richest of the Ork clans so they always have plenty of ammo, and this makes them more than happy to blaze away at anything in range.

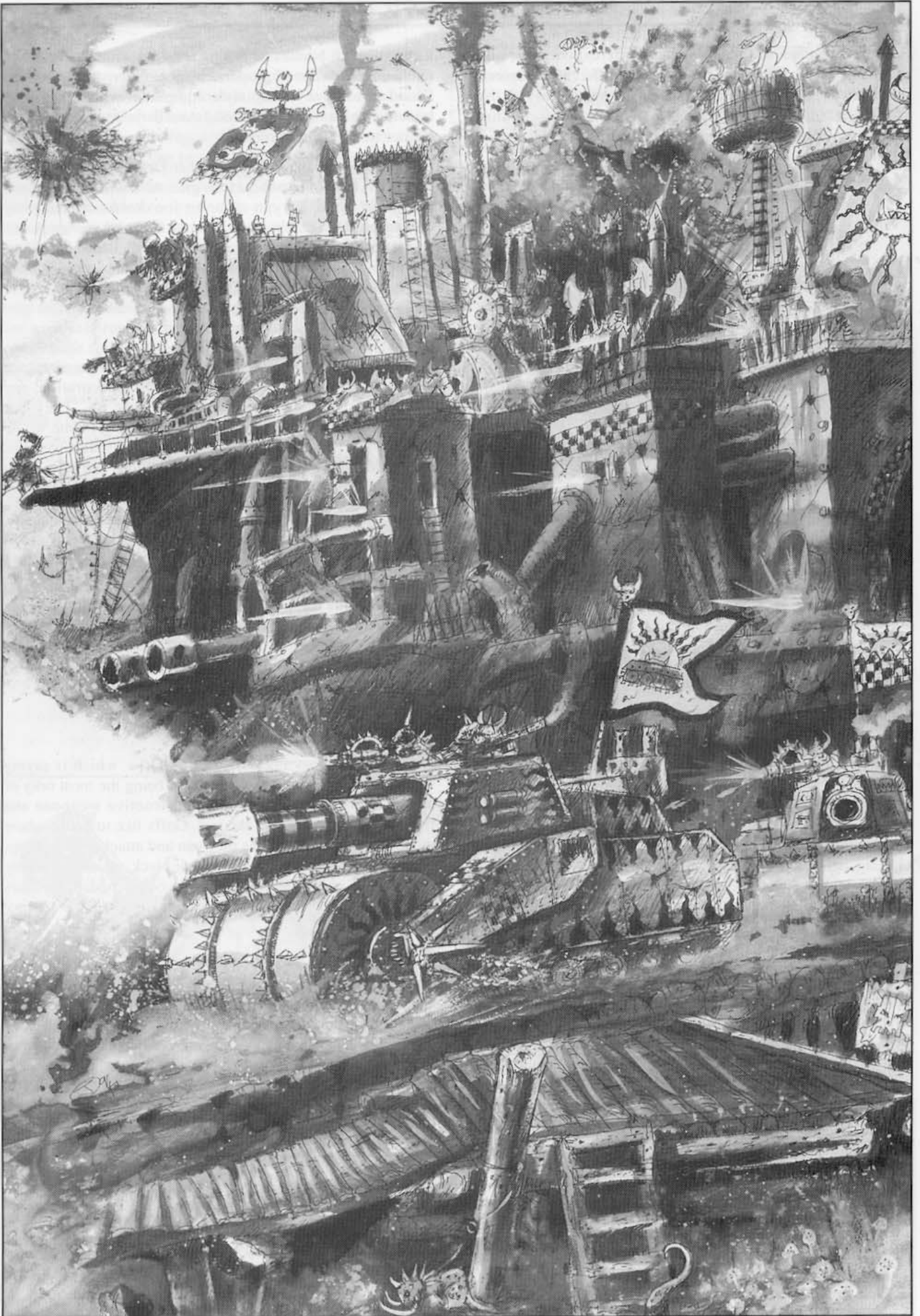
Evil Sunz will not shoot but will move towards the furthest table edge at between normal and double rate, and they can move into close combat with anything in their way. All Orks love going fast and Evil Sunz find it particularly exhilarating to hurtle around in buggies or battlewagons. This strong instinct for mobility affects them even when they're on foot, making them want to keep moving about.

Deathskulls will move towards the nearest objective at normal rate and will shoot at enemy units within 25cm in the advancing fire segment. Deathskulls are avid looters and believe that the best weapons and equipment can be found where the fighting has been fiercest, like near an objective for example.

Blood Axes will move at normal rate towards the nearest table edge and will only shoot at enemy units within 25cm in the advance fire segment. Once at the edge of the table they will stop moving. Blood Axes are well known as treacherous humie lovin' gits so they will invariably take the opportunity to slope off to a quiet corner of the battlefield if no Nobz are watching them.

Kult of Speed Orks come from all of the different clans but are united by their addiction to going very, very fast! If they are out of command they will not shoot but will move at double normal rate in a direction chosen by the Ork player. They will roar along in as straight a line as possible and use up all of their movement if they possibly can. The Speed Kultists will enter close combat with any enemy models that get in their way.

More information, force lists and epic army cards for the Orks can be found in the Space Marine supplement **Ork & Squat Warlords**.



ORK BOYZ

Each Ork clan is noted for its slightly different character and traditions, a reflection of the basic genetic differences between the Orks of each clan. When the Waa-Ork is underway all the Ork Boyz in each clan fight together in one big formation called a Boyz Mob.

Each clan provides a single Boyz Mob (as indicated on the Clan card) but the size of this Mob can be increased by adding extra Ork Boyz support cards. As each Extra Ork Boyz card adds four Boyz stands the most extra you can have is +20 stands (five support cards).

Bad Moons

Orks quite sensibly use their teeth as currency, and as the Bad Moons' teeth grow faster than anyone else's they are the richest of all the Ork clans. The other Orks don't see this as an unfair advantage, after all if you're hard enough you can always bash a Bad Moon on the head and steal his teeth. Bad Moons have expensive and effective weapons, wear the best and most elaborate armour, and flaunt the most gaudy and colourful clothes in vivid yellow and black patterns.



Blood Axes

All the other clans distrust the Blood Axes because they associate with the filthy humans. They wear military pattern camouflage pattern clothes (very unorky), salute, and do other humanish things that no self respecting Ork would do. They have been known to deal with human mercenaries, and even with the Imperium, although such affairs are often conducted

through third parties or disguised Imperium officials to maintain a pretence of proper orky behaviour. As a result the Blood Axes have human style equipment which they have traded with humans, and Blood Axe Boyz Mobz even have Rhinos to carry them around.

Blood Axes are not trusted by other Orks. They have a bad reputation for being treacherous gitz, who will quite happily join the Waaagh then run off or let you down once the going gets tough. Other Orks don't like the Blood Axes much and won't obey Blood Axe Nobz. For this reason Blood Axe Nobz can't give orders to Orks from other clans and so don't count as a command unit to other Orks.

Deathskulls

After a battle the Deathskull Boyz descend on the wreckage and salvage weapons, equipment, clothes, decoration, and anything else they can get their hands on. They are tremendously good at scrounging and looting (some would say stealing!) and as a result they carry all sorts of weapons they have 'found'. They are also superstitious and often paint their skin bright blue as a good luck token. Their clothes are often patched and ragged, so as a mass they look light brown and dusty.

Evil Sunz

The Evil Sunz are strangely and uncontrollably attracted towards fast vehicles and loud noises. Actually this is true of all Orks, but in the case of the Evil Sunz the attraction is especially strong. Evil Sunz like to wear red, a colour which Orks associate with speed.

Goffs

Goffs are the most aggressive of all Orks, which is saying something! They pride themselves on being the most orky of all the clans, carrying the most destructive weapons and fighting even harder than the rest. Goffs like to get to where the fighting is as quickly as they can and attack their enemies at close quarters. They prefer to wear black, which is the only proper orky colour as far as they're concerned, sometimes with red trim or black and white checks.

Snakebites

Snakebite Boyz take great comfort in traditional orky values. They cling to old ways long since abandoned by other Orks and shun certain aspects of technological innovation. They prefer to wear pale grey or light brown clothes derived from animal skins and furs.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bad Moon	10cm	None	+1	Bolter	50cm	1	5+	-2	
Deathskulls	10cm	None	+1	Bolter	50cm	1	5+	0	
Snakebites	10cm	None	+2	Bolter	50cm	1	5+	0	
Goffs	10cm	None	+3	Bolter	25cm	1	5+	-1	
Blood Axes	10cm	None	+1	Bolter	50cm	1	5+	0	
Evil Sunz	10cm	None	+1	Bolter	50cm	1	5+	0	

NOBZ

Nobz form command units on the battlefield. Unlike Space Marine command units these consist of several stands which fight together as a single formation. Nobz have the same general likes and dislikes as the clans they come from and prefer the same colours, although they are much more powerful fighters, as can be seen on their data sheet.

The size of a Nobz unit is fixed by the Clan card, but extra Nobz can be added to the unit as support cards. Generally speaking, a Nobz command unit can act as a command unit to any formation of Orks regardless of their clan. The exception is the Blood Axe Nobz who can't act as a command unit to Orks from other clans. No one likes these treacherous gitz very much and having one ordering you about is just too much for any self-respecting Goff or Snakebite to bear! To compensate for this Blood Axes are cheap – you get a lot for your points.

You can make a Nobz stand by taking a Boyz troop stand and adding a banner pole to show that the Orks are Nobz. You can also make a suitable banner out of paper to decorate the pole if you wish. An alternative and much better way of representing a Nobz stand is to use the special Nobz and banner bearer models from the Ork Invasion boxed set available separately. Stands may be made up from one Boss Nob, a banner bearer, two or three Nobz, and any additional Ork model to make the total up to five.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Nob	10cm	None	+4	Bolters	50cm	2	5+	-2	Command unit

WARBOSS



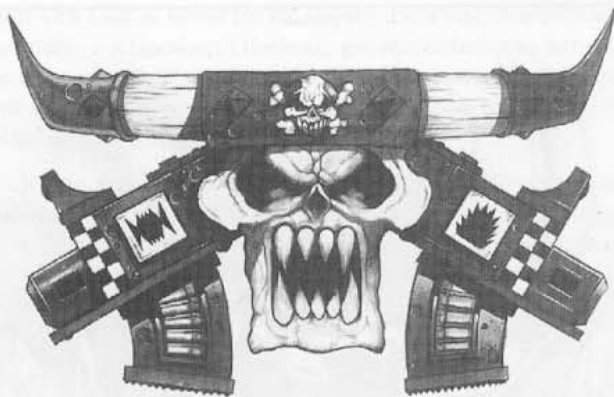
The Waa-Ork is centred upon a single mighty Ork leader called a Warboss. He fights alongside a group of select Nobz from his own household: these are the toughest Nobz and carry the best weapons. His followers may also include Mekboyz, and other special types of Ork.

In most Waa-Orks there is only one Warboss, but sometimes two or more will merge together, in which case the toughest Warboss takes over the entire Waa-Ork and becomes a Warlord. This means that the Waa-Ork might have a Warlord plus one or more Warbosses.

A Warboss or Warlord troop stand may be represented in the same way as a Nobz stand but it is important to mark the great leader out in some way so that he is distinguished from the other Nobz. One way of doing this is to make a much larger banner from paper and making a proper 'bosspole'. Alternatively you could place several banners on the stand to show that the Warboss is present.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Warboss	10cm	None	+5	Bolter	50cm	2	5+	-2	Command unit
Ork Warlord	10cm	None	+7	Bolter	50cm	2	4+	-2	Command unit

BONEBREAKA



The Bonebreaka is a type of Ork attack tank used by all Ork clans. It is armed with a single heavy battlecannon in a turret and a huge spiked death roller mounted on its front hull. The spiked roller is what gives the Bonebreaka its name, because it crushes and breaks the bones of the enemies it runs over!

A Bonebreaka can try to run over enemy troop stands simply by moving over them. Each stand suffers a hit on a D6 roll of 4, 5 or 6. If the troops aren't squashed or make their saving throw (assuming they have one) the Bonebreaka is bogged down in close combat and its movement ends. If it squashes the troops it can keep moving and try to squash others until it runs out of movement or fails to squash a target and gets caught in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bonebreaka	20cm	4+	+4	Battlecannon	75cm	1	4+	-2	Deathroller

BRAINCRUSHA

The Braincrusha is an Ork battle tank mounting a truly gigantic cannon. When the Braincrusha fires it bucks up into the air, the front wheels lifting as its massive cannon hurls monster shells at the enemy from an exceptionally long range. The sheer size of the shells fired by a Braincrusha means that they can smash armoured tanks like eggs. The weight of the shell is often sufficient to rip off turrets and overturn vehicles even if the armour isn't pierced.

The Braincrusha cannon fills almost the entire body of the tank so the crew have to squash together in a small tower over the gun's breech, which vibrates with the concussion of the cannon's recoil. This could well be the reason the gun is called the Braincrusha! Orks love loud noises and explosions so the crew are happy enough to be deafened for a few days after every battle for the opportunity to fire such a loud and destructive gun.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Braincrusha	15cm	4+	0	Braincrusha cannon	100cm	1	3+	-3	

Sergeant Mishaem gazed at the thin crack of light that was the stormy, dawn skyline. Behind him his Imperial Guards waited for battle, their low conversation drifting up like smoke on the chill, wet air. They were dug in deep and well. The Emperor was with them. And then it started.

At first there was just the sound like an earthquake. Without warning, dust rose along the entire horizon and a new sound reached Mishaem's ears. Unnatural, cries echoed above the rumbling, pained and angered, like the great booming howls of some lost and ancient beast. His blood ran cold.

Specks appeared at the base of the growing cloud and Mishaem raised his field-glasses. Rank after rank of battlewagons and warbikes leapt at him like daemons. He saw the fierce, twisted expressions of the drivers and gunners and imagined the roar of engines as they bucked through the churning mud. Orks covered the plain like a living, screaming carpet of hatred.

Banners rose from the mass like a forest. Mishaem swung from face to painted face. He saw the battlelust in every eye. He saw the desperation to kill seething through their ranks like fire.

A terrified shout went up from his men. He lowered the glasses and quailed at what greeted him. He had seen Titans before, but, even at a distance, the Gargants froze his heart. They filled the horizon like mountains. Iron ground on iron with every movement as their weapons searched like silent, patient eyes and strange signal poles waved atop their grinning heads.

A deep, chilling howl broke from the largest Gargant and was taken up by the hundred lumbering war machines. It broke like a wave over the troops and was lifted into a terrible warcry.

As the first salvos fell like rain onto his men, and the Gargants spat death above their murderous servants, Mishaem sank to knees in the mud. He prayed to the Emperor for deliverance.

But the Gods were at war, riding on thunder as they came.

MEKBOY 'DOOM DIVER' MAGNA-KANNON

The Doom Diver Magna-Kannon is an ingenious device which has been cunningly crafted by the Orks to destroy enemy flying vehicles and skimmers. The weapon consists of a huge electro-magnet which can be used against targets at considerable distances by utilising Ork teleporter technology to 'jump' the magnetic field from just in front of the electro-magnet to the target. Once the target is grabbed in this way it is held fast by the magnetic field and can be turned to face in any direction that the crew desire. The victim is then released to travel off on the new heading.

This isn't a whole lot of use against targets travelling on the ground but can be devastatingly effective against flying targets, which suddenly find themselves heading straight towards the ground! The flying machine finds it impossible to pull out of the screaming dive before it smashes into the ground and is destroyed.

The Doom Diver Magna-Kannon has an unlimited range and can be used against any target in sight. As long as the weapon is on first fire orders it can be fired extremely rapidly, and so is allowed to use the Snap Fire rules from the Shooting section

of the Titan Legions rulebook. Nominate the target and roll to hit as normal. The effect of a hit varies depending on the type of target that has been hit:

Skimmer with advance or charge orders, or any other type of flyer: The target is sent into an unstoppable dive and smashes into the ground. The pilot has enough control to ensure that he doesn't hit any friendly troops, so only the target and any models that are being transported are destroyed in the crash.

Skimmer making a pop-up attack: The attack is cancelled and the skimmer is returned to the ground facing in a direction chosen by the Ork player.

Titan or super heavy ground vehicle: These machines are far too large and powerful to be stopped by the Magna-Kannon, and Magna-Kannon attacks have no effect on them at all.

Any other type of target: If the victim is hit as they were moving by a snap fire attack, then their move ends immediately. The Ork player is then allowed to change the facing of the target to any direction he desires.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Doom Diver Magna-Kannon	20cm	4+	+0	Magna-Kannon	Line of sight	1	5+	-	Snap Fire

SLASHER GARGANTS AND GREAT GARGANTS

At the heart of the Ork expansion throughout the universe is a phenomena known as the Waa-Ork. The Waa-Ork is a spontaneous happening which starts suddenly in obscurity and then gradually gathers momentum. More and more Ork tribes become part of the gathering strength of the Waa-Ork as the whole of Orkdom becomes agitated, disturbed and dynamic. Waa-Ork is a time of resurgence of Orkdom into the universe, a time of great migrations, wars and conquest. Orks everywhere take to the warpath and the relentless power of Ork civilisation is unleashed.

At the very core of the Waa-Ork lies the construction of the gigantic Titans known as Gargants. Each Gargant is a towering war machine with awesome destructive power. It is also a titanic, mechanical, fighting, fire-belching idol made in the image of the Ork gods. Building Gargants is an act of worship for the Orks. Gork and Mork, the Ork gods of war, epitomise the Orkish character on a vast scale. They are big, carefree, boisterous beings that leave a trail of destruction in their wake. War, conquest, migration, endless feuds, the din of weapons and the war cries of countless Orks are but the crude games and raucous laughter of these strong, carefree gods.

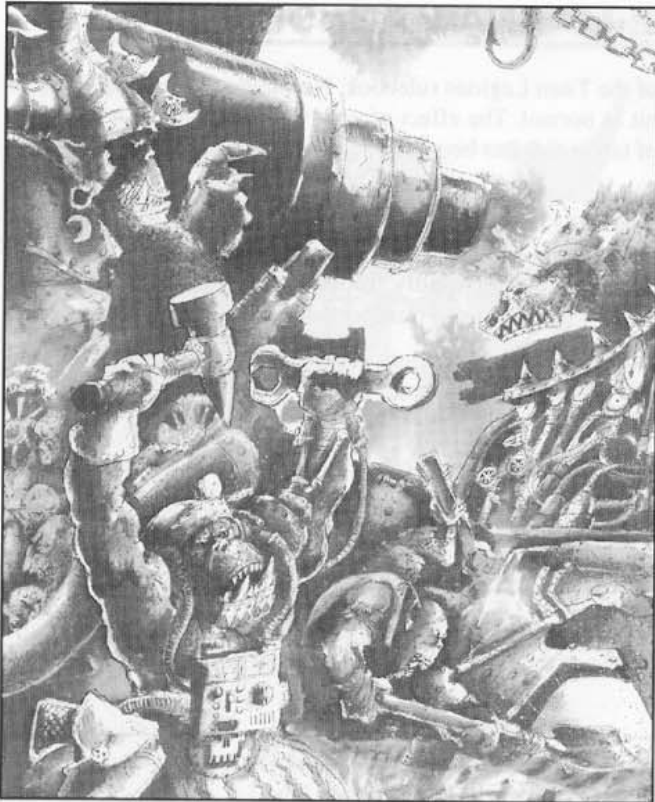
Gargants are miracles of mechanical ingenuity, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers, stopcocks, gauges and no end of other mechanical devices that seem to work purely through the faith of their Mekboy inventors. Gargants carry awesome firepower: heavy cannon and giant flame throwers mounted in turrets on the

Gargant's shoulders and often more guns are carried on the head as well. Mounted low down in the Gargant's belly is the Gutbuster mega-cannon, a gigantic weapon of massive destructive power. Gargants are protected by banks of thrumming power field generators and thick armour. Their armoured hull is made out of all kinds of different metal and bits of armour plate scavenged from wrecked vehicles and welded or hammered into place.

A vast krew of Orks, Gretchin and Snotlings ride into battle aboard each Gargant. The Orks fire the guns and stoke the boilers under the stern eye of the Gargant Kaptin and his Nobz. Teams of Snotlings and Gretchin 'riggers' armed with spanners and oily rags are sent frantically crawling into the cramped workings to fix things and fight fires as the Gargant suffers battle damage. Though no two Gargants are identical Ork Mekboyz commonly build one of two distinct sorts of Gargant: the short, fast Slasher Gargant and the larger, more heavily-armed Great Gargant.

An individual Slasher Gargant or Great Gargant can be bought as the special card for any Ork clan. The immensely proud Warboss of that particular clan will be the Gargant's Kaptin and some of his Nobz will take up the posts of First Mate (who shouts at the krew), Gunboss (who shouts at the gunners), and Flagboss (who's in charge of the signal flags Gargants use in battle – as well as shouting of course!).

The talented Mekboy who built the Gargant is rewarded with the post of Boss-Mek and gets to order around all the other



Mekboyz onboard and shout at the riggers. These individuals all work together surprisingly smoothly to keep the Gargant stomping around and blasting away at the enemy. Because a Warboss is in command of the Gargant it can always be given orders even if there aren't any Nobz within 10cm of it. Any Orks within 10cm of a Gargant can be given orders by the Warboss.

GARGANT BIG MOBS

In the build-up to the Waa-Ork the Ork tribes are driven by the urge to build the idol-like Gargants in praise of their savage gods. Most Warbosses manage to get one or two Gargants built by industrious Mekboyz. Some of the powerful Ork Warlords can command enough resources to build many. Sometimes Ork Warbosses will join their tribes together to form an even more potent Waa-Ork. So it comes about that an Ork horde may be lucky enough to be led to war by a Gargant Big Mob.

Gargant Big Mobs usually comprise three Gargants, either all Slasher Gargants or all Great Gargants, or a mixture of the two types. One Gargant is a frighteningly destructive creation, three is enough to send all but the bravest troops fleeing for cover. The massed firepower of a Gargant Big Mob has spelled the doom of many a battleforce under a thundering barrage of smoke and flame.

The biggest Gargant in the mob is commanded by the Warlord and is known as the Boss Gargant. The other Gargants are both commanded by the Warlord's most trusted Nobz. In battle all the Gargants in a Big Mob have to stick close together so the Nobz can see the signal flags being waved about on top of the Boss Gargant. These tell them what their orders are and where they're supposed to be going. Because of this the Gargants in a Big Mob have to be within 20cm of the Boss Gargant and able to see it in the orders phase to be given any orders.

If one of the Gargants is too far away or can't see the Boss Gargant, the Nob in command has to guess what he's supposed to do. Roll a D6, and on a roll of 1 or 2 he picks first fire orders, on a 3 or 4 he picks advance orders and on a 5 or 6 he picks charge orders. Naturally Nobz in command of Gargants consider themselves well above the rest of the Nobz so having a Nobz stand within 10cm doesn't allow you to give them an order like most Orks, they'll take orders from the Boss Gargant and nobody else.

Note that the Boss Gargant is not a command unit, it must be given orders like any other unit. It can be singled out by the enemy and shot at – the banners, trophy poles and graffiti which festoon the Boss Gargant make it unmistakable! If the Boss Gargant is destroyed all the Gargants in the Big Mob will have to roll for their orders on the next turn. At the end of the turn the next biggest Gargant will take over as Boss.

MEKBOY GARGANTS

Just as the Mekboyz finally sit back and congratulate themselves on the excellent job they've done getting the Warboss's Gargant ready in time, they all too often realise that they haven't got a vehicle or Gargant of their own to take on the Waa-Ork! Somehow, in the midst of all the buggies and weapons to be built, they haven't finished off their kustom Speedstas, or built any Stompers or anything!

So it is, with the Boyz already starting to load the space hulks the Mekboyz can be seen hammering and welding through the night, collecting whatever scrap is left over from the Warboss's Gargant and building another Gargant at breakneck speed. Just before the last shuttle is ready to blast off the triumphant team of Mekboyz march their latest creation through the hangar doors – a new Gargant, not a big one, but a special 'kustom' one.



All Gargants are individual creations, but Mekboy Gargants are especially varied. A Mekboy Gargant is protected by a special kustom force field and carries a powerful selection of weird experimental weaponry. Often close combat weapons are built from remnants of mighty cranes, giant grabbers and huge circular saws used in the Mekboyz' construction work. Super lifta droppas or other force field weapons are fitted for long range destruction, usually backed up by a rapid-firing kustom kannon.

The Mekboy Gargant is run by a devoted krew of enthusiastic Snots and Grots, commanded by the team of Mekboyz who ride in the head (or 'bridge') and shout orders down speaking tubes into the bowels of the great metal beast.

GARGANT DATACARDS

Datcards are supplied for the Mekboy, Slasher and Great Gargant. You should photocopy one of these for each Gargant in your army and fill out it out as a permanent record of that particular Gargant. Note down the weapons fitted to the Gargant in the spaces provided along with their attack dice, to hit rolls and so on. You can also use the datcard to keep a note of how many Titans the Gargant has killed and how many battles it's fought in.

INFANTRY AND VEHICLES

BONEBREAKA SQUADRON

An Ork Bonebreaka squadron consists of 3 Bonebreakas.



GUARDIAN DETACHMENT

A Guardian detachment consists of 6 Guardian stands.



POINTS VALUE 150

Vehicles are represented by individual models and are grouped into fighting units such as the Ork Bonebreaka tank squadron. Infantry are mounted five to a base to make a troop stand. A troop stand is treated as a single model in the game, and a number of troop stands is usually grouped into a fighting unit as in the Eldar Guardian detachment.



ORK BONEBREAKA TANKS AND ELDAR GUARDIAN TROOP STANDS

SUPER HEAVY VEHICLES

STORMBLADE



POINTS VALUE 250

KNIGHT PALADIN DETACHMENT

A Knight Paladin detachment consists of 3 Knight Paladins.



POINTS VALUE 250

These tanks and war machines are significantly larger than ordinary vehicles. They sometimes fight on their own, as with the Stormblade shown here, or in larger formations such as the Knight Paladin detachment.



STORMBLADE SUPER HEAVY BATTLETANK AND KNIGHTS

REAVER TITAN BATTLE GROUP

A Reaver Titan Battle Group consists of three Reaver Battle Titans.



WARHOUND SCOUT TITAN DETACHMENT

A Warhound Scout Titan detachment consists of two Warhound Scout Titans.



POINTS VALUE 500

TITANS

Titans are the largest war machines of all. They can fight on their own, or as part of a larger formation of Titans such as a Warhound Scout Titan detachment or Reaver Titan battle group.



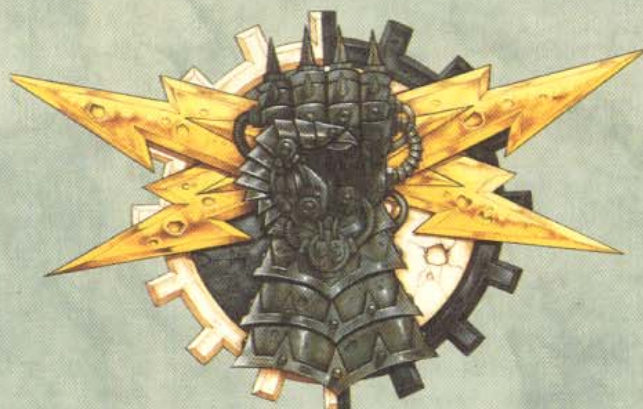
REAVER TITANS AND WARHOUND TITANS

TITAN LEGIONS

The Forge Worlds of the Adeptus Mechanicus are protected by the fighting forces of the Tech-Priests the Titan Legions. There are many Titan Legions, one based on each Forge World and three based on Mars, the home and greatest shrine of the Cult Mechanicus. Each Legion has its own heraldic banners and colours, and its unique badge sanctified in ages past by the Machine God of Mars. Several examples are shown here and others are described in this book.



REAVER TITAN OF THE LEGIO VICTORUM



ICON OF THE LEGIO ULTIMA



LEGIO DESTRUCTOR'S FAMED SYMBOL



TITANS ARE THE MOST AWESOME FIGHTING MACHINES IN THE GALAXY

LEGIO IGNATUM



REAYER TITAN



The Legio Ignatum is one of the oldest Titan Legions, its Forge World being Mars itself. The Legion fought throughout the Great Crusade and still retains a number of Titans blessed by the Emperor himself at this time. Later the Legion fought through the darkest days of the Horus Heresy defending the Emperor's palace from Warmaster Horus against near impossible odds.



Warhound Titans are the eyes and ears of the Titan Legions. Fast and agile, they perform dangerous reconnaissance missions and terror raids behind enemy lines.



WARHOUND TITANS

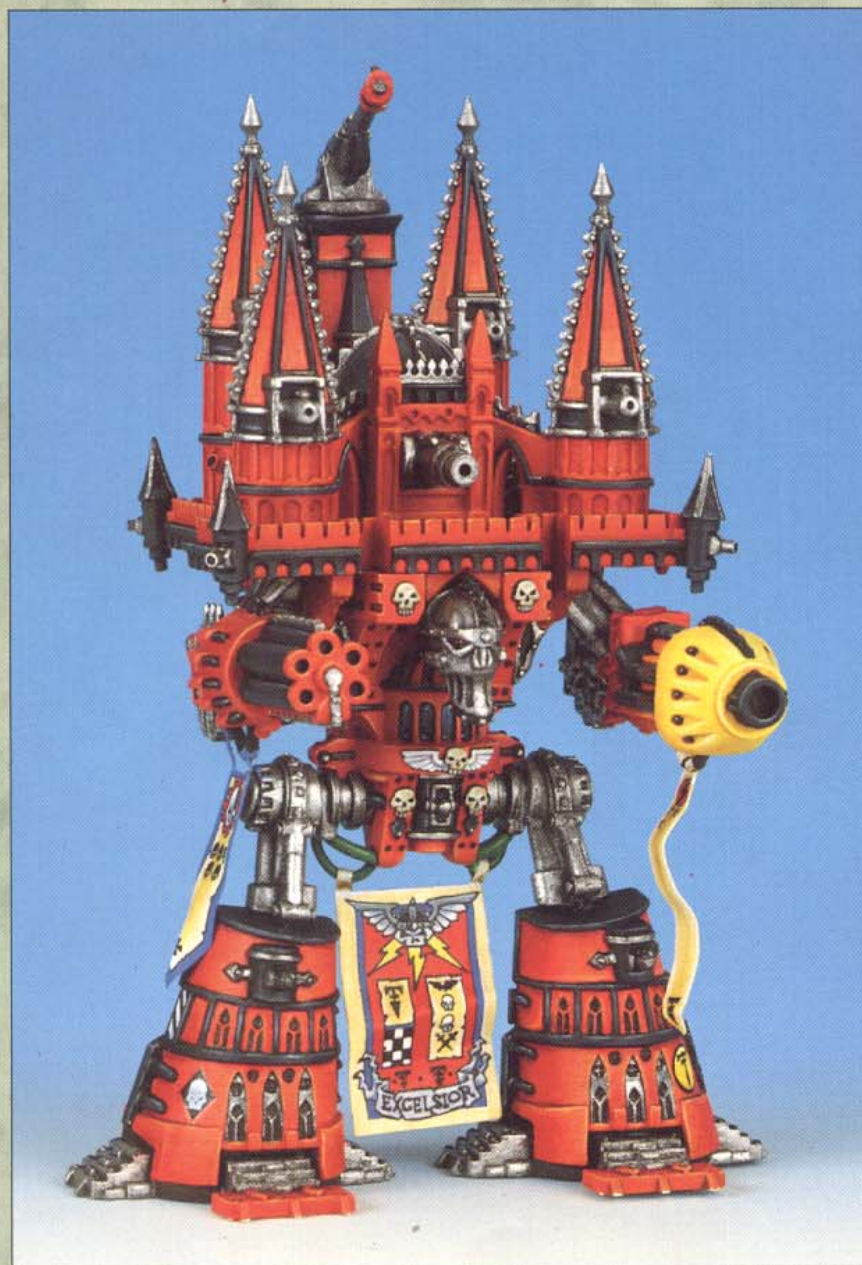


TITANS OF LEGIO IGNATUM BATTLE THE AWESOME POWER OF A CHAOS BANELORD TITAN

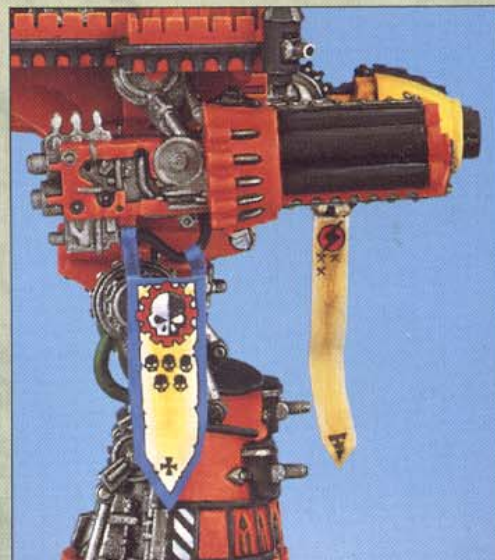


LEGIO METALICA

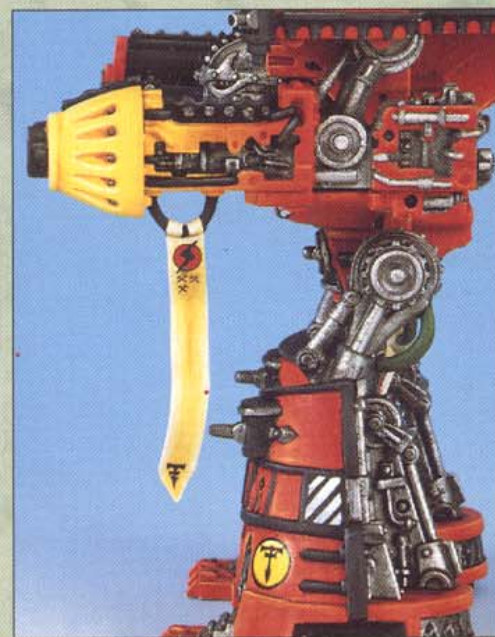
The Forge World of Metalica lies in one of the most dangerous parts of the galaxy, a zone infested with Orks and constantly threatened by war. The Titans of this ancient legion were battle-hardened over centuries of fighting even before the Great Crusade brought the Forge Worlds within the Imperium. To date Legio Metalica's record of victories is unsurpassed by any other Titan legion.



IMPERATOR TITAN



HELLSTORM CANNON



PLASMA ANNIHILATOR

EMPEROR TITANS

Emperor class Titans tower some 25 to 40 metres tall. They mount veritable arsenals of weaponry and are protected by up to twelve void shield generators and armour so thick it would not be out of place on a planetary defence installation. Emperor class Titans are amongst the largest mobile battle units that can be deployed on a planetary surface and each one forms a vital part of the Imperium's strategy.



LEGIO METALICA

The Legio Metalica was almost exterminated during the savage fighting on the world of Armageddon. Fighting against one of the most dangerous Ork Warlords of all time, the legion found itself vastly outnumbered. All but one of its Emperor class Imperial Titans was overwhelmed by Ork Gargants, though the toll of destruction amongst the Orks was immense. Later the Tech-Priests rebuilt the machines damaged in the fighting, and the legion has since crushed countless foes of the Machine God beneath its iron shod heel.



REAVER TITAN BATTLE GROUP



CRUDE ORK GARGANTS RUMBLE TO THE ATTACK AS TITANS UNLEASH WEAPONS OF MASS DESTRUCTION

IMPERIAL KNIGHTS

HOUSE KRAST

This Knight Household fights for the Legio Metalica. Both the detachments and the HQ Seneschal share a common livery. This is very typical of the Knight heraldry. Each individual machine can be identified by minor variations in the heraldic schemes applied to various parts of the Knight's armour.



HOUSE KRAST- FIRST DETACHMENT KNIGHT PALADINS



SENESCHAL HQ UNIT



HOUSE KRAST- SECOND DETACHMENT KNIGHT PALADINS

Every Titan Legion can call on the services of many different Knight Households, each bearing its own proud livery into battle.



HOUSE HYPERION



HOUSE LAKAR

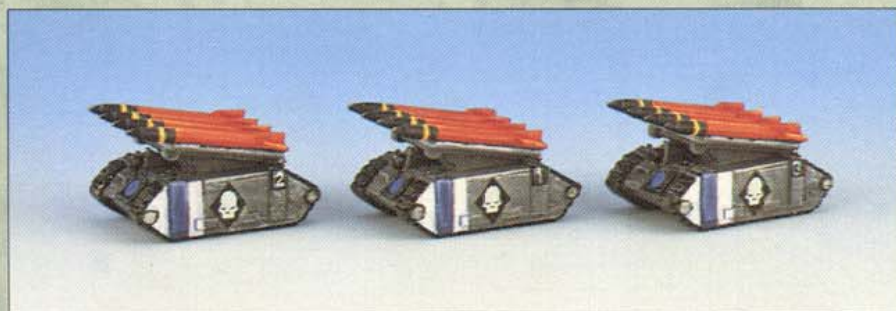


HOUSE ARAKON



KNIGHT PALADINS OF THE HOUSE KRAST IN DEADLY BATTLE WITH ORK RAIDERS.

FORCES OF THE IMPERIUM



MANTICORE BATTERY

The Forge Worlds of the Adeptus Mechanicus supply the Imperium's armies with the vast bulk of its hardware and war machines. Battle tanks, super heavy tanks and the more specialist artillery vehicles are manufactured in their thousands by the Tech-Priests. These tanks form the mainstay of practically every Imperial Guard army. The Tech-Guard regiments of the Forge Worlds are also supplied with these machines



HYDRA BATTERY



BASILISK BATTERY



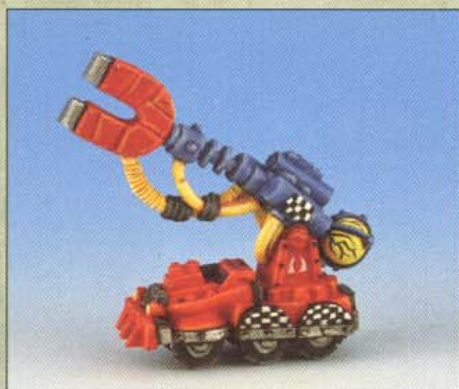
STORMBLADE SUPER HEAVY BATTLE TANK COMPANY

Super heavy battle tanks are an outstanding example of the Forge Worlds' industrial might. There are many variations of these brutal armoured giants and they are fabricated in vast numbers by the Adeptus Mechanicus to provide the Imperium with one of its most potent war machines.



SHADOWSWORD, BANEBLADE AND STORMHAMMER SUPER HEAVY BATTLE TANKS

ORKS



DOOMDIVER MAGNA CANNON



SNAKEBITE SQUIGGOTHS



EVIL SUNZ BONEBREAKA SQUADRON



BAD MOON BONEBREAKA SQUADRON



SPEEDSTAS WITH KUSTOM CANNON, DESTRUKTOR ROKKITS AND BUBBLE CHUKKA



EVIL SUNZ SPLEENRIPPA SQUADRON

ORKS



GOFF GARGANT BIG MOB

Gargants are miracles of mechanical ingenuity, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers and strange mechanical devices invented by the Ork Mekboys. On board the Gargant the Orks fire the guns and stoke the boilers while teams of Gretchin 'riggers' are sent to fix bits and fight fires as the Gargant suffers battle damage.



MEKBOY GARGANT



MEKBOY PULSA ROCKETS



STOMPERS

ELDAR



WARLOCK TITAN

Eldar Titans are very different from those used by the Imperium. Tall and slender, they move with a smooth agility and grace unachievable by Human Titans.



WARLOCK TROOP STAND AND FALCON



FIRESTORM



DOOMWEAVER SQUADRON

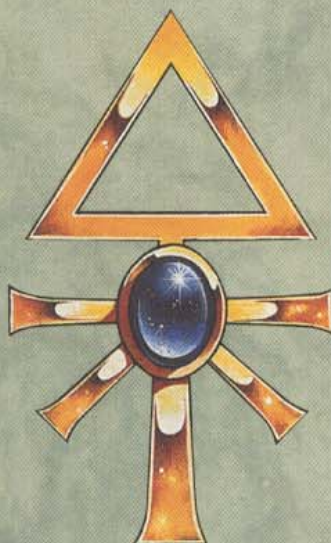


NIGHTWING SQUADRON

ELDAR



DEATHSTALKER PRISM CANNON



PHANTOM TITAN



WAVE SERPENTS



WARP HUNTER SQUADRON



ELDAR FORCES CLASH WITH TITANS OF LEGIO METALICA



SQUATS



OVERLORD ARMoured AIRSHIP



CYCLOPS, ARMED WITH HELLFURY CANNON



THUNDER-FIRE CANNON



IRON EAGLE GYROCOPTERS



COLOSSUS WITH IRON EAGLE RECON GYROCOPTER



GOLIATH MEGA-CANNON



FORCES OF THE ELДАР BATTLE WITH SQUAT WAR MACHINES



CHAOS



DOOMFIST

BANELORD, CHAOS TITAN OF KHORNE



ANGRON, DAEMON PRIMARCH OF THE
WORLD EATERS



BLOODTHIRSTER



DAEMON ENGINES: DOOM BLASTER, BRASS SCORPION AND BLOOD REAPER



DAEMON ENGINES: CAULDRON OF BLOOD, TOWER OF SKULLS AND DEATH DEALER



SQUAT FORCES BATTLE AN ORK HORDE LED BY A GARGANT BIG MOB



A CHAOS BANELORD TITAN LEADS A BITTER STRUGGLE AGAINST AN ELDAR WARHOST

Out of the gloom it came: a giant machine, human-shaped and deadly. Urgluk stared up at the eighty-foot monster in awe. Dragnatz threw himself on the ground and aimed his bolter, sending a hail of shells sparking off the giant's leg. With a creak of metal it passed over their foxhole. The earth shook as it went by.

The rest of the Boyz fled across the churned earth of the battlefield. The hunched metal giant stooped over them. There was a high pitched whine followed by a tremendous roar as plasma erupted from its fist. Urgluk watched entranced as it turned the remaining Evil Sunz into steam.

"Oy, Mekboy, wot is dat zoggin' thing?" asked Dragnatz, sending another useless burst of fire after it. Bolter shells pattered off its leg like so much gentle rain.

"Dunno, Boss, but it's dead great," replied Urgluk. His brow creased with concentration. He had never seen anything so impressive, so inspirational, so... shooty.

"Maybe itz da Emperor. Da Humies iz always goin' on about how powerful he iz," suggested Dragnatz, spitting on the ground. "Maybe he's kum ta give us Evil Sunz a good kickin'."

Uzbek watched a wartrak bounce across the mudplain towards the Humie machine, heavy bolters flashing, crew howling.

"Dat's Zorgob," Dragnatz said. "Don't give much for 'is chances. Stoopid git."

The metal giant stood on the Ork vehicle. Urgluk almost laughed. It made a sound just like the metal crusher in his scrapyard-cum-workshop back home.

Inspiration flared through him. Abruptly he was excited, just like when he was driving his bike really fast only more so. He had a vision: if the humans had built their god a metal body then maybe he could build the Ork gods bodies too. Then Gork and Mork could gang up on the Emperor and give him a good stomping.

He stood frozen on the spot as bolter shells whizzed past his head like angry hornets. In his mind's eye he could picture his creations. Huge, angry, violent, loadsa guns. Very shooty indeed. And he'd make them big. Bigger even than the Emperor. It was such a great idea, he wondered why he had never thought of it before.

His reverie was interrupted by Dragnatz tapping him on the shoulder. Urgluk looked in the direction he was pointing. A horde of blue armoured Space Marines was swarming forward in the Emperor's wake, heading through the break in the Ork lines.

"Time to leg it back to da ship, Mekboy. Da raid's over," said Dragnatz. Urgluk nodded agreement. He had to survive. He was now an Ork with a mission. He was going to change the history of the galaxy, not though he knew it yet.

The Waa-Ork was on its way.

In the warp a giant stirred; an image flickered through a mind larger than a nebula. The sleep of Gork was troubled. In his dreams he wore a metal body and led his children to victory. The dream lasted a brief instant of long eternity; something about it caused Gork to smile but not to rouse.

* * * * *

Urgluk leaned over the table in his workshop. He took the pencil from behind his ear and made a small adjustment to the large plan in front of him. In the lamplight it looked good.

Dragnatz entered. He was wearing an oil-stained leather jacket and his head was covered in dust. He had been in Urgluk's scrapyard all day, working the crusher, a machine that he loved. In the absence of a good fight it was the Boss's preferred form of entertainment.

"Wassat?" he asked, jabbing an oily finger at the plan. A drop dripped down, blotching the paper just below the gunport.

"Planz," said Urgluk proudly. "It's a war machine like the Emperor we saw on BloodSky."

"Naw. Don't look nuffin' like it."

"Course not, Boss. It's an Ork machine. So it's got to look... Orky."

Dragnatz's brow furrowed. Urgluk could tell he was concentrating.

"Ow bigz it gonna be then?"

"Bigger than da Emperor. More gunz too."

Dragnatz jabbed a finger up one nostril and began to poke around, a sure sign that he was concentrating.

"It'll never work," he said. "You'll never build it."

"Bet I will."

"Bet ya won't."

"Undred teef."

"Right, yer on."

Urgluk peered down at his plan. I'll show you, he thought. He strapped on the tool belt containing his wrenches, spanners and blow torch and made for the door.

"Oy, where ya goin'?" asked Dragnatz.

"Gonna make a start."

"But itz night-time." Urgluk slammed the door behind him.

In the warp Mork too was disturbed. He dreamed of war spreading like a green stain across the galaxy. He saw billions of his children following giant war-machines built in his image on a great crusade. He found the dream good. And slowly his vast mind moved towards wakefulness.

* * * * *

Dragnatz watched Urgluk work. The sun glittered on the low scaffolding he had set up. Urgluk was riveting a huge sheet of steel to another section. The sound of his rivet gun made a happy counterpoint to his off-key singing.

Dragnatz gazed out over the scrapyard, his hands toying idly with the controls of the crusher. Steam rose from piles of slag. Flies settled on the stripped skeletons of old wartraks. The smell of corroded metal and old ceramite was almost overwhelming. The sun had heated the squigskin of his control-seat and his back was becoming uncomfortably hot.

He had to admit he was bored. Even lifting the ruined wartraks in the crusher's enormous claw didn't amuse him as it once had. Ever since Urgluk had started working on the machine, or Gargant, as he called it, Dragnatz had been uneasy.

Uneasy – not scared. Not like when two hundred Space Marines charged you and your bolter had just jammed. Uneasy like the excited feeling you got the night before a battle. Recently he had been dreaming about the machine. Urgluk was attempting something big; not just in mechanical terms but in other ways too. Big.

He wondered briefly whether he should go across and offer to help the Mekboy then remembered about their bet and the fact he was Boss. Still, it was a hot day and he was bored and something troubled his soul. He needed the distraction. He reached down, picked up a hammer then wandered across to offer his services. His bodyguard followed, filled with curiosity.

Gork and Mork stirred. Their dreams reached out and touched the dreams of their people. A billion Orks turned in their sleep; suddenly, inexplicably infected by scenes of slaughter and reaving, plunder and the taking of worlds. When they awoke they looked on their surroundings and found them dull.

* * * * *

Makari, the Gretchin entrepreneur, studied the throng that had come out from Orktown to watch Dragnatz and Urgluk work. A mixed crowd of Mekboyz, Painboyz, Gretchin and Snotlings had gathered to gape at the great structure that was emerging. Dragnatz' personal bodyguard were labouring away like Mekboyz. It was a strange sight.

Makari cuffed a Snotling away from his tray of squigmeats.

"Thievin' git! I'll give ya a smile on the other side of your face if ya try that again," he shouted. "Oh sorry, milord. Would ya care for a squigmeat - only one toof. No? A drink of fungus-wine perhaps? Two teef to you."

The stranger, a huge, barbarous-looking Mekboy wearing the horned helm of a Goff, leaned down to peer at him from the back of a huge cycle. His camera-monocle glowed with some inner light. His shadow fell across Makari and the little Gretchin shivered.

"Wot is dat?" enquired the Goff, jerking a thumb in the direction of the scrapyard.

"Du... dunno, milord. But Dragnatz and Urgluk been buildin' it for monfs. Some folk's think itza big steel vat for brewing fungus-wine."

"Naw, can't be that. Look at the holes in the side. Too much like winders or gunports. Be a zoggin' stoopid vat."

"Some folks say, Dragnatz an' Urgluk is Madboyz milord. Me, I don't 'old wiv dat. Hoo ever 'eard of sensible Orks becomin' Madboyz? Naa, I fink dey buildin' a secret weapon. Hot squig, milord, only one toof."

"Nar, I fink I'll find out wot dey're up to." He revved up his bike and roared through the crowd, spraying a great cloud of dust over Makari's squigmeats. The Gretchin mouthed curses silently and began to dust off his wares.

He looked up when the crowd roared. He saw that the bike-

riding Goff was talking excitedly with Dragnatz. After that he joined in the work.

Gork struggled towards awareness. After centuries of dormancy it was a long process. He sensed other powers in the warp trying to interfere. He blocked a subtle tendril from Slaanesh, ignored a baleful warning from the Emperor, discounted the triumphant cry of Khorne. He reached out with out with his millennia-old mind and gathered the strength of his people. Soon he would be awake and active. A body of steel had been prepared for him. A time of blood and iron was approaching.

* * * * *

Urgluk looked out over the scrapyard. All his good metal was nearly gone and still they weren't near finished. The workforce was getting bored. Most of them had joined for no accountable reason. They'd just drifted into the yard, picked up tools and asked to help. Now they were at a loss for what to do.

"Fings is gettin' loose," said Ugrik, the Goff. "Boyz is gettin' bored. We needs more metal."

"S'true," agreed Urgluk, "But we don't ave' any more. We'll just 'ave to get sum."

"Where?" asked Ugrik.

"Where do we always get stuff?" asked Dragnatz. The three Orks exchanged evil grins.

"Humies," they said in unison and cackled.

As Mork gathered strength many a Warboss found himself afflicted with thoughts of power. Ancient ambitions were re-kindled. Long vanished thoughts of conquest stirred in the recesses of slow minds. They planned raids on nearby Humans and toyed with thoughts of alliances with old rivals. Not even great soul-searching could explain why this was so. The Ancient Powers knew what was happening, though. The Waa-Ork was coming.

* * * * *

Glug, the Mekboy, whooped with glee and put another old painting into the boiler. He could never understand why old Velg had kept the Humie art anyway. The boiler gave a happy crackle. The dirigible raced forward.

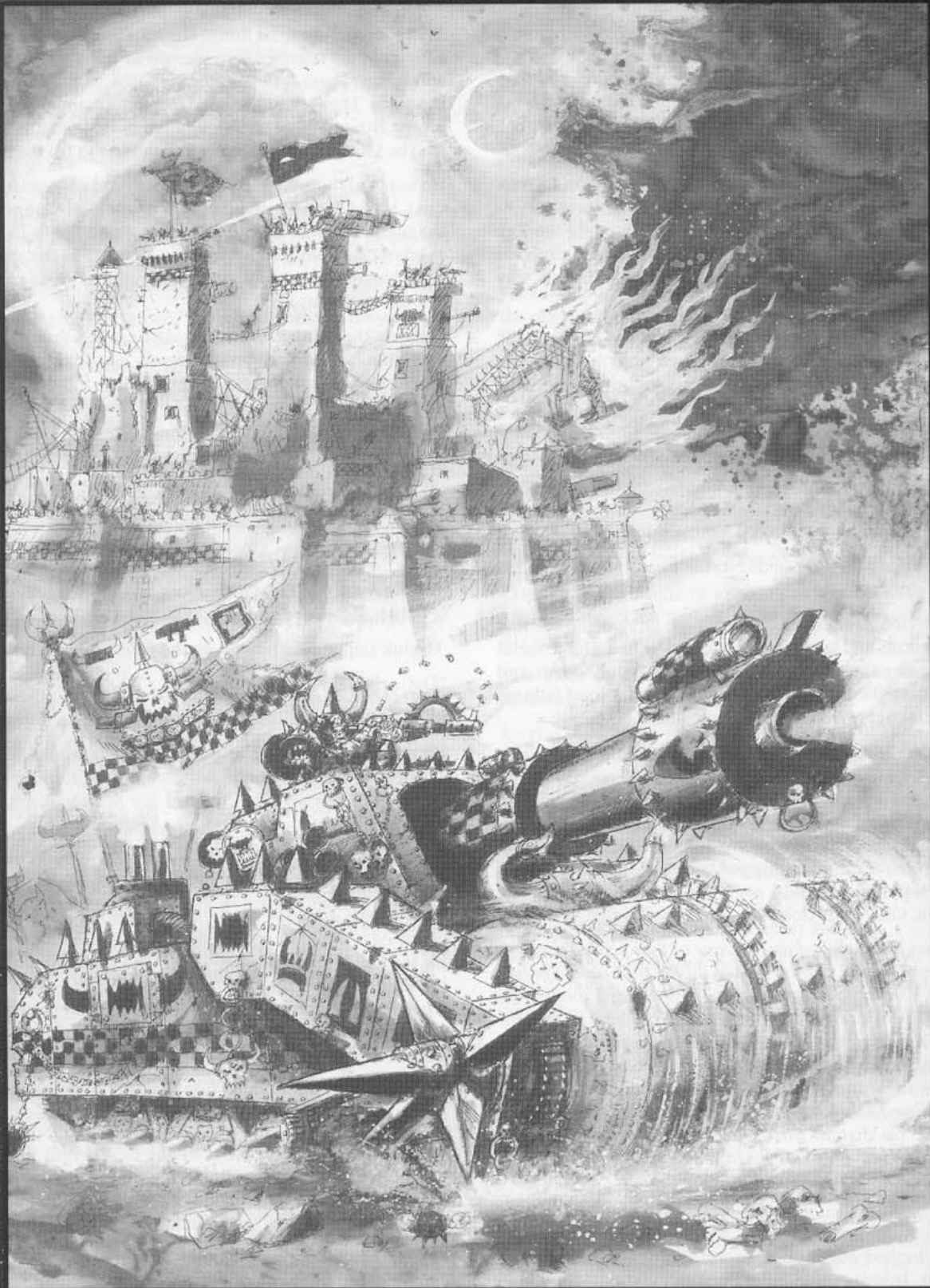
"More coal! More coal!" he told Mirkus, chief of his Gretchin assistants. Green bodies glistening with sweat the little creatures scuttled to obey, ladling great swathes of anthracite into the boiler's maw.

Glug fastened the earstraps of his flying helmet and pulled up his goggles. He rushed over to the gondola's high prow and leapt into his command seat. A jerk on the handle and the seat was winched up so that he could look out.

Wind roared past his face, tugging at his long scarf, making it stream out behind him. The roar of the propellers was music to him. The ground blurred by far below. The ash desert was a grey waste of white dunes over which the great tubular shadow of his Zep hurtled.

"Wahoo!" shouted the exultant Glug, the sensation of speed driving him into delirious frenzy. "More coal! Faster!"

Glug saw huge tracks in the ash below. Filled with curiosity he pulled on one of the guidance strings. A steam



whistle sounded and the Gretchin wrestled with the rudder as the great dirigible turned. Soon he saw a mighty machine in the heat haze. Glug reached for his telescope and surveyed it.

It was an enormous steamcrawler: a cross between a locomotive and a battle tank. It had thrown a track and had obviously gone round in a great circle till it ran out of fuel. Glug could see a forlorn looking Evil Sunz Mekboy sitting in the shadow of a smokestack. He had a bionic arm, one lonely thumb of which was stuck out.

Normally Glug would have been inclined to suspect a trap. But he was feeling good from the speed so he gave way to the strange impulse to stop and help. He brought the Zep around till it hovered over the steamcrawler and dropped anchor. The Evil Sun just managed to leap out of its way before it hit him.

Glug picked up his megaphone and leaned out to talk to the other Mekboy.

"Oy! Howzit goin'?"

"Not good! Zoggin' machine's broke an' I've gotta get to Orktown. Gotta take a look at dat big machine dat Urgluk's buildin'."

"You as well, huh? Climb up da anchor rope and I'll give ya a lift. I wanna see dat too. I hear it's dead great."

"Yer, harf da Mekboyz in da Norf is gonna take a squint at it."

As the Evil Sun clambered up the rope Glug could see that both his arms and legs were bionic and he had a huge metal bracing cage around his chest. Glug reached out and helped him aboard. As he did so he heard a loud ticking. The chest cage was covered in timepieces.

"Klokwurk," said the Evil Sun. "Nice machine ya got."

"Glug," said Glug, climbing into the command chair. "Let's get goin'. Mirkus - more coal!"

The exhausted Gretchin got up from where they lay and began to shovel. Glug tugged a command string. The steam whistle sounded and the Zep raced towards Orktown. Glug and Klokwurk howled with glee.

Gork and Mork stirred and a wave of fear passed through the warp. Suicide and incidence of violent crime climbed steeply. On Icolbar an Astropath screamed and threw himself from the balcony of a starscraper apartment, yelling that his people were doomed. On the Craftworld Hope of Other Days, an Eldar philosopher stopped listening to the atonal music of his waterchimes and began composing his death-haiku, feeling his life had been justified. On distant Earth, a living corpse in a golden throne opened eyes that held fear for the first time in centuries.

* * * * *

Urgluk looked out from the scaffolding surrounding his Gargant. It topped the tallest of the local buildings and even Dragnatz' dropship now. Only the Western Mountains commanded a better view of the surroundings.

The newly risen sun glared down on Orktown. The place had grown from Dragnatz' small fortress holding to a vast metropolis swollen with pilgrims who had come to view

the Gargant. A huge shantytown of tents and lean-tos had grown up around the old mud-brick walls. Gretchin merchants were everywhere, drawn by the wealth of the Orkish visitors and striving to cater for their needs.

That was the strangest thing, Urgluk thought. All the Orks who gathered together here seemed to feel good about one and other. There was an unnatural lack of violence about the place. The Gargant seemed to exert a calming influence on the Boyz. Maybe they really are holy, thought Urgluk. Maybe Gork and Mork really are coming to fill the bodies.

He scanned the ash desert to the south and counted a dozen dust trails from wartraks and cycles. He upped the magnification of his monocle to check out a troop of cyboars, surrounded by Gretchin. Far off in the distance what he thought was an unusual cloud formation resolved into an enormous Zep.

Outside the yard, Stormboyz drilled. He thought their uniforms looked silly but there was no arguing that they would be tough fighters. Dragnatz had dragooned them into policing Orktown but so far they had no work to do.

A Gretchin messenger clambered up the ladder and tugged at his arm.

"Dragnatz would like a word," the Gretchin said. "New Bosses arrived. Gotta question."

"Wot is it?" asked Urgluk.

"Well dere iz two Ork Godz, Gork and Mork, see? An' you is only buildin' one Gargant."

Urgluk slapped his brow with the palm of his hand.

"Dat's right. Wot we gonna do?"

"Maybe build two," suggested the Gretchin cunningly.

He reckoned that twice as many Gargants would be twice as good for business.

"Brill. Dat's wot we'll do den." He gave the Gretchin a heart congratulatory slap on the back. Unfortunately he knocked him from the scaffolding. Whistling embarrassedly, Urgluk climbed down the ladder.

Gork felt his attention being tugged towards one tiny world on the edge of Orkdom. A strange attraction drew him to it. He leaned down from warp space and looked upon it. His breath brought storms in the ash desert. His gaze caused machines to break down. His lightest tread brought earthquakes. Seeing the disruption he was causing among his people he withdrew. He knew the time was not yet right for his return. He withdrew but he left a message.

* * * * *

The Madboy wandered out of the desert into the small town of Grubrat. He looked at the empty streets and the broken machines. He passed between the white buildings till he came to the place where the survivors huddled.

A few Orks gazed suspiciously at him. They sat round a small campfire. Some runtz scuttled about seeking more combustible material. One of them tried to tug his staff from his hand but the Madboy gazed down on him with soft knowing eyes and he desisted.

"Howdya get here through the ashstorm? Where ya goin'.. stranger?" asked the largest of the Orks, a burly Goff with

a monocle and nose ring.

"Everywhere, Zorg. I'z a messenger."

The Orks looked at each other and guffawed, except for Zorg.

"Owdya know me name?" Zorg asked.

The stranger shrugged. "I'z goin' ta Orktown to spread the word. Da Godz have walked this world. They wantz us Orks ta begin ta move again. We'ze rested easy too long. Itz time ta claim more worldz."

Silence fell. Even the Gretchin stopped moving. The Madboy saw one stand poised, a stick of salvaged wood held ready to throw onto the flames. Something in his soft voice held them spellbound. He carried the word of the gods. It rested within him, demanding their attention.

"Ya must go to Orktown," he told them and they simply nodded. "Da people gather. Waa-Ork is coming. Go to Orktown. Add your strength."

The Madboy turned and departed into the night. After a while, Zorg got up and looked for tracks in the ash. He found none.

Mork moved on the face of the warp, brushing aside daemons and ignoring ancient barriers set by long dead Gods. He moved from world to world and placed in the heart of every Ork the desire to be restless, to move, to follow the siren call of adventure when it came. He sensed other powers subtly striving to oppose him and laughed at their attempts to restrain his crude, irresistible purpose.

* * * * *

Urgluk, Dragnatz, Ugrik, Glug and all the others sat round the table and considered the plans. It was all coming together. They felt justifiably proud.

From behind them came the sound of toil. Legions of Gretchin fitted out the inside of the Gargants. From the newly re-built fortress of Orktown a constant stream of wagons progressed towards the mighty shells, carrying weapons, ammunition and raw materials.

Urgluk watched as Gretchin overseers moved from the planning house to the Gargants by way of the new pulley system Glug had devised. The former aeronaut's knowledge of winching systems had proved very useful.

"We wuz lucky dat da earthquake did so little damage to da Gargants," said Urgluk. "We'ze only a coupla dayz behind schedule."

"Itz like dey wuz spared," said Glug. A hint of awe showed in his voice.

"You're startin' ta sound like da followers o' da Messenger," said Dragnatz. Urgluk was glad to hear his voice. This was the first time they had seen him in weeks. Ruling Orktown was taking up more and more of his time as the crowds flowed in.

"Nuthin' wrong wiv dat," said Ugrik. "Eez sendin' us enuff new ladz."

Urgluk had to admit this was true; the mysterious stranger had gone around all the clans and towns after the wave of strange storms and earthquake. He had talked to the Bosses and told them they must come to Orktown. Since then

hordes of Orks and Gretchin had poured across the desert. Orktown now held the largest agglomeration of Boyz he had ever seen.

Mekboyz were digging mines in the Western Mountains. The vehicles they had arrived in had been cannibalised to provide machinery for the new factories and refineries. A constant smoky haze covered the city. It wasn't only the Gargants that were being built now. South of the parade ground rose the skeletal frame of an enormous starship, big enough to carry the Gargants.



As he listened to Dragnatz and the Mekboyz bicker over the plans, Urgluk felt uneasy. Things had changed so much since the day he had begun work in his scrapyards. All of them, even Dragnatz, seemed to be like debris in an ashstorm, being blown by winds beyond their powers to resist. He had been the first pebble that started a landslide. The building of the Gargants had become part of some greater purpose. All the world seemed to be on the move.

"Heard a rumour that Nozzgrond an' his ladz were shipwrecked in the Iron Isles durin' that last big storm," said Dragnatz. "Seems they decided they couldn't wait to join us so they're buildin' their own Gargant."

"Dat's the third time in as many monfs dat's 'appened," said Urgluk. "Dey're soon gonna be a dozen Gargants on dis world."

"Da more da merrier," said Dragnatz and the rest nodded agreement.

Urgluk wondered what the significance of the Gargants really was. The mania for building them seemed to be part of the strange mood of all Orks. He remembered his first idea of them, as bodies for the Gods. He had lost sight of his original vision as he got engrossed in technical details. Now it returned to haunt him. Was it really possible, he asked himself, was the Messenger right? Were the Gods really going to come and claim their metal bodies?

The thought filled him with wonder and fear.

The Emperor knew that he must save his people. If Gork and Mork unleashed their hordes then any unprepared worlds would be swept aside by a green tide of death.

The Emperor bent his thoughts to the task. Across Human space, within the range of the Astronomicon, Imperial Tarot began to foretell disaster. Commanders consulting them found all the signs of impending catastrophe on a cosmic scale.

In the Segmentum Obscura, Battlefleets were recalled and prepared for war. On the homeworlds of the Adeptus Astartes, Space Marine reached for their weapons, knowing their time of destiny was near. On the edges of the Eye of Terror, the Titan Legions of the Adeptus Mechanicus roused their ancient war machines. Having surveyed his Empire and seen it was ready the dying immortal within the Golden Throne prepared himself for the conflict to come.

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Beneath a black and starless sky Naffzod surveyed his handiwork. Across the asteroid's cratered surface the Gargant rose dwarfing even the ancient Eldar sphinxes of the tomb city of Kharis. Space-suited Ork freebooters left their powerfield bubbles to put the final touches on the machine.

He paused to question why he had done it and couldn't find an answer. Ever since the ship from Dragnatz's world arrived bearing tales of the great gathering he had burned with desire to build the machine.

Now it was complete, he wondered what he was going to do. He smiled, sure that Warboss Garaz would think of a good use for it. He noticed that someone was painting a Jolly Ork on its side. It was a good sign.

* * * * *

Below a mountain carved to represent Gork, Grugrot lashed his Gretchin to greater efforts. He had promised Warboss Snikgut that his Gargant would be complete before Dragnatz's and he intended to see the promise fulfilled. He cursed his ladz for lazy slackers and once more picked up his rivet gun.

* * * * *

Mekboy Grusom watched a thousand captured Humans strained to lift the gun barrel and slide it into place in the Gargant's stomach. He pulled the old painting tight round his shoulders like a cloak and laughed as he surveyed the ruins of former palaces. The Humans had thought they were smart coz they lived in big huts full of animated paintings and dancing statues; well, we showed them better. Now they're working for us. He whooped and pumped bolter rounds into a collonaded pillar just from high spirits as the vapour trails in the sky announced the arrival of the Space Marines.

Gork and Mork knew that they were ready. Their people were agitated and prepared for battle. The Emperor, their chosen enemy, had deployed his forces. The first skirmishes had been fought, now war was about to be joined.

Beyond them they sensed the Chaos Powers watching waiting to see what advantage the God-brothers' actions might bring them. In the darkest pits of creation twisted creatures prepared to follow the Orks' advance. Gork and Mork did not care. They knew they were strong enough to resist Chaos.

The time was right. The time was now. It was time for Gork and Mork to have some fun.

* * * * *

Looking down from the Zep, Urgluk saw roofs covered in a sea of Gretchin faces. An enormous crowd filled the square, looking at the Gargants in awe. Stormboyz mingled with Painboyz. Gretchin merchants sold cheap souvenirs. Cycles roared across the wasteland between Orktown and the building site. In the distance a group of late arrivals trooped into the square led by a tall Madboy with a long staff.

Urgluk watched as Dragnatz climbed up the inset ladder to the Gargant's head. The crowd waited expectantly. From the cupola, the Mekboyz had the best view in Orktown.

"We did it, hur, hur," shouted Glug, from his command chair. "Dey're ready to go."

Urgluk felt his heart swell with pride as he looked down on the Gargants. They loomed over the mob like waiting giants. He remembered that moment long ago when he looked upon the Emperor's war machine. The thought of it no longer worried him. They had built something better and more Orky.

The thunder of the crowd's voices increased. Sections of the crowd took to chanting.

"Ere we go! 'Ere we go. 'Ere we go!"

Dragnatz stood atop the Gargant, flanked by his personal bodyguard and made a gesture for silence. An amazing thing happened – the crowd quietened. Urgluk saw Dragnatz raise his bolter. The crowd lifted their own weapons in return.

"Well, ladz," said Dragnatz, his voice carrying easily without any amplifications. "We've got our Gargantz an' we've got our weapons. Wot ain't we got?"

The crowd leaned forward, straining to hear the answer.

"We ain't got anybody fer target practice, iz wot. So I'll tell yer wot we've gonna do. We're gonna give the Humies a taste of 'ot metal death, is wot. We's gonna take Big Gork and Big Mork 'ere an' we's gonna stomp Humie!"

The crowd cheered so hard that Urgluk was surprised their mass exhalation failed to blow the Zep about. He studied Dragnatz carefully. His old Boss seemed transformed and exultant. He beamed out, face lit with boisterous good cheer.

"An' anybody else 'oo gets in our way. Coz we'z Orks. Wot are we?"

"We're Orks," the crowd bellowed back. Urgluk and the rest of the Meks joined in.

"Wot are we?"

"We're Orks!"

"Wot?"

"Waa-Ork!"

Dragnatz threw the great tripswitch. The Gargant shuddered to life. The roar of its engines merged with the roar of the crowd. It seemed to Urgluk in that moment that he sensed two vast roaring presences descending from the sky. In a moment of revelation he knew that everyone in that enormous crowd felt the same. For a moment they were all as one, at one with their Gods.

"Waa-Ork!" he yelled along with everyone else.

Dragnatz gestured for the Gargant to move off. The crowd and their vehicles followed, filling the gaps between the huge war machines with a host of cycles and wartraks. The Orks headed towards the waiting ships and their greater destiny.

"Ere we go, 'Ere we go, 'Ere we go!" They chanted.

In the warp Gork and Mork waited, well pleased. Across the face of a million worlds their children were on the move, a green tide that would topple empires and re-shape the universe. The Waa-Ork was on the move.

GREAT GARGANT

MOVE	CLOSE ASSAULT FACTOR	CLASS
See below	+15	Gargant

MOVEMENT: A Great Gargant's move is determined by its orders:

Orders	Effect	Fire
<i>Charge</i>	Must move between 11-15cm towards the nearest enemy formation.	The Great Gargant may not fire.
<i>Advance</i>	May move up to 10cm but this does not have to be towards the nearest enemy formation as in Charge.	The Great Gargant may fire in the Advance Fire segment.
<i>First Fire</i>	No move or turn	May fire in the First Fire segment.

POWER FIELDS

The Great Gargant is protected by 6+ (1D6) power fields.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES	
Magnum Mega Cannon	Armour piercing:	100cm	1	3+	-3	Fires barrage. May not fire indirect.
	High explosive:	75cm	8	Barrage points	0	
Scorcher turret		35cm	2	3+	0	Ignore to hit modifiers for cover
Observation turret	Adds +1 to any to hit rolls versus one target					
Gork Head	Any Orks within 25cm ignore morale tests					
Da Gaze of Gork		50cm	2	4+	-2	
Gutbuster	Ball:	100cm	Ball	3cm template	-4	Ball template skids 4D6cm
	Chain:	75cm	Chain	3+	0	Only affects Titans
	Explosive:	100cm	8 BPs	8BPs	+1	12cm barrage template

HIT LOCATION TEMPLATES

FRONT

WEAPON 2+		HEAD 2+		WEAPON 2+
WEAPON MOUNT 2+	AMMO 1+	HULL 3+	AMMO 1+	WEAPON MOUNT 2+
WEAPON 2+	HULL 3+	HULL 3+	HULL 3+	WEAPON 2+
	HULL 3+	BOILER 2+	HULL 3+	
FOOT 3+	HULL 3+	BELLY GUN 3+	HULL 3+	FOOT 3+

SIDE

WEAPON			
2+			
HULL	WEAPON MOUNT	HULL	
3+	2+	3+	
HULL	WEAPON	HULL	
3+	3+	3+	
HULL	BOILER	HULL	
3+	3+	3+	
HULL	FOOT	BELLY GUN	BELLY GUN
3+	3+	2+	2+

REAR

WEAPON 2+		HEAD 2+		WEAPON 2+
WEAPON MOUNT 2+	AMMO 1+	HULL 3+	AMMO 1+	WEAPON MOUNT 2+
WEAPON 2+	HULL 3+	HULL 3+	HULL 3+	WEAPON 2+
	HULL 3+	BOILER 3+	HULL 3+	
FOOT 3+	HULL 3+	HULL 3+	HULL 3+	FOOT 3+

GREAT GARGANT DAMAGE TABLES

AMMO DAMAGE TABLE - Roll D6

- 1-3 Some ammunition explodes starting a fire and sending flames shooting through the hull. Roll on the Fire Table immediately.
- 4-6 The ammo detonates spectacularly, starting 1D3 fires. Roll for damage against the weapon mount as well and apply any damage. After you have rolled for extra damage total up all the fires on the Gargant and make an immediate roll on the Fire Table.

FOOT DAMAGE TABLE - Roll D6

- 1-3 The foot is damaged but carries on working normally. Add +1 to any future damage rolls against this foot.
- 4-5 The foot is destroyed. If one foot is destroyed the Great Gargant is only allowed to turn in place. If both feet are destroyed the Great Gargant may not move at all.
- 6 The foot is blown apart in a massive explosion that starts a fire. The Great Gargant may no longer move or turn, even if the other foot is undamaged.

BOILER DAMAGE TABLE - Roll D6

- 1-2 The boiler is damaged. Add +1 to any future rolls against the boiler.
- 3-4 The boiler is hit and starts to lose pressure. The Great Gargant's move rates are reduced by 50% from now on.
- 5-6 The boiler is destroyed. The Great Gargant can no longer move, and a fire is started.

WEAPON MOUNT DAMAGE TABLE - Roll D6

- 1-2 The weapon mount is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon mount.
- 3-5 The weapon mount is badly damaged. Roll for both of the attached weapons on the Weapon Damage Table.
- 6 The weapon mount is blown off the Gargant starting a fire. The attached weapons land 2D6cm away in a random direction - any vehicles or infantry underneath them are destroyed.

HEAD DAMAGE TABLE - Roll D6

- 1-2 Several of the bridge crew are injured. Add +1 to any future damage rolls against the head.
 - 3-4 The Kaptin is killed. The Great Gargant must follow the same orders next turn while the bridge crew 'elect' a new Kaptin.
 - 5-6 The head is blown clean off the Great Gargant, starting a fire. The Great Gargant must follow the same orders next turn, and any weapons mounted in the head may not be used for the remainder of the battle. All Orks within 25cm must take a morale check.
- After the next turn, roll a D6 before changing the Great Gargant's orders:
- 1-3 - May not change orders; 4-6 - May change orders normally.

BELLY GUN DAMAGE TABLE - Roll D6

- 1-2 Some ammunition explodes but the Krew quickly douse it down. Add +1 to any future rolls on this location. The belly gun is destroyed and may no longer be used.
- 3-5 The belly gun is destroyed and exploding ammunition starts a fire. The gun may not be used for the remainder of the battle.
- 6 The belly gun's magazine explodes starting 1D3 fires. The belly gun is destroyed and the explosion rips into the boiler, so roll for damage against the boiler as well. After you have made this extra damage roll total up all the fires on the Gargant and make an immediate roll on the Fire Table.

HULL DAMAGE TABLE - Roll D6

- 1-5 The hull is weakened. Add +1 to any future rolls against the hull.
- 6 A massive explosion rips a hole in the hull and starts a fire.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon.
- 3-4 The weapon is destroyed and may not be used for the rest of the game.
- 5-6 The weapon is blown off the Gargant starting a fire. The weapon lands 2D6cm away in a random direction. Any vehicles or infantry underneath it are destroyed unless they make their basic saving throw.

FIRE TABLE - Roll D6

Roll on this table as required by damage results and at the start of the end phase if any fires are burning on a Great Gargant. Add +1 to the roll for each fire burning on the Great Gargant in excess of one. Fire effects 4-7 last until the next roll is made on the Fire Table.

Adjusted

D6 Roll	Effect
1-3	A few scorched Gretchin manage to bring the fire under control and put it out.
4-5	The fire is getting out of control. The Great Gargant may not move, but may fire normally.
6	The fire is out of control! Add +1 to the number of fires already burning on the Great Gargant. The Gargant may not move or fire its belly gun. Any other weapons fired are on a -1 to hit modifier due to the clouds of smoke.
7	The fire reaches the ammo! Roll on the Ammo Damage Table for each intact magazine. The Great Gargant can't move or fire its belly gun and suffers -1 on firing as in 6 above.
8	Huge internal explosions wreck the Great Gargant, destroying it and leaving a smoking, blackened heap. Any units within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.
9+	A massive explosion rips the Great Gargant apart. Remove the model from the table and replace it with a crater if you've got one. Anything within 4D6cm is hit by flying debris and must make an unmodified save to avoid damage.

MEKBOY GARGANT

MOVE	CLOSE ASSAULT FACTOR	CLASS
See below	+10	Gargant

MOVEMENT: A Mekboy Gargant's move is determined by its orders:

Orders	Effect	Fire
<i>Charge</i>	Must move between 20-30cm towards the nearest enemy formation.	The Mekboy Gargant may not fire.
<i>Advance</i>	May move up to 20cm but this does not have to be towards the nearest enemy formation as in Charge.	The Mekboy Gargant may fire in the Advance Fire segment.
<i>First Fire</i>	No move or turn	May fire in the First Fire segment.

POWER FIELDS
The Mekboy Gargant is protected by a special kustom force field.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Super Lifta Droppa Arm, Buzz Saw Arm, Krusher Arm, De luxe Kustom Kannon.



HIT LOCATION TEMPLATES

FRONT

WEAPON	ARM	HEAD	WEAPON
3+	3+	2+	3+
	HULL	BOILER	HULL
	3+	2+	3+
	FOOT	FORCE FIELD	FOOT
	3+	2+	3+

SIDE

WEAPON	
3+	
HULL	HULL
4+	3+
FOOT	FORCE FIELD
3+	2+

REAR

WEAPON	HEAD	ARM	WEAPON
4+	3+	4+	3+
HULL	AMMO	HULL	
4+	3+	4+	
FOOT	HULL	FOOT	
3+	4+	3+	

MEKBOY GARGANT DAMAGE TABLES

BOILER DAMAGE TABLE - Roll D6

- 1-4 The boiler is hit and starts to lose pressure. The Mekboy Gargant's move rates are reduced by 50% from now on.
- 5-6 The boiler is destroyed. The Mekboy Gargant can no longer move, and a fire is started.

FOOT DAMAGE TABLE - Roll D6

- 1-3 The foot is damaged but carries on working normally. Add +1 to any future damage rolls against this foot.
- 4-5 The foot is destroyed. If one foot is destroyed the Mekboy Gargant is only allowed to turn in place. If both feet are destroyed the Mekboy Gargant may not move at all.
- 6 The foot is blown apart in a massive explosion that starts a fire. The Gargant may no longer move or turn, even if the other foot is undamaged.

ARM DAMAGE TABLE - Roll D6

- 1-2 The arm is damaged but carries on working. Add +1 to any future damage rolls against this location.
- 3-4 The arm is damaged and starts to flail around out of control. The Mekboy Gargant staggers D6cm in a random direction immediately and at the end of each subsequent movement phase. Anything within 6cm of the Gargant in the combat phase will suffer an automatic hit with a 0 saving throw modifier.
- 5-6 The arm is blown off in a gout of flames and a fire is started.

FORCE FIELD DAMAGE TABLE - Roll D6

- 1-2 The force field generator is damaged but keeps on functioning. Add +1 to any future damage rolls against this location.
- 3-4 The force field generator is destroyed and may not be used for the rest of the game.
- 5-6 The shot hits the force field generator and it detonates with a bright purple flash of energy. Flares of raw power shoot across the Gargant's hull starting D3 fires. After you have worked out how many fires are started, make an immediate roll on the Fire Table. The force field generator is reduced to a pile of junk and may not be used for the rest of the game.

HULL DAMAGE TABLE - Roll D6

- 1-4 The hull is weakened. Add +1 to any future rolls against the hull.
- 5-6 A massive explosion rips a hole in the hull and starts a fire.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon.
- 3-4 The weapon is destroyed and may not be used for the rest of the game.
- 5-6 The weapon is blown off the Gargant starting a fire. The weapon lands 2D6cm away in a random direction - any vehicles or infantry underneath it are destroyed unless they make their basic saving throw.

HEAD DAMAGE TABLE - Roll D6

- 1-2 The armour plates on the head are badly buckled and twisted. Add +1 to any future damage rolls against this location.
- 3-4 The shot ricochets off the head, temporarily stunning the Mekboys. Without supervision the Gretchin and Snotling krew start to run wild, pulling levers and opening valves at random. The Mekboy Gargant must roll a D6 in the orders phase next turn:
 - 1-2 The Gargant has charge orders
 - 3 The Gargant has advance orders
 - 4-5 The Gargant has first fire orders
 - 6 A very nasty accident sends flames shooting through the Gargant, causing it to blow up. This causes an unmodified hit on everything within 2D6cm and destroys the Gargant.
- 5-6 The head is blown clean off the Mekboy Gargant, starting a fire. Roll a D6 on the table above in every orders phase of each turn from now on.

AMMO DAMAGE TABLE - Roll D6

- 1-3 A large explosion starts a fire and sends flames shooting through the Mekboy Gargant's hull. Roll on the Fire Table immediately.
 - 4-6 The ammo detonates spectacularly, starting 1D3 fires. Each adjacent location must roll for damage on the following table:
 - 1-3 No effect
 - 4-6 Roll on the location's damage table
- Apply damage normally to each location that is affected. After you have rolled for all the locations, total up all the fires on the Gargant and make an immediate roll on the Fire Table.



FIRE TABLE - Roll D6

Roll on this table as required by damage results and at the start of the end phase if any fires are burning on a Mekboy Gargant. Add +1 to the roll for each fire burning on the Gargant in excess of one. Fire effects 2-4 last until the next roll is made on the Fire Table.

Adjusted D6 Roll	Effect
1	A few scorched Gretchin manage to bring the fire under control and put it out.
2	The fire is getting out of control. The Mekboy Gargant may not move, but may fire normally.
3	The fire is out of control! Add +1 to the number of fires already burning on the Mekboy Gargant. The Gargant may not move and any weapons fired are on a -1 to hit modifier due to the clouds of smoke.
4	The fire reaches the ammo! Roll on the Ammo Damage Table. The Mekboy Gargant may not move and suffers -1 on firing as in 3 above.
5	Huge internal explosions wreck the Mekboy Gargant, destroying it and leaving a smoking, blackened heap. Any vehicles or troop stands within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.
6+	A massive explosion rips the Gargant apart. Remove the model from the table and replace it with a crater if you have one. Anything within 3D6cm is hit by flying debris and must make an unmodified save to avoid damage.

SLASHER GARGANT

MOVE	CLOSE ASSAULT FACTOR	CLASS
See below	+12	Gargant

MOVEMENT: A Slasher Gargant's move is determined by its orders:

Orders	Effect	Fire
<i>Charge</i>	Must move between 13-18cm towards the nearest enemy formation.	The Slasher Gargant may not fire.
<i>Advance</i>	May move up to 12cm but this does not have to be towards the nearest enemy formation as in Charge.	The Slasher Gargant may fire in the Advance Fire segment.
<i>First Fire</i>	No move or turn.	May fire in the First Fire segment.

POWER FIELDS

The Slasher Gargant is protected by 3+ (1D3) power fields.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Cluster Buster, Deth Kannon, Gork Head, Mork Head, Gutbuster Mega-cannon, Ripper Fist, Slasha Attack Gun, Snapper.

HIT LOCATION TEMPLATES

FRONT

HEAD				
2+				
WEAPON	AMMO	HULL	AMMO	WEAPON
2+	1+	3+	1+	2+
HULL				
3+				
BOILER				
2+				
HULL				
3+				
FOOT	HULL	BELLY GUN	HULL	FOOT
3+	3+	2+	3+	3+

SIDE

HEAD		
2+		
HULL	WEAPON	WEAPON
3+	2+	3+
HULL	BOILER	HULL
3+	3+	3+
HULL	FOOT	BELLY GUN
3+	3+	2+

REAR

HEAD				
2+				
WEAPON	AMMO	HULL	AMMO	WEAPON
2+	3+	3+	3+	2+
HULL				
3+				
BOILER				
3+				
HULL				
3+				
FOOT	HULL	AMMO	HULL	FOOT
3+	3+	3+	3+	3+

SLASHER GARGANT DAMAGE TABLES

BOILER DAMAGE TABLE - Roll D6

- 1-2 The boiler is damaged. Add +1 to any future rolls against the boiler.
- 3-4 The boiler is hit and starts to lose pressure. The Slasher's move rates are reduced by 50% from now on.
- 5-6 The boiler is destroyed. The Slasher Gargant can no longer move, and a fire is started.

FOOT DAMAGE TABLE - Roll D6

- 1-3 The foot is damaged but carries on working normally. Add +1 to any future damage rolls against this foot.
- 4-5 The foot is destroyed. If one foot is destroyed the Slasher Gargant is only allowed to turn in place. If both feet are destroyed the Slasher may not move at all.
- 6 The foot is blown apart in a massive explosion that starts a fire. The Slasher may no longer move or turn, even if the other foot is undamaged.

BELLY GUN DAMAGE TABLE - Roll D6

- 1-2 Some ammunition explodes but the crew quickly douse it down. Add +1 to any future rolls on this location.
- 3-5 The belly gun is destroyed and exploding ammunition starts a fire. The gun may not be used for the remainder of the battle.
- 6 The belly gun's magazine explodes starting 1D3 fires. The belly gun is destroyed and the explosion rips into the boiler, so roll for damage against the boiler as well. After you have made this extra damage roll total up all the fires on the Gargant and make an immediate roll on the Fire Table.

HULL DAMAGE TABLE - Roll D6

- 1-5 The hull is weakened. Add +1 to any future rolls against the hull.
- 6 A massive explosion rips a hole in the hull and starts a fire.



WEAPON DAMAGE TABLE - Roll D6

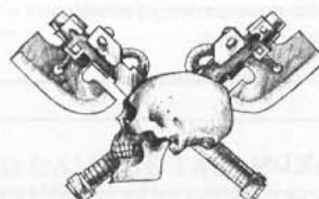
- 1-2 The weapon is damaged but keeps on functioning. Add +1 to any future damage rolls against this weapon.
- 3-4 The weapon is destroyed and may not be used for the rest of the game.
- 5-6 The weapon is blown off the Slasher starting a fire. The weapon lands 2D6cm away in a random direction. Any vehicles or infantry underneath it are destroyed unless they make their basic saving throw.

HEAD DAMAGE TABLE - Roll D6

- 1-2 Several of the bridge crew are injured. Add +1 to any future damage rolls against the head.
- 3-4 The Kaptin is killed. The Slasher Gargant must follow the same orders next turn while the bridge crew 'elect' a new Kaptin.
- 5-6 The head is blown clean off the Slasher, starting a fire. The Slasher Gargant must follow the same orders next turn, and any Orks within 25cm must take a morale check.

After the next turn, roll a D6 before changing the Slasher's orders:

1-3 - May not change orders; 4-6 - May change orders normally.



AMMO DAMAGE TABLE - Roll D6

- 1-3 Some ammunition explodes starting a fire and sending flames shooting through the hull. Roll on the Fire Table immediately.
- 4-6 The ammo detonates spectacularly, starting 1D3 fires. Roll for damage against the weapon as well and apply any damage. After you have rolled for extra damage total up all the fires on the Gargant and make an immediate roll on the Fire Table.

FIRE TABLE - Roll D6

Roll on this table as required by damage results and at the start of the end phase if any fires are burning on a Slasher Gargant. Add +1 to the roll for each fire burning on the Gargant in excess of one. Fire effects 2-5 last until the next roll is made on the Fire Table.

Adjusted
D6 Roll

Effect

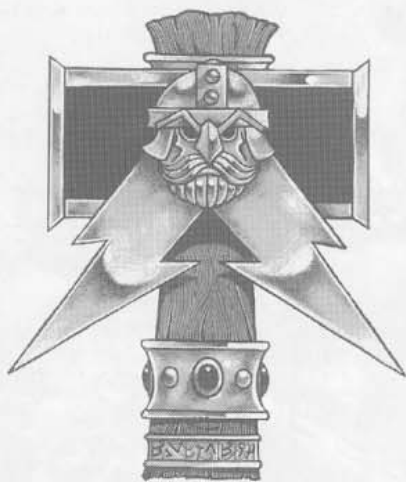
- 1 A few scorched Gretchin manage to bring the fire under control and put it out.
- 2-3 The fire is getting out of control. The Slasher may not move, but may fire normally.
- 4 The fire is out of control! Add +1 to the number of fires already burning on the Slasher. The Gargant may not move or fire its belly gun. Any other weapons fired are on a -1 to hit modifier due to the clouds of smoke.
- 5 The fire reaches the magazines! Roll on the Ammo Damage Table for each intact magazine. The Slasher Gargant can't move or fire its belly gun and suffers -1 on firing as in 4 above.
- 6 Huge internal explosions wreck the Slasher, destroying it and leaving a smoking, blackened heap. Any vehicles or troop stands within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.
- 7+ A massive explosion rips the Slasher apart. Remove the model from the table and replace it with a crater if you have one. Anything within 4D6cm is hit by flying debris and must make an unmodified save to avoid damage.



THE SQUATS

Squats are hard-working and stubborn. They are an honourable people who take great pride in paying their debts and keeping their word. This means that they are reliable allies but very dangerous foes. If a Squat gives his word to do something he would willingly die in the attempt to carry out his promise.

The Stronghold, a huge underground city/fortress, is the basis of Squat civilisation. A planet might have several Strongholds but rarely more than half a dozen. The warriors from a Stronghold are called Brotherhoods, because of their close blood relationship and ties of vengeance-rights. Strongholds sometimes band together into temporary alliances called Leagues.



The leader of a Stronghold is called its Lord. The leaders of a Stronghold's Brotherhoods are called Warlords, and are usually close relations of the Lord. In battle each Warlord is accompanied by a Brotherhood, as well as his own personal bodyguard or Hearthguard.

The Engineers Guild is a powerful part of Squat society. Its knowledge and experience are legendary and its leaders hold many engineering secrets. Some of the human Technomagi of the Adeptus Mechanicus believe that the Squats have already learned the secrets of stable warp fission, by which the energy of warp space is flared off to produce limitless supplies of energy. If this is true then the Guildmasters guard their secret well, considering it too dangerous to use.

The Squats produce many machines, including airships, gyrocopters, and gigantic armoured crawlers. All of these machines reflect the landscape of the Squat Homeworlds, where isolated Strongholds are separated by many miles of hostile territory. Shale deserts and chromium drifts, soaring rocky pinnacles and sheer glass-sided crevasses are typical topography on the Homeworlds. To cross this tortured landscape the Squats have huge Land Trains - multi-tracked monster vehicles towing powered cars of ore, supplies, or living quarters. These powerful vehicles trundle forward on heavy tracks designed to support their great bulk on the uncertain ground surface.

All of these Land Trains are armoured to survive meteor showers and violent electrical storms. Many carry weapons and are used by the Squats as armoured battle stations, mobile versions of their Strongholds, able to survive in isolation in a hostile world. One of the larger machines built by the Squats is the Colossus, a version of which is also made for the Imperium called the Leviathan. These are really big machines, with exceptionally thick armour and crammed with powerful weapons.

Both Land Trains and the Colossus are slow moving, and to scout the way ahead and check for enemy movement the Squats use gyrocopters and airships. These flying machines are the eyes and ears of the sluggish convoys, providing the essential information about enemy troop movements or possible ambushes for the Squat ground forces.

CHOOSING A SQUAT FORCE

Your Squat force represents the warriors and machines of either a single Stronghold or part of a League of Squat Strongholds. To choose your force first agree the total number of points for the battle with your opponent, then use the epic army cards to choose a force of the agreed points value.

You must choose at least one company card. For every company card you have in your force you can choose up to five support cards, which represent extra units temporarily attached to your company cards to reinforce them.

The Squat cards include a number of cards representing machines and troops from the Engineers Guild. These Guild cards can be freely intermixed with the normal Squat cards so you can, for example, buy Guild support cards like bikers or robots for a Squat Warrior Brotherhood.

For each company card in your force you may also choose one special card. Special cards represent unusual individuals (such as the Grand Warlord or Living Ancestors who advise the Warlords) or potent war machines like the Land Train or Colossus which are only deployed with large supporting forces of Squat warriors.

Squat mercenaries are renowned throughout the galaxy for their tenacity and reliability, making them much sought after by Imperial planetary governors. To represent this you can choose an allied force containing Squats and any other races apart from Orks or Chaos. Company cards can be chosen with their own support and special cards as usual but you can't choose, for example, Space Marine support cards for a Squat company card or a Squat special card for an Eldar War Host.

More information on Squats, plus force lists and army cards, can be found in the Space Marine supplement **Ork & Squat Warlords**.

OVERVIEW SQUAT INFANTRY

Solid and stubborn in defence and relentless in attack, Squats make excellent infantry. Individual Squat infantry squads are highly disciplined and fiercely determined; their pride and sense of honour both to their revered Ancestors and fellow warriors makes it impossible for them to be otherwise. Squats are particularly resolute in close combat, refusing to go down without putting up a good fight. To show this Squat infantry fighting in close combat can re-roll any close combat dice which come up with a score of 1. This means they will give most opponents a run for their money as they will normally get a good (or at least reasonable) dice score.

The Squats' hatred of Orks means that when they are in close combat with Orks they can re-roll close combat dice rolls of 1 and 2, reflecting their bitter hatred of the Ork race.

Squats are organised into different units to fulfil specific tactical roles according to their weaponry and status within the Stronghold. There are three types of Squat unit: Warriors, Berserkers and Thunderers.

Warrior units make up the bulk of Squat Brotherhoods, comprising the younger members of the Stronghold's war-brethren. They are formed from standard combat squads armed with lasguns and sidearms, with one Squat in every five-man squad carrying a heavy weapon such as a missile launcher or heavy bolter. A Warrior unit is normally led by the

Warlord of the Stronghold if the entire Brotherhood is present, or a squad of select Hearthguard if the Warrior unit is fighting separately from the rest of the Brotherhood.

Berserker units are made up from attack squads of the most ferocious hand-to-hand fighters in the Stronghold. Attack squads are armed with bolt pistols, power axes or chainswords and a variety of grenades. They are expert tunnel fighters and excel at clearing buildings and fortifications ahead of the Brotherhood's advance. All Squats are doughty fighters in close combat but Squat Berserker units are renowned for their tenacity and courage against the most impossible odds, battling fearlessly against even the mightiest of opponents without thought for their own losses. Because of this heroic determination Berserker units automatically pass any morale checks if they are in close combat.

Thunderer units are the most heavily armed units in a Squat Brotherhood, consisting of heavy squads of hardened veterans carrying heavy weapons. Squat heavy squads are exceptional because every Squat in the unit carries a heavy weapon – either a heavy bolter, a missile launcher or a lascannon. Thunderers supply withering support fire for the Brotherhood on the battlefield, devastating concentrations of enemy troops or tanks and forming strongpoints to hold the battleline. Heavy squads are represented by bases of five Squats armed with heavy weapons.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Combat Squad	10cm	None	0	Lasguns	50cm	1	5+	0	
Attack Squad	10cm	None	+2	Bolt pistols	25cm	1	5+	0	
Heavy Squad	10cm	None	+1	Hvy Bolters	75cm	3	5+	-1	

WARLORD AND HEARTHGUARD

To guard against dishonourable use of Brotherhood troops by unscrupulous Stronghold Lords, a Brotherhood is always led by a trustworthy relative of the Lord, known as the Warlord. A Warlord is trained from infancy to be a leader and act as a source of great inspiration to the Squat warriors he commands, constantly reminding them of their duty to their ancestors.

Because of the inspirational effect of the Warlord any Squat units within 10cm of a Warlord may add +1 to their morale dice. The Warlord is accompanied into battle by a bodyguard of close relatives from the warrior aristocracy of the Stronghold. These potent warriors are equipped with lavishly decorated exo-armour and powerful combi-weapons decorated with traditional patterns in gold and precious stones.

Often extra squads of elite warriors known as Hearthguard will take to the battlefield to lead units of Squats. These loyal retainers of the Warlord are magnificently equipped in carapace armour reminiscent of archaic styles and carry a selection of heavy weapons. Though Hearthguard do not operate as a command unit they are still mighty warriors and lead their units from the front, setting an example of courageous conduct to the other Squats.

Warlord stands can be made from four exo-armoured Squat models and a standard bearer carrying the Stronghold standard. Hearthguard stands are made up from five Hearthguard models, though a standard bearer could be substituted for one of the models if desired.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Warlord	10cm	6+	+6	Bolters	50cm	2	5+	-2	Command unit
Hearthguard	10cm	6+	+6	Bolters	50cm	1	5+	-2	

THE COLOSSUS

Squats build huge vehicles the size of city blocks which operate as mobile mining installations on unexplored worlds. These monstrous crawlers move across the planet's surface until they discover a rich lode of ore, then they halt over the spot and set up a highly efficient automated mining plant before moving on. By using the gigantic body shells of these mobile bases the Squats have developed two super heavy fighting vehicles. The first is the Leviathan, which is used as a giant command centre by the Imperial Guard and as a heavy assault troop transporter by the Squats. The second is the Colossus: a massive mobile fortress bristling with weapons.

The Colossus is an awesome fighting machine, its firepower only overshadowed by the mightiest Titans. Unlike the Leviathan, which devotes a lot of internal space to carrying troops, the Colossus carries no troops but is packed with heavy turrets, fire control centres, magazines and extra void shield generators. Each Colossus also carries a landing pad for a special Iron Eagle recon gyrocopter which ranges ahead of it to spot targets at long range.

The thick armour of the Colossus gives it a saving throw of 1 or more on a D6. The Colossus is equally well armoured all round so the usual modifiers for shooting at it from the sides or rear are ignored. This means that weapons which don't have a saving throw modifier of at least -1 have no chance of harming a Colossus at all.

In addition to its armour the Colossus is also protected by six void shields. These operate in exactly the same way as those on Imperial Titans so each one absorbs a hit before collapsing. Each collapsed shield can be repaired in the end phase on a roll of 5 or 6 on a D6. To supply the massive power demand of the void shield generators a Colossus carries a small plasma reactor. If a Colossus is destroyed the reactor is breached and explodes, causing a hit on everything within 2D6cm.

A Colossus supporting an attack can lumber relentlessly forward while simultaneously pounding the foe with barrages and battlecannons. Because of this a Colossus doesn't need to be given any orders: it always fires in the first fire phase and can move up to 10cm. A Colossus isn't a command unit, however, so it can always be shot at by any enemy units that can see it just like any other target. The recon gyrocopter counts as a command unit for the purposes of orders, movement etc, in all other respects its identical to an Iron Eagle gyrocopter. The recon gyrocopter maintains a constant data-link with the Colossus' fire control centres so when the Colossus fires barrage weapons it can make the attack using the gyrocopter's line of sight if it wishes. This enables the Colossus to fire accurately at targets which it can't see but are visible to the 'copter. Barrages fired indirectly in this way don't scatter and always land on target automatically, just as if

they'd been fired directly. Because the Colossus always fires in the first fire phase it can move and still fire indirect barrages.

The Colossus bristles with awesomely destructive weapons. Its main armament is a massive Doomsday cannon backed up by a heavy Thunderer cannon on its prow. Its armoured flanks mount heavy battlecannon turrets and racks of plasma missiles as well as numerous anti-infantry bolters. The Doomsday cannon fires a barrage with a barrage point value of 3 plus the roll of a D6, giving it a value of 4 to 9 barrage points. The Thunderer cannon fires an extremely powerful but short ranged shot, useful for winking infantry out of cover as the terrific blast of the Thunderer shell means that to hit modifiers for cover are ignored. The battlecannon and bolters are mounted in well-positioned turrets so they can fire all round giving the Colossus potent firepower in all directions. The Doomsday cannon, missiles and the Thunderer have a rather more limited traverse so they can only fire forward.

The Colossus missile racks carry four missiles with plasma warheads. These missiles are fired individually so it's up to the Squat player whether he wants to fire some, all or none of his missiles during a turn. Whenever a missile is fired record it with a counter or a D6 placed close to the model. Once all four missiles have been fired the racks are empty and no further missiles attacks can be made.

Each missile creates a barrage with 6 barrage points. If the Squat player wants to fire more than one missile barrage on the same turn all of the missile barrage templates have to be placed so that each one is touching at least one other missile barrage template.



Place the barrage templates so that each one touches at least one other barrage marker

The massive size and weight of a Colossus means that it can only be pinned in close combat by Titans or super heavy vehicles such as Imperial Shadow Swords. If lighter vehicles or infantry engage a Colossus in close combat they are simply pushed aside when the Colossus next moves. Because the Colossus has a chance to rake attackers with its weapons in the first fire phase fighting one in close combat is a daunting prospect even for Titans and Gargants.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Colossus	10cm max.	1+ all round	+12	Battlecannon	75cm	8	4+	-2	6 Void shields
				Doomsday cannon	200cm	D6+3 Barrage points		-3	Carries recon 'copter
				Thunderer	50cm	1	3+	-3	
				Missiles	100cm	6 Barrage points		-1	
				Bolters	15cm	16	6+	0	

OVERLORD ARMoured AIRSHIP

The Engineers Guild first developed giant airships to 'mine' the dense liquid metals within gas giant planets. These huge dirigibles would cruise through the upper atmosphere of the planet collecting ice crystals to use as ballast before they descended into the denser lower reaches. Even though they were armoured to withstand the great heat and pressure in the lower depths they could only remain long enough to fill their storage tanks with the precious metal before dumping their ballast and ascending again. Realising their military potential, the Engineers Guild started to develop airships that would fly in standard pressure atmospheres. The six prototype 'Overlord' class armoured airships proved a great success, and now almost every Squat Stronghold has a number of them.

With its thick armour and solid internal bracing, the Overlord armoured airship is a formidable sight. The bulk of the hull is made up from several separate gas cells which provide lift. Each cell is self-sealing and all the cells are filled with inert gases to prevent explosions in case of damage. An armoured gondola hangs underneath the hull, equipped with melta-bomb racks and battlecannon turrets. Gravitic thrusters are positioned at the rear of the hull to supply forward power and extra lift. A select crew of Guild Aeronauts operate the guns and tend the engines under the stern eye of a captain, most often the engineer who oversaw the airship's construction.

Because of their unique form of propulsion, Overlords are not given orders like other models. When the Overlord moves it can move up to 20cm in any direction. The Overlord is an extremely stable firing platform so it always fires in the first fire segment of the combat phase. The gun turrets on an

Overlord are placed all around the gondola so they can fire in any direction.

In addition to firing its guns the Overlord can also attack targets by dropping bombs on them. This counts as a barrage with a range of 0, so the barrage template must be placed so that it is touching the Overlord's base. The barrage has a value of 2 plus the roll of a D6, giving it a score of between 3 and 8. Because the Overlord can see where it's dropping its bombs it always counts as firing a direct barrage so there is no chance of the bombs scattering.

When an Overlord is hit most shots will strike the hull and pierce the gas cells. As the cells are self sealing and contain inert gas this causes no real damage to the Overlord itself. However, lucky shots might destroy the armoured gondola or even tear a huge hole in the hull, sending the Overlord tumbling out of the sky! Unless the attackers hit the gondola the saving throw modifier of the attackers has no effect on the damage caused – bolter fire is as likely as to punch a hole through the gas cells if it hits in the wrong place as a Volcano cannon. Roll on the following table for every shot that hits an Overlord.

D6

Roll Effect

- 1-3 *No Effect.* The shot hits one of the gas cells, tearing a small hole which is quickly sealed up.
- 4-5 *Gondola Hit.* The shot hits the gondola which has to make a 1+ armour saving throw modified by the attacker's save modifier. If the save is failed the gondola is wrecked and the Overlord destroyed.
- 6 *Hull Ruptured!* A huge hole is torn in the hull and the Overlord starts to fall majestically out of the sky. The Overlord scatters 3D6cm in a random direction before crashing (2D6cm if it was at low level). Anything caught under a crashing Overlord suffers an automatic hit and must make an unmodified saving throw to survive.

An Overlord can never be pinned in close combat by another unit as it can simply drift over its opponents when it moves. Only skimmers or jet-pack equipped troops can try to fight an Overlord in close combat at low level and only flyers may engage an Overlord in close combat if it is at high level. Fighting an Overlord in close combat is dangerous because it always fires in the first fire segment. This means that the Overlord will get a chance to rake its opponents with gunfire before the combat is fought. If an Overlord loses a close combat don't roll on the table for the effect of the hit – the gondola is automatically destroyed without a saving throw.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Overlord Armoured Airship	20cm max.	See above	+5	Battlecannon	75cm	6	5+	-2	See above. Flyer
				Autocannon	50cm	4	5+	0	
				Melta Bombs	0	D6+2		-2	
				Bolters	15cm	6	6+	0	

SQUAT CYCLOPS

The Cyclops is a monstrous Squat super heavy vehicle which was first developed during one of the rare wars between rival Squat Leagues some 2000 years ago. At that time the League of Thor and the League of Grindel clashed over exploration rights to the legendary lost Stronghold of Dargon. The Grindel League found itself heavily embroiled against the superior numbers of the League of Thor and was quickly pushed back by their greater numbers of Leviathan and Colossus super heavy war machines. In an attempt to turn the tide Warlord Harkrund (known to some as Harkrund the Insane) ordered his engineers to mount an experimental weapon, the Hellfury cannon, originally intended as a starship weapon, onto a Colossus chassis.

The first Cyclops to be completed (Harkrund's Fury) fought in the Battle of Verski's Point, where it quickly annihilated an opposing Colossus and Leviathan before helping to smash the League of Thor's unsupported Warrior Brotherhoods. After two more serious defeats at Heydrick's Forge and the Shelvings, and with ever increasing numbers of Cyclops appearing amongst the Grindel forces, the League of Thor launched fresh campaigns against several Grindel League Strongholds to capture the Cyclops' design.

Within a few months new Cyclops built by the League of Thor were dominating the battlefield and Strongholds of both sides were eventually destroyed by the awesome power of the Hellfury cannon. Finally the Ork invasion of Grunhag the Flayer forced a truce upon the warring Leagues as both sides turned to fight their mutual foe.

The Cyclops uses a heavily modified Colossus hull which is rebuilt around the gigantic Hellfury cannon. This terrifying weapon is equalled in size only by the enormous Goliath mega-cannon and can level buildings and Titans with equal ease. To supplement this there are two large-bore melta-cannon mounted in the hull that fire huge blasts of pure heat at nearby enemy formations while a rapid-firing, turret-mounted battlecannon pours shells into opposing battle tanks. For devastating infantry formations the Cyclops also mounts six Doomstorm missiles whose plasma warheads can wreak havoc on lightly armoured troops.

Squats design with survivability in mind and the Cyclops is no exception. It has a metres-thick skin of the toughest alloys that give it a 1+ saving throw. Its armour is the same thickness all round, so the weapon suffers no additional modifiers for being hit in the sides or rear. This means that weapons without a saving throw modifier of at least -1 cannot harm the Cyclops in any way.

Before its armour is needed the Cyclops has five banks of void shields to intercept incoming fire. These work in the same way as all other void shields carried by Squat vehicles and Imperial Titans. Each void shield will absorb one hit before collapsing. Collapsed shields will be repaired on a roll of 5 or 6 on a D6 in the end phase of a turn. To supply its prodigious energy requirements the Cyclops is powered by a large plasma reactor. If the Cyclops is destroyed the reactor will be breached and explode. If this happens all models within 2D6cm of the Cyclops will be hit automatically and must make an unmodified save or be destroyed.

The Cyclops retains the Colossus' sophisticated fire control centres that allow it to relentlessly crawl towards the enemy with all guns blazing. Because of this there is no need to give a Cyclops orders, it can always move up to a maximum of 10cm per turn. It cannot move any faster than 10cm per turn

anyway, even if you wanted to give it charge orders. In addition, the Cyclops always fires as if it had been given first fire orders. Note that the Cyclops is *not* a command unit and can always be targeted normally.

The Cyclops has the massive Hellfury cannon as its main armament, a weapon capable of destroying almost any target. The Hellfury launches a stream of phased particles that react with one another as they collide. The particles are transformed into a bolt of pure energy that can punch through the thickest armour while the devastating energy flux within the beam smashes void shield and power fields, overloading them in swift succession. The Hellfury cannon is a huge weapon and has a restricted field of fire so it may only fire at models that are directly in front of the Cyclops. Draw a line of sight that follows the barrel of the Hellfury. One model, building or troop stand along this line can be chosen as a target, as long as it is visible to the Cyclops.

The Hellfury cannon has a 100cm range, rolls 1 attack dice and hits on a 2+. Since the Hellfury has a saving throw modifier of -6 only models with a fixed saving throw (such as Imperial Terminators) Titans and buildings stand any chance of survival. Of these, even fully shielded Titans are in deep trouble if they are struck by the Hellfury.

When you fire the Hellfury at a model protected by void or power fields roll to hit normally. On a successful hit the Hellfury will overload the first shield as normal. However, because the Hellfury beam is a continuous stream you can make further rolls to try and overload the target's remaining shields one by one. For the second field there is an 'overload' roll of 3+ on 1D6. A successful roll indicates that the shield has been knocked down. The third shield needs a roll of 4+, the fourth a roll of 5+, and so on. As soon as you fail an 'overload' roll the beam has to be shut down to prevent feedback and has no further effect.

If the Hellfury penetrates all of the target's shields apply the effects of the hit to the target. If the target is a Titan or another model with a location template select the location to be targeted and roll the aiming dice as usual. The location struck suffers a hit with a -6 save modifier, and if the location is penetrated it will automatically suffer a '6' result on the damage table. The Hellfury may be fired at buildings and will destroy them on a successful hit unless they make their saving throw modified by -6.

The Cyclops also has six Doomstorm missiles that have the profile shown on the vehicle statistics. These are one-shot missiles, so you will need to use a dice or counter to show how many missiles the Cyclops has fired. It may fire as many or as few missiles a turn as you wish, but all missiles fired on the same turn must have their barrage templates placed touching the template of another missile. Alternatively, you may fire missiles using a single barrage template in the same way as other artillery batteries.

The turret-mounted battlecannon is rapid-firing and has 2 dice worth of attacks. Its high position and rotating mount allow it to fire all round the Cyclops, not just to the front. The numerous anti-infantry bolters mounted on the Cyclops are also capable of firing all round too, but the melta-cannon and missiles may only fire into the Cyclops' front arc.

The Cyclops is a huge, tower-block-sized vehicle and is difficult to stop once it has started lumbering towards the enemy. It may not be pinned in close combat except by Titans or other super heavy vehicles such as Shadow Swords and Ork

battle fortresses. The Cyclops can simply push past smaller vehicles and infantry when it moves. Its ability to fire all round with a hail of bolters makes infantry attacks improbable

and, as it always fires its battlecannon and melta-cannon in the first fire segment, even well-armoured vehicles will find the Cyclops hard to bring into close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Cyclops	10cm max.	1+ all round	+12	Battlecannon	75cm	2	5+	-2	5 Void shields See above
				Hellfury cannon	100cm	1	2+	-6	
				Melta-cannon	35cm	4	3+	-3	
				Doomstorm missiles	100cm	4 barrage points each		0	
				Bolters	15cm	10	6+	0	

THUNDER-FIRE CANNON

The Thunder-Fire is armed with a battery of three very high-velocity battlecannon. The high-velocity of the Thunder-Fire's attacks is achieved by the use of gravitic accelerators built into the weapons' gun barrels, which carry on accelerating the shells that are fired as they travel along the barrel. By the time the shell explodes from the end of the barrel it is travelling so fast that air friction causes it to start to burn up. The shells burn through the air like meteors, and their unique appearance is what gives the Thunder-Fire cannon its name. The speed at which the Thunder-Fire shells travel mean that if the Thunder-Fire is on first fire orders it is allowed to

snap fire during the movement phase, as described in the Shooting rules in the Titan Legions rulebook.

The terrific recoil generated by the high-velocity battlecannon shells mean that the Thunder-Fire must be firmly fixed in place before it is fired, otherwise it will flip over. Thunder-Fire cannon are moved about by large tractors, and then fixed in place with pylons that are driven into the ground by huge pneumatic hammers. This takes some considerable time and so has to be done before the battle starts. Because the Thunder-Fire is so firmly fixed in place it may not be moved once the battle is underway.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Thunder-Fire	0cm	4+	+0	Main cannon	125cm	1	5+	-3	Snap Fire
				Secondary cannon	75cm	2	5+	-2	

IRON EAGLE ATTACK GYROCOPTER

Iron Eagle attack gyrocopters are armoured flying machines used to mount high speed attacks on enemy forces. By using dense terrain to cover their approach, daring Guild aeronauts can spring upon enemy artillery and HQs in lightning fast raids, swooping through them with their cannon blazing. Using its speed and manoeuvrability an Iron Eagle gyrocopter wing can strike unexpectedly almost anywhere.

The gyrocopter achieves its unprecedented manoeuvrability by combining traditional gravitic thrusters with high-powered turbfans which give it extra power and lift. Two aeronauts act as crew, one flying the machine and firing the main

battlecannon armament while the other navigates and fires the tail-mounted autocannons.

Brotherhood Warlords are always more than happy to have the support of Iron Eagles to offset their slower moving ground forces and take the foe off-guard. Iron Eagles are skimmers so they can fly over impassable or difficult terrain without penalty as long as they don't finish their movement in impassable terrain. Iron Eagles can also make pop-up attacks.

The exceptional manoeuvrability of Iron Eagle attack gyrocopters means that they can fire in any direction, not just their forward 180° arc.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gyrocopter	40cm	4+	+3	Battlecannon	50cm	1	5+	-2	Skimmer
				Autocannon	50cm	2	5+	0	

THE ELDAR

The Eldar way of life is quite unlike that of humans or other races. As Eldar reach maturity they choose a profession or way of life to which they devote themselves completely – perfecting their skills until they become totally accomplished. Having reached the pinnacle of achievement in one sphere they begin another, devoting themselves wholly to a new way of life until they gain complete mastery over it. As Eldar live for several hundred years they may pass through many of these cycles or paths, as they are called.

The Eldar fighting forces are sharply divided into two types of warrior. Most Eldar, regardless of their current path, fight as Guardians. In times of war every Eldar on an Craftworld fights if necessary, so the Guardian contingent can be very large indeed. The other type of Eldar troops are the Aspect Warriors. Aspect Warriors are Eldar currently pursuing the Path of the Warrior – they have devoted their entire lives to the study and perfection of combat. Needless to say they are extremely powerful warriors. There are many different kinds of Aspect Warriors, and each kind is devoted to a single aspect of warfare.

In addition to the Guardians and the Aspect Warriors there are groups of Eldar whose current path gives them skills which can be applied directly to the battlefield. Most



notable of these are the Warlocks – powerful psychics and influential leaders of Eldar society. They use their special powers of prediction to work out the army's strategy, and to influence the probabilities of success on the battlefield.

CHOOSING AN ELDAR FORCE

An Eldar army represents part of the fighting arm of a single Eldar Craftworld. To choose your force first agree the total number of points with your opponent, then use the epic army cards to select your force. The Eldar are an aloof race and will only suffer allies if they are fighting against Orks or Chaos. If they are fighting Orks or Chaos the Eldar will ally with any other race. As with a Space Marine force you must choose at least one company card which in the case of the Eldar are called Hosts. For every Host you have in your force you may choose up to five support cards and one special card in the same way as with Space Marine forces.

As you choose forces from the epic army cards keep a record of the points value. Eldar forces are unusual in that the company type cards do not include command units. Space Marine and Ork armies include command units as part of their company cards, but Eldar command units, Warlocks, must be bought separately. Warlocks are included as special cards, so you can have up to one for every Host if you want.

More information about Eldar, force lists and epic army cards, can be found in the Epic supplement **Renegades**.



Eldar Avatar

GUARDIANS

Guardians carry lasguns and shuriken catapults, special Eldar weapons that fire razor sharp steel discs. A shuriken disc can slice through armour and embed itself in the strongest steel.

Every Craftworld has its own combination of uniform colours as well as its own unique badges and banners. There are many Craftworlds, but the most well known are Alaitoc, Iyanden, Biel-Tan, Ulthwé and Saim-Hann. Each of these gigantic floating ship-worlds is the centre of an empire which includes many colony planets of its own.

An Eldar Guardian Host card has three separate detachments of Guardians. Each detachment consists of six Eldar troop stands plus three Falcon grav-tanks. The Falcons can each carry two troop stands into battle, just like Space Marines' Rhinos. Eldar Hosts differ from Space Marine companies and Ork clans in that they don't include command units. If you want command units for your Eldar you must take appropriate Warlock special cards. Guardians sometimes fight in 'Defender' Hosts without grav-tanks. As these Guardians enter battle on foot they generally fulfil a more defensive role than the Guardian Warhosts.



Alaitoc Craftworld Guardians wear predominantly blue uniforms often with yellow helmets. Their banner shows the black sword.

Iyanden Craftworld Guardians wear basically yellow uniforms with blue helmets. Their symbol shows a shrine.

Saim-Hann Craftworld Guardians wear red uniforms with white helmets. Their symbol shows a cosmic serpent.



Biel-Tan Craftworld Guardians wear white with green helmets. Their symbol shows a heart superimposed over an Eldar rune.

Ulthwé Craftworld Guardians wear black uniforms with yellow helmets. Their symbol shows an eye.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Eldar Guardians	10cm	None	0	Shuriken	50cm	1	5+	0	

FALCON GRAV-TANK

The Falcon is a powerful and remarkably fast armoured tank. Like most Eldar vehicles it uses anti-gravity motors to propel it over the ground surface, skimming over minor irregularities, and sometimes using its motors to rise over the battlefield to see over woods or buildings. It is armed with a powerful laser cannon. The Falcon can also carry troops, so it is the ideal vehicle for the Eldar Guardians. The Falcon can carry the

Guardians into battle and then support them using its heavy weaponry.

A Falcon can carry two stands, and some detachments of Eldar Guardians include three Falcons as transports. Falcons also operate as independent squadrons in Falcon Hosts, moving to offer their support wherever it is needed on the battlefield.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Falcon Grav-tank	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands Skimmer

WARLOCKS

Warlocks are warrior mages who have a deep and subtle understanding of the inner workings of the cosmos. They are masters of runic prediction, and by casting the special Eldar runes they can work out the strands of fate that spell success and failure on the battlefield. This enables the Warlocks to accurately foretell the best course of action for the Eldar troops, giving them a better chance of success. Although Warlocks can sense these strands of fate they can only make the best of all possible futures. They cannot manipulate events wholly in their favour and their efforts do not always succeed. They can also help the Eldar force directly by using their special psychic powers to attack enemy troops.

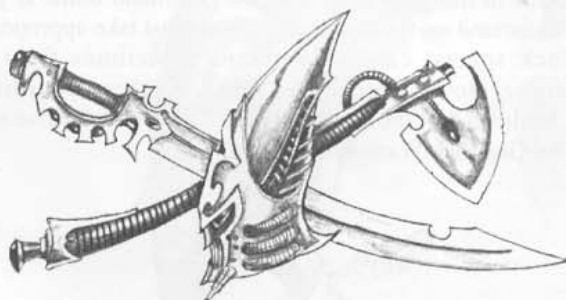
A Warlock stand is made up of five Eldar Warlock models representing a small group of Warlocks. The Warlocks have their own transport in the form of a Falcon grav-tank. The Warlock stand and Falcon form a command unit as described in the rules.

To represent the way in which Warlocks can accurately predict the best course of action for Eldar troops, it is not necessary to place orders for any Eldar formations within 10cm of a Warlock stand until the enemy player has placed and revealed all of his orders. This does not affect remaining Eldar formations. If a formation is not within 10cm of a Warlock stand you must choose and place orders in the orders phase as normal.



The Warlocks' psychic powers enable the stand to make one psychic attack in the psychic phase. This is a separate attack, so the Warlocks can shoot as normal *and* make one psychic attack. These attacks are treated as if they were weapons, so the Warlocks must be able to see the target to use the attack.

ELDRITCH STORM. The Warlocks conjure a storm of psychic energy that sends troops flying and creates an impenetrable area of howling psychic wind. Take a barrage template to represent the area covered by the storm and position it within 50cm of the Warlock stand. All models under the template are struck by the storm and hurled in a random direction to a position at the storm's edge (use the scatter dice to decide which way they are flung). Any models moved in this way can do nothing else for the rest of that turn.



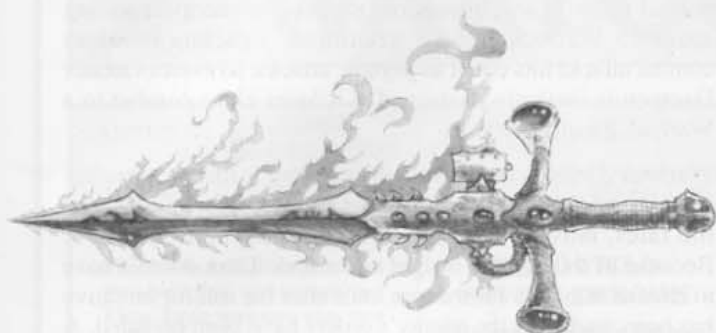
The Eldritch storm persists for the remainder of that game turn and then vanishes. While it is in effect no troops may move, see or shoot through it. Note that this does not stop a normal barrage being directed over the Eldritch storm by a third party who can see the target.

MIND BLAST. The Warlocks project a mind-shredding blast of psychic energy. Choose a target within 25cm and roll a D6. On the roll of a 4, 5 or 6 the target is hit. No saving throw is allowed. A Mind Blast can be directed against a vehicle or Titan and has the same effect as a normal hit. Work out the random effect of a single hit on the Titan's head.

PSYCHIC LOCK. The Warlocks unleash a bolt of psychic energy which fixes on the target and pins it to the ground, holding it completely immobile and preventing it from shooting or fighting. Choose a single target within 75cm and roll a D6. On the roll of a 4, 5 or 6 the target is pinned to the ground, and remains pinned for the rest of the turn. The Warlocks must remain stationary and do nothing else, including using psychic powers, if they wish to maintain the lock after the end of the turn. Whilst pinned the target can do nothing at all. If engaged in hand-to-hand fighting the target is unable to fight back so it doesn't roll any dice in close combat. If the target is a Titan it is allowed to conduct any repairs and regenerate void shields as normal. Pinned troops ignore the normal Formation rule, and do not have to stay within 6cm of their unit. A pinned model can break free of the lock if it can roll a 4, 5 or 6 on a D6 during the end phase.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Warlock	10cm	None	+2	Shuriken pistols	25cm	1	5+	0	Psychic powers Command unit

FIRESTORM



The Firestorm fighting vehicle carries a battery of high powered laser weapons and a sophisticated array of tracking mechanisms which allow it to blast even extremely fast-moving targets to smithereens. The Firestorm is powered by antigravity motors that enable it to skim over the ground and make 'pop-up' attacks as described in the rules for skimmers. In addition, the speed with which the Firestorm can loose off a volley of shots means that if it is on first fire orders it is allowed to snap fire during the movement phase, as described in the Shooting rules in the rulebook. However, it may not snap fire and make a pop-up attack during the same turn.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Firestorm	25cm	3+	+1	Laser Battery	100cm	3	4+	-2	Skimmer Snap Fire

NIGHTWING

The Nightwing is a fast attack craft which is capable of being used both in deep space and in the atmosphere of a planet. In space squadrons of Nightwings are used to defend Eldar Craftworlds against attack. When the Eldar are fighting the enemy on the surface of a planet the same Nightwing squadrons are perfectly capable of providing close support for the Eldar's ground troops. The Nightwing is powered by antigravity motors and high-powered jet engines which make it extremely fast while maintaining a high degree of manoeuvrability. Because of its great speed all firing at the Nightwing suffers a -1 to hit modifier. In close combat against skimmers or flyers the Nightwing doubles its close assault factor from +2 to +4 because it is better in air to air combat. The Nightwing can close assault enemy flyers that are at high level.

ELDAR CRAFTWORLD RUNES

Every Craftworld is represented by an Eldar rune, which is used to denote that Craftworld's spacecraft and warriors, and appears on the uniforms and badges of its troops.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Nightwing	35-100cm	3+	+2	Lascannon	75cm	1	4+	-2	Flyer
				Shurikens	25cm	4	5+	0	
				Missiles	50cm	4 barrage points		0	

ELDAR TITANS



Eldar Titans are very different from those used by the Imperium. Tall and slender, they move with a smooth agility and grace unachievable by human Titans. They benefit not only from the experience of their crews (who are brought up with Titans from birth) but from the collective consciousness of a large spirit stone which contains the souls of numerous dead Eldar. Phantom Titans are built around a wraithbone core which permits the spirits contained within it to flow freely through the whole construct. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes the Phantom such a deadly fighting machine.

WARLOCK TITANS

A Warlock Titan contains the spirits of mighty Eldar Seers and Warlocks within its wraithbone core. As they were powerful psykers in life the combined psychic strength of the dead spirits, focused and amplified by the Titan's wraithbone structure, is phenomenal, far outstripping the powers of the living. This potent psychic ability, combined with the smooth agility of Eldar Titans and their sophisticated weaponry, places the Warlock Titan at the pinnacle of Eldar achievement in the realm of psychic engineering.

A Warlock Titan can carry any of the weapons available to normal Eldar Titans, but the great power of the spirits inhabiting a Warlock Titan is particularly powerful when combined with the much-feared Psychic Lance. A Warlock Titan using a Psychic Lance receives +1 on rolls to hit with the lance. This means they need a 4, 5 or 6 on a D6 to hit target models in the area of effect rather than the 5 or 6 needed by

normal Eldar Titans. Because of the psychic energy crackling around a Warlock Titan's wraithbone structure its close combat attacks hits count as psychic attacks, so even a Greater Daemon is instantly destroyed if it loses close combat to a Warlock Titan.

Warlock Titans have an insight into the future or possible futures and they act in conjunction with the ebb and flow of the fates, moving with them in perfect synchronisation. Because of this unique insight a Warlock Titan doesn't have to choose its orders for the turn until after the roll for initiative has been made and the enemy's orders have been revealed. A Warlock Titan also has special psychic powers. It may employ one of these powers in the psychic phase in addition to shooting and fighting in close combat in the combat phase. The Warlock Titan powers are listed below. In addition, the Warlock Titan has a saving throw of 3 or more on a D6 against any psychic attacks that are made against it. The Warlock Titan's psychic saving throw is never modified under any circumstances.

DOOM

The Warlock Titan twists together the threads of fate to bring about the destruction of its foes. The cursed foe seems to attract fire like a magnet, cannon shells and laser bolts twist off their path to strike at it. The Warlock Titan can place a Doom on a single enemy troop stand or model within 50cm. Doom is treated like a weapon attack, so the Warlock Titan must be able to see the enemy model in order to place a Doom on it. The effect of the Doom is to make the target much easier to hit, so all attacks against that model during the combat phase will hit on a 3+ regardless of what their normal roll to hit is. If the Doomed model is in close combat its close combat dice roll is halved.

WITCH SIGHT

The Warlock Titan looks forward into its own immediate future and foresees potential dangers. The Warlock Titan twists and ducks, enemy firing fractionally missing it and close combat blows swinging into empty space. Enemies firing at the Warlock Titan in the combat phase suffer a -1 to hit modifier in addition to any other modifiers. In close combat enemy troop stands, Titans and vehicles fighting the Warlock Titan roll one less dice than normal. Note that if the Warlock Titan is immobilised for any reason (due to damage to its legs, for example) it is unable to take avoiding action and will gain no benefit from using Witch Sight.

MIND SHOUT

The Warlock Titan unleashes a mighty mental roar, heartening the Eldar and terrifying their foes. All enemy units with models within 25cm of the Warlock Titan must immediately pass a morale check or go on to fall back orders. Due to the terrifying potency of the Mind Shout a D6 roll of 1 for the morale check will fail automatically. Even units with a morale value of 1 or ones which should automatically pass their morale checks (such as Chaps warbands with their patron daemon in sight) may quail before the fearsome Mind Shout. Any Eldar units with models within 25cm can roll immediately to rally from fall back orders, even if they went onto fall back orders this turn.

WARLOCK TITAN

MOVE	CLOSE ASSAULT FACTOR	CLASS								
20cm	+12	Battle Titan								
The Warlock Titan is protected by a holo field and mounts two Eldar Titan weapons plus two wing weapons. Note down the details for the weapons mounted on your Titan model in the spaces below. The Warlock Titan is very fast and agile so unlike other Titans it can move in any direction it wants to.		HOLO FIELD SAVING THROWS <table><tr><th>Orders</th><th>Saving Throw</th></tr><tr><td>First Fire</td><td>4+</td></tr><tr><td>Advance</td><td>3+</td></tr><tr><td>Charge</td><td>2+</td></tr></table> <i>Holo field saving throws are unaffected by the attacker's save modifier. Barrages ignore holo fields.</i>	Orders	Saving Throw	First Fire	4+	Advance	3+	Charge	2+
Orders	Saving Throw									
First Fire	4+									
Advance	3+									
Charge	2+									

A Warlock Titan doesn't have to choose its orders for the turn until after the roll for initiative has been made and the enemy's orders have been revealed. (A Warlock Titan may employ one of its powers in the psychic phase in addition to shooting and fighting in close combat.

DOOM. The Warlock Titan can place a Doom on a single enemy troop stand or model within 50cm. Doom is treated like a weapon attack, so the Warlock Titan must be able to see the enemy model. The effect of the Doom is to make the target much easier to hit. All attacks against that model during the combat phase will hit on a 3+ regardless of what their normal roll to hit is. If the Doomed model is in close combat its score is halved. Models with shields up have a saving throw of 4, 5 or 6 on a D6 against the effects of Doom. Any unit which has a psychic save, such as the Imperial Grey Knights, can try and make it to avoid the effects of a Doom.

WITCH SIGHT. All enemy firing at the Warlock Titan in this combat phase suffer a -1 to hit modifier in addition to any other modifiers. In close combat enemy troop stands, Titans and vehicles fighting the Warlock Titan roll one less dice than normal. Note that if the Warlock Titan is immobilised for any reason (due to damage to its legs, for example) it is unable to take avoiding action and will gain no benefit from using Witch Sight.

MIND SHOUT. All enemy units with models within 25cm of the Warlock Titan must immediately pass a morale check or go on to fall back orders. Due to the terrifying potency of the Mind Shout a D6 roll of 1 for the morale check will fail automatically. Even units with a morale value of 1 or ones which should automatically pass their morale checks (such as Chaos warbands with their patron daemon in sight) may quail before the fearsome Mind Shout. Any Eldar units with models within 25cm can roll immediately to rally from fall back orders.

WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Heat Lance, Pulsar, Tremor Cannon, Distortion Cannon, Psychic Lance, Power Fist, Lascannon Wing, Missile Launcher Wing.

HIT LOCATION TEMPLATES

FRONT

SIDE

REAR

WING		WING
3+		3+
WING WEAPON	HEAD	WING WEAPON
2+	1+	2+
WEAPON	REACTOR	WEAPON
2+	1+	2+

WING		
3+		
WING	WING WEAPON	HEAD
3+	2+	1+
	WEAPON	
	2+	

WING		WING
3+		3+
WING	HEAD	WING
3+	2+	3+
WEAPON	REACTOR	WEAPON
2+	3+	2+

WEAPON	LEG		LEG	WEAPON
2+	2+		2+	2+
	LEG		LEG	
	1+		1+	
	LEG		LEG	
	1+		1+	

	LEG	WEAPON
	2+	2+
	LEG	
	1+	
	LEG	
	1+	

WEAPON	LEG		LEG	WEAPON
2+	2+		2+	2+
	LEG		LEG	
	1+		1+	
	LEG		LEG	
	1+		1+	

WARLOCK TITAN DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line. Damage is repaired by rolling a 4+ in the end phase.
- 3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage by rolling a 4+ in the next end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
- 5-6 The Titan's plasma reactor has been destroyed, and the Titan is vaporised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you have one). Anything within 3D6 cms suffer an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

- 1-2 The Titan's wraithbone circuits have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire). Head damage is repaired by rolling 4+ on a D6 in the end phase.
- 3 The shot punches through to the bridge, severing several wraithbone links. The Titan's CAF is halved for the rest of the game.
- 4 The shot rips through the Titan's head and cracks the spirit stone. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the Titan's head and shatters the spirit stone, triggering massive explosions within the machine. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired. Damage is repaired by rolling 4+ on a D6 in the end phase.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or troop stands underneath the point where it lands are destroyed.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what is affected by the flashback:
 - 1-2 Wing
 - 3-4 Reactor
 - 5-6 Head

Then roll the D6 again and refer to the appropriate damage table

WING DAMAGE TABLE - Roll D6

- 1-3 The wing has been damaged. The Titan's holo fields will not work until they are repaired by rolling 4+ on a D6 in the end phase.
- 4-5 The wing is destroyed and the Titan's holo fields stop working for the rest of the game.
- 6 The wing is blown clean off the Titan and lands 2D6cm in a random direction. Any vehicle or troop stand the wing lands on must make a saving throw or be destroyed. The Titan's holo fields stop working for the rest of the game.

WING WEAPON DAMAGE TABLE Roll D6

- 1-3 Roll on the Wing Damage Table.
- 4-6 Roll on the Weapon Damage Table.

to find out what damage is caused.

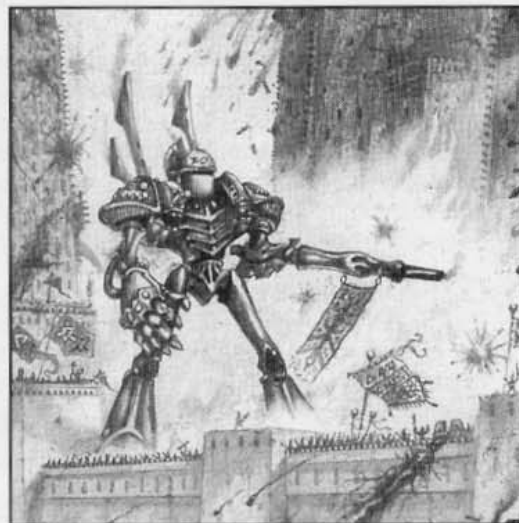
LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.
- 5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game. Holo field saving throws are reduced to a maximum of 4+ for the rest of the game.
- 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

PHANTOM TITAN

MOVE	CLOSE ASSAULT FACTOR	CLASS
20cm	+12	Battle Titan
The Phantom Titan is protected by a holo field and mounts two Eldar Titan weapons plus two wing weapons (see special rules). Note down the details for the weapons mounted on your Titan model in the spaces given below. The Phantom is very fast and agile so unlike other Titans it can move in any direction it wants to.		HOLO FIELD SAVING THROWS Orders Saving Throw First Fire 4+ Advance 3+ Charge 2+ <i>Holo field saving throws are unaffected by the attacker's save modifier. Barrages and other attacks that use a template ignore holo fields.</i>



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES

PERMITTED WEAPONS: Heat Lance, Pulsar, Tremor Cannon, Distortion Cannon, Psychic Lance, Power Fist, Lascannon Wing, Missile Launcher Wing.

HIT LOCATION TEMPLATES

FRONT

WING		WING
3+		3+
WING WEAPON	HEAD	WING WEAPON
2+	1+	2+
WEAPON	REACTOR	WEAPON
2+	1+	2+
WEAPON	LEG	LEG
2+	2+	2+
	LEG	
	1+	
	LEG	
	1+	

SIDE

WING	
3+	
WING	WING WEAPON
3+	2+
	HEAD
	1+
	WEAPON
	2+
	WEAPON
	2+
	LEG
	2+
	LEG
	1+
	LEG
	1+

REAR

WING		WING
3+		3+
WING	HEAD	WING
3+	2+	3+
WEAPON	REACTOR	WEAPON
2+	3+	2+
WEAPON	LEG	LEG
2+	2+	2+
	LEG	
	1+	
	LEG	
	1+	

PHANTOM TITAN DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Titan as normal. If you hit, refer to the location templates overleaf. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Titan's plasma reactor has been breached and shuts down. The Titan grinds to a halt and may not move or fire until the damage is repaired. No other damage may be repaired until the plasma reactor comes back on line. Damage is repaired by rolling 4+ on a D6 in the end phase.
- 3-4 The Titan's plasma reactor has been breached and the crew desperately struggle to keep the damage under control. Attempt to repair the damage by rolling a 4+ in the next end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Titan may move and fire as normal.
- 5-6 The Titan's plasma reactor has been destroyed, and the Titan is vapourised in a spectacular meltdown. The Titan is removed from play (replace it with a model crater if you've got one). Anything within 3D6 cms suffers an automatic hit, and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE - Roll D6

- 1-2 The Titan's wraithbone mind links have been damaged. Until the damage is repaired the Titan's CAF is halved, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire). Head damage is repaired by rolling 4+ on a D6 in the end phase.
- 3 The shot punches through to the bridge, severing several wraithbone links. The Titan's CAF is halved for the rest of the game.
- 4 The shot rips through the Titan's head and cracks the spirit stone. The Titan's CAF is halved for the rest of the game, and it may only move or fire if you first roll a 4+ on 1D6 (roll the D6 just before you move or fire).
- 5-6 The shot rips through the Titan's head and shatters the spirit stone, triggering massive internal explosions within the machine. The Titan crashes to the ground as a result of this spectacular KO! Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired. Damage is repaired by rolling 4+ on a D6 in the end phase.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Titan and scatters 2D6cm in a random direction. Any vehicles or troop stands underneath the point where it lands are destroyed.
- 6 The weapon is blown off the Titan as above, but there is also a flashback to Titan's hull. Roll a D6 to see what is affected by the flashback:

- 1-2 Wing
- 3-4 Reactor
- 5-6 Head

Then roll the D6 again and refer to the appropriate damage table to find out what damage is caused.

WING DAMAGE TABLE - Roll D6

- 1-3 The wing has been damaged. The Titan's holo fields will not work until it is repaired by rolling 4+ on a D6 in the end phase.
- 4-5 The wing is destroyed and the Titan's holo fields stop working for the rest of the game.
- 6 The wing is blown clean off the Titan and lands 2D6cm in a random direction. Anything the wing lands on must make a saving throw or be destroyed. The Titan's holo fields stop working for the rest of the game.

WING WEAPON DAMAGE TABLE Roll D6

- 1-3 Roll on the Wing Damage Table.
- 4-6 Roll on the Weapon Damage Table.

LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Titan to walk with a pronounced limp. The Titan's move rates are halved and it may not enter difficult terrain.
- 3-4 The Titan's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Titan has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.

If the leg snaps the Titan will crash to the ground and is destroyed. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.
- 5 The Titan is completely crippled by the damage to its legs. It may not move or turn for the rest of the game, and its maximum holo-feld saving throw is reduced to 4+.
- 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

CHAOS

The exact nature of the alternate dimension of Chaos or warp space remains a mystery, even to such great savants as the Imperial Tech-Priests of the Adeptus Mechanicus on Mars. The Black Library of the Eldar is said to describe the secrets of its daemoniac energy, but its portals are barred to all but a select few by the servants of the Eldar Great Harlequin. Perhaps the truth is that Chaos is too complex and volatile a thing to be understood by mortal minds. Whatever the true nature of Chaos, it is a peril every bit as real as marauding Orks and ravenous Genestealers to the citizens of the Imperium.

Human spacecraft must travel through the dimension of Chaos to reach other worlds in the Imperium, braving the horrific daemons that live there to do so. In some parts of the galaxy the Chaos dimension leaks through, polluting the universe of matter with its daemoniac energy. When this happens people may be possessed by daemons, sometimes without their knowledge, and when the high and mighty become tainted in this way they soon lead others astray. Such things are unthinkable to the ordinary citizens of the hive worlds and farm worlds of the Imperium – unthinkable because the consequences are too horrible to contemplate. Rumours tell of whole worlds that have been consumed by Chaos. Worlds whose citizens have turned to the Dark Gods of Chaos, who have summoned daemons and raiders from the depths of space, so that their worlds have perished in an orgy of daemoniac destruction. Worlds where the very souls of its people have been dragged into slavery in the shadowy dimension of Chaos.

No world is safe from the corruption of Chaos – its energy can leak into any mind that is weak, creating an opening through which daemons can enter the world. Some people give themselves freely to the cause of Chaos, trading their soul for a lifetime of power and the fleeting chance that their Chaos God will grant them the rare gift of immortality. These renegades from human society are the Chaos Champions whose followers include pirates and bandits, and even daemon minions gifted to the Champions by their dark masters.

Chaos armies consisting of gigantic daemons, mortal followers, and hordes of daemon creatures attack human, Ork and Eldar worlds, destroying whole populations and crushing armies sent against them. These renegades are most active around the region deep in the heart of the Imperium known as the Eye of Terror.

The Eye of Terror is infested with Chaos renegades, pirates and raiders. Worse still it is inhabited by daemons, immortal followers of the Chaos Gods themselves. At the very centre of the Eye of Terror the fabric of space has been ruptured, so that there is a hole between the material universe and the dimension of Chaos. Raw Chaos spews out from this hole, overturning the natural laws of time and space and substituting the uncertain rule of Chaos.

Daemons are true creatures of the Chaos dimension, and cannot maintain their physical form in the material universe for very long. However, they can live in the Eye

of Terror because of the high level of Chaos energy that saturates the place. At the edges of the Eye of Terror mortal Champions of Chaos use planets as bases for their raiding spaceships. Deep inside the Eye of Terror the most powerful daemons have their own hellish worlds, daemonkingdoms totally unlike the planets of the material universe: flat worlds whose seas pour into the void of space, worlds illuminated by pyres of flames instead of suns, worlds of living flesh, and countless others whose physical laws are dictated by the whim of their rulers. Few living men have travelled to these worlds, and it is no surprise to learn that almost none have returned alive or sane.

KHORNE

The most powerful of all the creatures that inhabit the warp are the four Dark Gods of Chaos. Each mighty deity controls countless daemons and mortal Champions whose likeness and character reflect the Chaos God's own appearance and purpose. Khorne is the Chaos god of rage and destruction, a god of battle whose daemons and mortal Champions are amongst the most potent warriors of all. Khorne's great delight is in war and the spilling of blood such that his worshippers charge into battle howling "Blood for the Blood God!".



Khorne sits upon a great throne of brass atop a mountainous pile of bleached skulls. Whenever a Champion of Khorne is slain in battle his skull is added to the pile. Khorne only respects strength and bravery, and considers the helpless or weak worthy of nothing better than a swift death. It is said that fate will spare any warrior who calls upon Khorne's name and pledges his soul to the blood god. It is also said that Khorne's daemons will hunt down and destroy any of his Champions who betray his honour by fleeing from combat or avoiding battle.

CHAOS SPACE MARINES

Ten thousand years ago the newly founded Imperium was torn apart by a devastating rebellion led by the Emperor's mightiest Warmaster Horus. Horus was Primarch of the Space Marine Legion called the Sons of Horus. Like all the Primarchs he was a superhuman leader, genetically engineered to be the ultimate warrior.

Horus led the Imperial forces in the Great Crusade to reconquer the galaxy and create the Imperium. It was during his campaigns that the Warmaster turned to Chaos and began to secretly work against the Emperor. Too many years have passed to be sure of exactly what brought about Horus' defection, but it is clear that he became a Chaos Champion and all the forces under his command followed him in rebellion. The following war became known as the Horus Heresy. Many Space Marine Legions chose to side with Horus and turned to Chaos, and the rebellion spread to the Imperial Guard, the Titan Legions and the Imperial Fleet.

The Horus Heresy very nearly brought about the destruction of the Imperium and all of mankind, but in the final battle the Emperor himself fought and slew Horus, ending the war at one stroke. The defeated Chaos Space Marines fled into the Eye of Terror. Thanks to the massive distortion of time which affects this region some of these Space Marines are still alive today. Although ten thousand years have passed in the outside world, to them it has only been a few years. Even now some spacecraft drop into the Eye of Terror disgorging crews of Chaos Space Marines fleeing from their defeat by the Emperor.

CHOOSING THE CHAOS HORDE

A Chaos horde is not organised into companies and support units like an Imperial, Ork or Eldar army. Instead it consists of a number of Greater Daemons accompanied by their mortal and immortal followers. In the Chaos horde there are few fixed company sized formations. Instead, most troops fight as small units or warbands.

As with other forces for the Space Marine game, the Chaos horde is represented by epic army cards. Because of the way the Chaos horde is organised the cards are completely different from those used for other forces. If you look at the army cards you will see that they are divided into two kinds: Greater Daemon cards and Minion cards. The Greater Daemon cards are large-sized cards which

represent a single powerful daemon. The Minion cards represent the minions of Greater Daemons, their mortal and daemonic followers, daemon machines, Champions of Chaos with their warbands, and so forth.

To choose your Chaos horde begin by deciding a total points value for the force. Now select cards to this value. You must include at least one Greater Daemon card and may include more if you wish. Each Greater Daemon card must be accompanied by at least three Minion cards and may take a maximum of five.

Once you have chosen your Chaos horde place the cards together in rows or piles, with the Greater Daemon cards and all their Minion cards together. It is important to keep track of which Greater Daemon cards have which Minion cards for purposes of working out morale.

MORALE FOR CHAOS

Greater Daemons radiate power and energy which flow into their followers to strengthen their determination, courage, and energy. It is scarce wonder that the forces of Chaos appear unstoppable, driven as they are by the raw power of Chaos itself. This is represented by special morale rules for the Chaos forces.



Any minions that can see their own Greater Daemon will automatically pass any morale checks they are obliged to take. The unit is immune to panic and will not go on to fall back orders for any reason. When a Greater Daemon is destroyed this causes consternation and despair amongst its followers as their source of secret energy ebbs away. They must immediately take a morale check even if they haven't reached their break point yet. Any units that fail go onto fall back orders.

ALLIES

Your Chaos horde does not have to consist entirely of Chaos daemons and minions, it can contain Imperial Guard troops as well if you wish. These troops represent Imperial forces that have been led astray and corrupted by the false promises of the Chaos Gods. The total value of the Imperial Guard troops may not exceed 50% of the total value of the army, and the Imperial Guard contingent must be chosen as a separate force, so Imperial Guard company cards can only be provided with Imperial Guard support cards. You cannot use Imperial Guard support cards as minions for Greater Daemons, for example.

You can find out more about the forces of Chaos in the **Renegades** supplement, which includes background, force lists and army cards for the realm of the Dark Gods.

BLOODTHIRSTER – GREATER DAEMON OF KHORNE

Bloodthirsters are the most revered and exalted of Khorne's daemonic warriors. The Bloodthirster embodies physical power. Its mighty jaws can crush an armoured tank with one bite, and its huge fists can pound a building to rubble. Bloodthirsters carry a monstrous axe which is a living daemon in its own right, and a long whip to lash at its foes. The Bloodthirster's most potent ability is its sheer bloodlust and unquenchable fury. Its bellowing challenge is a warning to all that the Bloodthirster will never rest until it can make good its battlecry "Blood for the Blood God!".



In battle Bloodthirsters are awesome opponents. Normal weapons are almost useless against them as the psychic energy generated by their followers sustains their bodies against physical assault. Their terrifying, supernatural appearance also fills their opponents with dread making it difficult for them to fight effectively. A Greater Daemon's presence inspires its own followers, so that they become completely unconcerned about the dangers of battle. Greater Daemons are also tremendously strong and easily capable of crushing or pounding armoured vehicles and troops.

Such is the Bloodthirster's ferocity that it can fight twice in the close combat segment. If it has wiped out all opponents in base-to-base contact before starting its second set of attacks it may move up to 10cm to engage new opponents. This second attack is resolved as a normal round of close combat and takes place in the same close combat segment.

A Bloodthirster has wings so it may move like a skimmer. This means it can ignore any sort of difficult or impassable terrain by simply flying over it with a few beats of its great leathery wings. If the Bloodthirster wishes, it can move away from combat with troops or vehicles during the movement phase.

The Bloodthirster is treated in the same way as a command unit for the purposes of orders. It does not require orders and always moves as if it had charge orders. A Bloodthirster is a highly visible target however, so any enemy units may shoot at it even if closer targets are available. This is an exception to the normal rule which forbids troops to fire at command units unless they are the closest target.

Bloodthirsters are so horrific for mortals to behold that troopers often freeze in terror or try to flee when a Greater Daemon comes thundering towards them. Because of this certain shooting and close combat penalties apply to troops fighting them. These are embodied by the following two rules.

1. *No First Fire.* Normally troops on first fire orders can shoot at enemy who move into close combat with them during the turn. However, Bloodthirsters are so frightening and unnerving that troops may not shoot at them as they close in for the kill because they are frozen with terror. This rule means that when a Bloodthirster thunders into close combat it will be impossible for the opponent to shoot at it. Note that this rule only applies to mortal creatures including vehicles and machines which have crews. It does not apply to robots, machines that have no living crew, or to other daemons. For example, Eldar Wraithguard and Dreadnoughts have no living crew and are therefore immune. Also, Imperial Inquisitors and the daemon-hunting Grey Knights are specially trained or experienced at fighting daemons, and are therefore not affected by this penalty.
2. *Morale Test.* If a Bloodthirster attacks troops by moving into close combat then the enemy unit must take a morale test. If the enemy fails this test the unit goes onto fall back orders and suffers a -2 penalty on its close assault factor. See the main Titan Legions rulebook for details of the Fall Back rule.



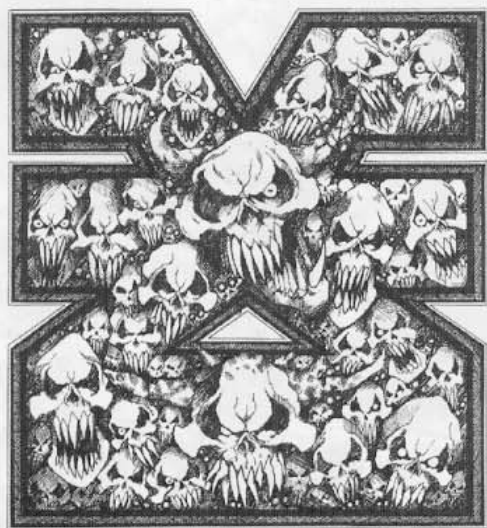
Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bloodthirster	10cm	2+	+12	Axe & whip					Skimmer. Fights twice in the close combat phase.

DAEMON ENGINES OF KHORNE

Across the nightmare battlefields of the 41st millennium, lumbering beasts of iron and brass reap the souls of thousands in the dread name of Khorne, dark god of bloodshed and war. A force of unstoppable destruction and terror, the blood-drenched hordes of Khorne grind the bodies of their foes to leave a desert of shattered skulls in their wake.

Though Khorne despises magic and wizards he does not limit his followers to swords and axes to gather souls – technology and even magical weapons are all tools to increase the tally of the fallen. Greatest of Khorne's weapons are the part magical, part technological Daemon Engines. Daemon Engines vary in size and appearance but all are large and bristle with weapons. They are covered with heavy armour of black steel and marked with brass skull runes of Khorne, and resemble deadly, hulking monsters. Their advance is almost unstoppable as they clank forward on rattling tracks or spiked wheels. Daemon Engines of Khorne are utterly implacable and must always have advance or charge orders and attempt to close the distance towards the enemy.

Daemon Engines are motivated by the will of Khorne and their potency increases if Khorne is pleased with the battle's progress. Your success is dependent on whether you are winning by scoring more victory points. If you have the most victory points during a turn Khorne is pleased by your progress and all your Daemon Engines receive +1 on their to hit rolls, +1 on their saving throws and roll an extra D6 in close combat. If the victory point totals are drawn, or your opponent has more points, Khorne is less well disposed and you receive no extra benefits.



THE BLOOD REAPER

The Blood Reaper is a towering Daemon Engine bristling with weapons. The battery of guns mounted in its central tower blaze with continuous salvos of destruction and the heavier upper cannon blast apart armoured opponents. Anything lucky enough to survive the Blood Reaper's withering salvos is overrun and impaled on its mighty battle scythe or crushed beneath its giant wheels. In battle Blood Reapers often rumble steadily forward over a broad front, leaving a trail of smashed and blasted remnants in their wake.

BRASS SCORPION

Brass Scorpions are fast, fearsomely armed and possessed of a daemonic viciousness and cunning. They clatter forward on brazen wheels to hunt down their prey, racing ahead with their whirling power saws promising a quick death to anything foolish enough to come within reach. A Brass Scorpion is well equipped with short range firepower – a lethal gatling "sting" rears up from its back and more guns jut forward from its daemonic maw, but it's at its most deadly in close assaults. Up close the scything power claws slice through armour and flesh with ease and few can stand before their charge. Normally, woods and buildings are the infantryman's sanctuary from such metal predators but even these offer no succour as the Scorpions slash their way forward to winkle out hiding troops. Because of their power saws Brass Scorpions can move through woods, counting them as difficult ground. They can also close assault buildings in the close combat phase, causing the building to take an unmodified save or collapse into rubble.

DOOM BLASTER

Doom Blasters crawl forward on heavy, clanking treads with the gaping maws of their quad-mounted doom mortars menacing the enemy. The doom mortars lob a thunderous carpet of shrapnel-packed shells amongst the foe, tossing troops and vehicles aside with their close packed barrages until there is nothing left but bleeding remnants to be crushed as they advance.

Because Doom Blasters mount four barrage weapons they can fire two barrage templates per turn, each with 4 barrage points and a -1 saving throw modifier. The two barrages always fall close together so the templates must be placed so that they are touching. Note that because the Doom Blaster is a Daemon Engine of Khorne it can't use first fire orders so it can't fire indirect barrages at all.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Blood Reaper	15cm	2+	+4	Skull cannon	50cm	2	5+	-2	
				Tower guns	50cm	4	5+	-1	
Brass Scorpion	20cm	3+ all round	+7	Scorpion cannon	25cm	6	5+	0	Special rules
				Jaw guns	50cm	3	5+	-1	
Doom Blaster	15cm	2+	+4	Doom mortars	75cm	2 x 4 Barrage points		-1	Special rules
				Bolters	15cm	2	5+	-1	

FOLLOWERS OF KHORNE

CHAMPIONS OF CHAOS

Champions of Chaos are mortals who have sold their souls to Chaos in return for unearthly power. They become powerful individuals under the patronage of their god, quickly attracting a devoted group of followers. Rewards granted by their patrons give them superhuman strength and vitality. This and Chaos-wrought weapons and armour make them powerful opponents.

Because of the auspices of their gods Chaos Champions have a saving throw of 6, regardless of the attacker's saving throw modifier. Champions of Chaos have a saving throw of 4, 5 or 6 against any form of psychic attack, such as an Eldar Warlock's Mind Blast.

A Champion of Chaos stand is represented by mounting a single Champion of Chaos model on a 20mm x 20mm piece of card or a standard plastic epic base. If you like you may add add a few extra models to the base to represent the Champion's immediate entourage, and one of these models can be a standard bearer.

JUGGERNAUTS OF KHORNE

Juggernauts of Khorne are massive steeds of groaning iron and brass. Their heavy, wide-mouthed heads are filled with brazen fangs and their thick, powerful legs drive forward a huge body taller than a man and many tons in weight. Ridden by favoured Champions of Khorne a unit of Juggers is an awesome sight and their thundering charge is almost unstoppable!

To represent their enormous resilience Juggers that have been shot and killed in the first fire segment are still allowed to fight in the close combat segment. If they win the close combat then both they and any defeated enemy are removed as casualties. A Juggernaut stand is represented by mounting two Juggernaut models on a 20mm x 20mm piece of card or a standard plastic epic base.

BEASTMEN

Beastmen make up a large part of the population of the daemon worlds. They are always among the first to flock to a renegade force gathering to raid the Imperium. Cultists can also often easily subvert Beastmen within the Imperium itself to fight on behalf of Chaos.

Beastmen are armed with swords, axes and other hand weapons for the main part and rely on closing with their enemy. A troop stand of Chaos Beastmen comprises five Beastmen models mounted on a standard epic plastic base.

There are three different types of Beastmen in the Imperial Guard and Chaos plastic sets and these can be freely intermixed to produce troop stands of Beastmen with a more irregular and barbaric appearance.

CHAOS SPACE MARINES

The Chaos Space Marine Legions fled into the Eye of Terror after the Horus Heresy. Four Legions of Chaos Space Marines are directly aligned to the Chaos Powers: the World Eaters to Khorne, the Emperor's Children to Slaanesh, the Thousand Sons to Tzeentch and the Death Guards to Nurgle. The names of these Traitor Legions were struck from all Imperial records and they are hated and reviled by loyal Space Marines.

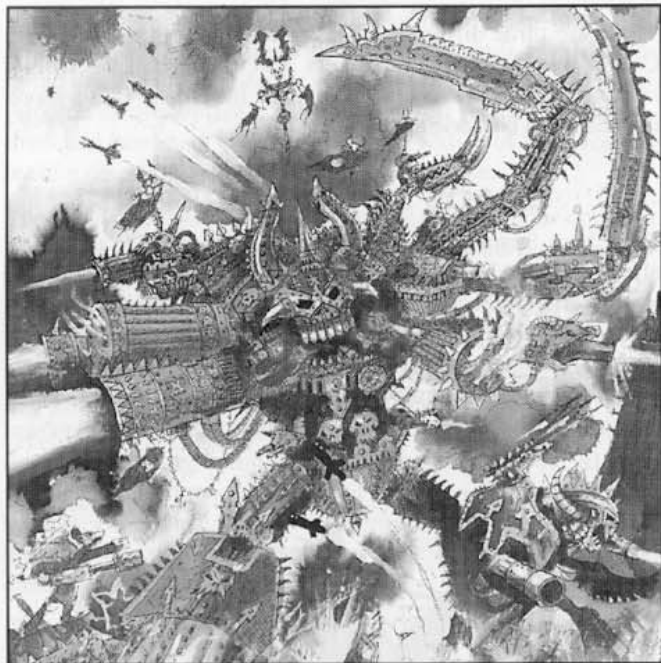


The Chaos Space Marine Legions are some of the Chaos Gods' most favoured warriors. Many Chaos Space Marine commanders became Champions of Chaos and eventually Daemon Princes. Squads of Chaos Marines will often join Chaos hordes to further the aims of their patron, and at other times companies of Chaos Marines will be despatched with their Daemon Primarch to perform specific missions. Companies of Chaos Space Marines are granted special Chaos rewards by their patron gods, making them even more potent.

A troop stand of Chaos Space Marines comprises four Chaos Space Marine models plus a model armed with a missile launcher. Other Space Marine models can also be freely used to make up troop stands of Chaos Space Marines, and these simply represent Space Marines whose appearance has not yet been changed by the corrupting influence of Chaos.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Chaos Champion	10cm	6+	+4	Daemonic weapon	25cm	1	5+	0	Psychic save 4+
Juggernaut	15cm	5+	+5	Bolters	25cm	1	6+	0	Always completes charge
Beastmen	10cm	None	+3	Swords/axes					
Chaos Space Marines	10cm	None	+3	Missile launcher	50cm	1	4+	-1	

BANELORD CHAOS TITAN OF KHORNE



In the dark days of the Horus Heresy great numbers of the Adeptus Mechanicus were lured into the service of Chaos with promises of forgotten knowledge. The Tech-Priests of Mars were pitched into bloody civil war, unleashing forbidden weapons to scour the surface of the red planet. The Titan Legions split into loyalist and traitor factions, with over half of the Titan Legions joining Horus.

Throughout the Heresy innumerable battles were fought between Titans and whole cities shook beneath the heavy tread of these awesome war machines. With the failure of the Heresy the renegade Titan Legions were driven into the Eye of Terror where they still dwell ten thousand years on, waiting to board space hulks and attack the worlds of the Imperium again.

During their long sojourn among the daemon worlds the renegade Titans have warped and mutated, for the mutable power of Chaos is not limited to creatures of living flesh. These gigantic engines of terror are universally feared as they wander the daemon worlds from battle to battle, eternally wreaking the carnage they were built for. No-one quite knows whether they still contain their original crews, their lives unnaturally prolonged by the warping power of Chaos, or something far worse. Chaos Titans are feared and respected by the followers of Chaos as monstrous, brooding effigies of ancient gods of war. The Imperium fears the Chaos Titans as the avenging revenants of an horrific past.

Most Chaos Titans are Warlord class Battle Titans as these were the commonest type at the time of the Heresy. Nearly all of them have been altered in some way. Some have had their heads reshaped into daemonic visages, or mounted with close combat weapons or extra guns; another common change is the addition of long sinuous tails mounting weapons or gigantic blades. The Banelord Titan is aligned to the Chaos Power Khorne, and has taken on the appearance and hues associated with that Power. Flags, kill

banners and pennants fly from the weapons and arms of the Titan, with the symbol of Khorne prominently displayed.

BANELORD MINION CARD

Cards for the Banelord Chaos Titan of Khorne are included as Minion cards, so up to five can be chosen for each Greater Daemon in your force. However, Banelords may only be taken as the minions of a Bloodthirster, the Greater Daemon of Khorne, or a Lord of Battles. They may not be taken as minions of any other type of Greater Daemon.

BANELORD SPECIAL ABILITIES

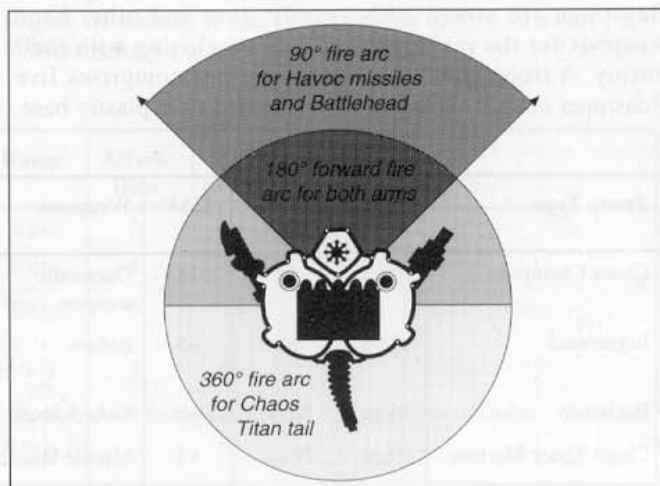
A number of special rules apply to the Banelord which do not apply to other Titans. To reflect the fury of its advance and the Titan's desire to enter into close combat, the Banelord must always be given charge or advance orders, and must always attempt to move towards the enemy.

The Banelord is under the protection of Khorne, and this makes it particularly resistant to psychic attacks. A Banelord always receives a special saving throw of 3, 4, 5 or 6 against psychic attacks, in addition to any other saving throws it may have. Psychic attacks include Eldar Warlock powers, Weirdboy psychic bolts, and Space Marine Librarian powers.

The followers of Khorne are strengthened by the release of psychic energy brought about by bloodshed and death. Their potency increases if the battle is going well for the armies of Chaos. This success is judged by which side has more victory points. If the Chaos army has more victory points during a turn, then all Banelords receive +1 on their to hit rolls, +1 on their saving rolls, and roll an extra D6 in close combat. If the victory points totals are equal or your opponent has more points no extra benefits are received.

BANELORD FIRE ARCS

Because Banelord weapons are mounted rather differently from those on other Titans they have different fire arcs, as shown below. The Havoc Missile rack has a 90° arc of fire forward, the left and right arms have a 180° arc of fire forward, while the tail has a 360° field of fire.



BANELORD CHAOS TITAN

MOVE	CLOSE ASSAULT FACTOR	CLASS
15cm	+14	Battle Titan
The Banelord Chaos Titan has six void shields and the weapons shown below. Record shield loss using the Titan's shield wheel. 		SPECIAL RULES The Banelord must always be given Advance or Charge orders. The Banelord has a saving throw of 3 or more on a D6 against psychic attacks. If the Chaos player is winning, all Banelords receive +1 on their saving throws and to hit rolls and roll an extra D6 in close combat.



WEAPON	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
Bloodletter Battlehead	25cm	2	4+	-1	
Havoc Missiles	75cm	8 Barrage points		-1	6 one-shot missiles
Hellstrike Cannon	50cm	6 Barrage points		-1	Ignore to hit modifiers for cover
Doomfist	25cm	2	4+	-3	Add D6 to close combat score
Khorne Titan Tail	50cm	1	5+	-2	Add +2 to close assault factor

HIT LOCATION TEMPLATES

FRONT

	WEAPON	
	2+	
WEAPON	HEAD	WEAPON
2+	1+	2+
WEAPON	PLASMA REACTOR	WEAPON
2+	2+	2+
LEG		LEG
2+		2+
LEG		LEG
1+		1+

SIDE

WEAPON	WEAPON	
2+	2+	
CARAPACE	WEAPON	HEAD
1+	2+	1+
	WEAPON	WEAPON
	2+	2+
	LEG	
	2+	
	LEG	
	2+	

REAR

	WEAPON	
	2+	
CARAPACE	CARAPACE	CARAPACE
1+	1+	1+
WEAPON	PLASMA REACTOR	WEAPON
2+	3+	2+
LEG		LEG
2+		2+
LEG		LEG
3+		3+

BANELORD TITAN DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit the Banelord as normal. If you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table. If your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

HEAD DAMAGE TABLE - Roll D6

- 1-2 The cannon in the Bloodletter battlehead is destroyed. This damage so enrages the Banelord that it must be placed on charge orders next turn.
- 3-4 The hit temporarily blinds the Banelord. It may not fire this turn or next turn. At the very start of the next movement phase the Banelord runs amok, charging forward 5D6cm in a straight line. Anything in the way has to fight the Banelord immediately but it rolls 2D6 for its effective CAF in each combat. Keep moving and fighting until the Banelord has moved the full move distance rolled. If the Banelord runs into impassable terrain such as a building it will be stopped and suffer an automatic hit to the reactor, roll damage immediately.
- 5-6 The shot rips through the Banelord's head and triggers massive internal explosions within it which destroy it utterly. With an anguished groan the Banelord crashes to the ground. Decide randomly which way the Banelord falls, and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.

WEAPON DAMAGE TABLE - Roll D6

- 1-2 The weapon has been damaged by the attack, and may not be used again until it is repaired by rolling a 5+ in the end phase.
- 3-4 The weapon has been destroyed and may not be used again in this battle.
- 5 The weapon is blown clean off the Banelord and scatters 2D6cm in a random direction. Any vehicles or troop stands underneath the point where it lands are destroyed unless they make their basic saving throw.
- 6 The weapon is blown off the Banelord as above, but there is also a flashback to the Banelord's hull. Roll a D6 to see what was affected by the flashback:
1-3 - Reactor; 4-6 - Head
Then roll the D6 again and refer to the appropriate damage table to find out what damage is caused.

CARAPACE DAMAGE TABLE - Roll D6

- 1-2 The Banelord's void shield generators are damaged and shut down temporarily. Until the void shield generators are repaired (by rolling a 5+ in the end phase) they may not be used.
- 3-4 The Banelord's void shield generators shut down and may not be used any further in the game.
- 5 The Banelord's void shields are in danger of overloading and you must shut them down before they explode! Roll a D6 - on a 5 or 6 the shields are safely shut down. On a 1-4 the shields explode as described below.
- 6 The Banelord's void shields overload and explode causing massive internal damage. The Banelord is destroyed but remains standing. Any vehicles and troop stands within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

REACTOR DAMAGE TABLE - Roll D6

- 1-2 The Banelord's armour is holed and dozens of captive souls escape into the warp, badly weakening the Banelord. The Banelord's CAF is halved for the rest of the game.
- 3-4 The Banelord's plasma reactor has been breached. Attempt to repair the damage by rolling a 5+ in the end phase. If you fail there is a reactor meltdown and the Titan is destroyed (see the next result for the effects of a meltdown). If you succeed the reactor comes back on line and the Banelord may move and fire as normal.
- 5-6 The Banelord's plasma reactor has been destroyed, and the Banelord is vaporised in a spectacular meltdown. The Banelord is removed from play (replace it with a crater template). Anything within 3D6cm suffers an automatic hit, and must make an unmodified save to avoid damage.

LEG DAMAGE TABLE - Roll D6

- 1-2 The leg is damaged, forcing the Banelord to walk with a pronounced limp. The Banelord's move rates are halved and it may not enter difficult terrain.
- 3-4 The Banelord's leg has suffered extensive damage, and it is very likely that it will give way if the Titan attempts to move. Roll a D6 in each ensuing end phase, subtracting 2 from the roll if the Banelord has charge orders, or 1 from the roll if it has advance orders. On a roll of 0 or less the leg snaps.
If the leg snaps the Banelord will crash to the ground and be destroyed. Decide randomly which way the Banelord falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.
- 5 The Banelord is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
- 6 The leg is blown apart and the Banelord collapses to the ground. Decide randomly which way the Banelord falls, and place it on its side lying in that direction. Any vehicles or troop stands fallen on are destroyed.

IMPERIAL DATA SHEET

INFANTRY

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
SPACE MARINES									
Tactical Marines	10cm	None	+2	Bolters	50cm	1	5+	0	Jump packs.
Assault Marines	15cm	None	+3	Pistols/Swords	25cm	1	5+	0	
Devastator Marines	10cm	None	+2	Hvy Weapons	75cm	2	5+	-1	
Marine Scouts	10cm	None	+2	Bolt Pistols	50cm	1	5+	0	
Marine Veterans	10cm	None	+4	Bolters	50cm	1	5+	0	
SPACE MARINE COMMAND UNITS									
HQ Unit	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Imperial troops within 10cm +1 morale. Imp. troops within 10cm +1 CAF. Imperial troops within 10cm save on 5+. Imp. vehicles within 10cm save on 5+.
Chaplain	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	
Medic	10cm	None	+2	Bolt Pistols	25cm	1	5+	0	
Librarian	10cm	None	+4	Bolt Pistols	25cm	1	5+	0	
Tech-Marine	10cm	None	+2	Pistols	25cm	1	5+	0	
GREY KNIGHTS	10cm	Fixed 6+	+6	Various	35cm	2	4+	-1	Psychic save of 4+.
SPACE WOLVES									
Wolf Guard	10cm	None	+4	Bolt Pistols	25cm	2	5+	0	Command unit. Imperial troops within 10cm add +1 to morale. Command unit. Imperial troops within 10cm add +1 to morale. Morale test when charge.
Wolf Guard Terminators	10cm	Fixed 6+	+6	Storm Bolters	25cm	2	4+	-1	
Blood Claws	15cm	None	+3	Bolt Pistols	25cm	1	5+	0	
Grey Hunters	10cm	None	+3	Bolt Weapons	50cm	1	5+	0	
Long Fangs	10cm	None	+3	Hvy. Weapons	50cm	2	5+	-1	
TERMINATORS	10cm	Fixed 6+	+6	Storm Bolters	25cm	2	4+	-1	Imp. troops within 10cm +1 morale.
TERMINATOR HQ	10cm	Fixed 6+	+7	Storm Bolters	25cm	2	4+	-1	
INQUISITOR	10cm	Fixed 4+	+6	Various	35cm	2	4+	-1	Psychic save of 4+. Any Imperial unit within 25cm automatically passes morale test.
IMPERIAL BIKE	30cm	None	+3	Bolters	15cm	1	6+	0	Fires barrage. Fires twice. Fires barrage.
MOLE MORTAR	5cm	None	-3	Mole Mortar	150cm	1 Barrage Point		0	
RAPIER	5cm	None	-3	Las. Destroyer	50cm	1	4+	-1	
TARANTULA	10cm on charge	None	-3	Lascannons	75cm	1	5+	-2	
THUDD GUN	5cm	None	-3	Thudd Gun	75cm	2 Barrage Points		0	
IMPERIAL/TECH GUARD									
Tactical Troops	10cm	None	0	Lasguns	50cm	1	5+	0	Jump Packs.
Assault Troops	15cm	None	+1	Pistols/Swords	25cm	1	5+	0	
Heavy Troops	10cm	None	0	Hvy. Weapons	75cm	2	5+	-1	
Section HQ	As Guard platoon type								Part of platoon unit. Command unit.
Company HQ	10cm	None	+2	Pistols/Swords	25cm	2	5+	0	
COMMISSAR	10cm	None	+4	Pistols/Swords	25cm	2	5+	0	May give orders to any Imperial Guard unit.

IMPERIAL DATA SHEET

BEASTMEN	10cm	None	+3	Swords/clubs	None	None	None	0	
OGRYNS	10cm	6+	+6	Ripper Gun	10cm	1	4+	-1	
ROUGH RIDERS	20cm	None	+3	Hunting Lance	25cm	1	6+	0	
RATLING SNIPERS	10cm	None	-1	Sniper Rifle	50cm	1	5+	0	Special Rules.

VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
BASILISK	15cm	5+	0	Earth Shaker Artillery cannon	150cm	2 Barrage Points		-2	May fire 2 barrages per turn
BOMBARD	10cm	5+	0	Siege Mortar	50-150cm	3 Barrage Points		-3	Fires barrage.
CHIMERA TROOP CARRIER	20cm	3+	+1	Multi-laser	25cm	1	4+	0	
DEATHSTRIKE	15cm	6+	0	None		Special rules			
DREADNOUGHTS	10cm	5+	+2	Auto-cannon	75cm	1	5+	0	
DROP PODS Assault Pod	Special	4+	0	None					Carries 2 stands.
Support	Special	4+	0	Plasma Cannon	75cm	1	5+	-2	
Deathwind	Special	4+	0	Bombs	10cm	Special	4+	0	Special rules.
GORGON	10cm	1+ save twice on front	+4	Bolters Mine Thrower	15cm 15cm	4 1	6+ 4+	0 -3	May carry 5 troop stands.
HELLHOUND FIRE THROWER	15cm	3+	0	Fire thrower	Template		5+	0	Ignore to hit modifiers for cover.
HYDRA AA GUN	15cm	5+	+0	Autocannon	100cm	4	5+	-1	Snap Fire
LAND RAIDER	20cm	2+	+3	Lascannon Bolters	75cm 15cm	2 1	5+ 6+	-2 0	May carry 2 troop stands.
LAND SPEEDER	30cm	None	+3	Multi-melta	25cm	1	3+	-2	Skimmer.
LEMAN RUSS TANK	20cm	3+	+2	Battlecannon Lascannon Bolters	75cm 75cm 15cm	1 1 1	5+ 5+ 6+	-2 -1 0	
MANTICORE	15cm	5+	0	Rockets	200cm	6 Barrage Points		0	Fires barrage. 1 turn to reload.
MOLE	15cm	3+	+3	None					May carry 10 troop stands.
PREDATOR TANK	25cm	3+	0	Autocannon Lascannon	75cm 75cm	1 2	5+ 5+	-1 -1	
RHINO	25cm	4+	0	Bolters	15cm	1	6+	0	Carries 2 troop stands.
SENTINEL	25cm	6+	+2	Autocannon	50cm	1	4+	0	
TERMITE	15cm	4+	+1	None					Carries 2 troop stands.
THUNDERHAWK GUNSHIP	60cm	4+	0	Rockets Battle cannon Bolters	50cm 50cm 15cm	6 Barrage points 1 3	4+ 4+ 6+	-2 -2 0	Flyer
VINDICATOR	20cm	2+	+2	Thunderer	50cm	1	4+	-3	Ignores to hit modifiers for cover.
WHIRLWIND	20cm	4+	0	Multi-launcher	150cm	2 Barrage Points		0	Fires barrage.

IMPERIAL DATA SHEET

SUPER HEAVY VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
BANEBLADE SUPER HEAVY TANK	10cm	1+	+8	Battlecannon Lascannon Bolters	75cm 75cm 15cm	2 2 10	4+ 5+ 6+	-2 -1 0	
CAPITOL IMPERIALIS SUPER HEAVY MOBILE FORTRESS	10cm Max.	1+ all round	+10	Behemoth Cannon Bolters	25cm 15cm	4 Barrage Points 8	 6+	-1 0	May carry 2 Imperial Guard Companies. 6 void shields
HELLBORE	15cm Max	1+	+12	None					May carry 30 troop stands.
LEVIATHAN SUPER HEAVY COMMAND CENTRE	10cm Max	1+ all round	12	Lascannons Battle cannon D'Day cannon Bolters	75cm 75cm 200cm 15cm	6 1 D6 + 3 barrage pts 12	5+ 5+ 6+	-1 -2 -3 0	Command unit. May carry Imperial Guard company. 4 void shields
SHADOW SWORD SUPER HEAVY TANK	10cm	1+	+6	Volcano Cannon Lascannon Bolters	100cm 75cm 15cm	1 2 6	3+ 5+ 6+	-4 -1 0	Volcano cannon adds +3 to damage rolls vs Titans.
STORM BLADE SUPER HEAVY TANK	10cm	1+	+6	Plasma Blastgun Battlecannon Hellion missile Hunter/Killer missiles Bolters	50cm 50cm 50cm 50cm 15cm	2 1 1* 4* 8	3+ 5+ 3+ 3+ 6+	-4 -2 -4 -1 0	One use only One use only
STORM HAMMER SUPER HEAVY TANK	10cm	1+	+10	Cannon Bolters	50cm 15cm	4 14	4+ 6+	-2 0	Side armour as front. Rear armour -1. Fire all round.

KNIGHT DATA SHEET

SUPER HEAVY VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
KNIGHT PALADIN	20cm	3+	+4	Battlecannon Bolters	75cm 15cm	1 1	4+ 6+	-2 0	Lance. Shield
KNIGHT ERRANT	20cm	3+	+3	Thermal cannon Bolters	25cm 15cm	2 1	4+ 6+	-3 0	Lance. Shield
KNIGHT LANCER	25cm	3+	+2	Battlecannon Bolters Power lance	75cm 15cm 15cm	1 1 1	4+ 6+ 3+	-2 0 -3	Lance. Shield
KNIGHT CRUSADER	15cm	2+	+3	Lascannon Quake cannon Bolters	75cm 100cm 15cm	2 1 1	5+ 3+ 6+	-2 -3 0	Shield
KNIGHT CASTELLAN	15cm	2+	+3	Autocannon Quake cannon Bolters	50cm 100cm 15cm	3 1 1	5+ 3+ 6+	-1 -3 0	Shield
BARON	25cm	2+	+4	Battlecannon Bolters Power lance	75cm 15cm 15cm	2 2 1	4+ 6+ 3+	-2 0 -3	Command unit. Lance. Shield

ORKS DATA SHEET

INFANTRY

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
ORK BOYZ									
Bad Moonz	10cm	None	+1	Bolters	50cm	1	5+	-2	
Death Skulls	10cm	None	+1	Bolters	50cm	1	5+	0	
Snakebites	10cm	None	+2	Bolters	50cm	1	5+	0	
Goffs	10cm	None	+3	Bolters	25cm	1	5+	-1	
Blood Axes	10cm	None	+1	Bolters	50cm	1	5+	0	
Evil Sunz	10cm	None	+1	Bolters	50cm	1	5+	0	
NOBZ	10cm	None	+4	Bolters	50cm	2	5+	-2	Command Unit
WARBOSS	10cm	None	+5	Bolter	50cm	2	5+	-2	Command Unit
WARLORD	10cm	None	+7	Bolter	50cm	2	4+	-2	Command Unit
BOARBOYZ	20cm	None	+4	Bolters	15cm	1	6+	0	
BIKEBOYZ	30cm	None	+3	Bolters	15cm	1	6+	0	
NOBZ WARBIKES	30cm	6+	+5	Bolters	25cm	2	5+	-2	Command unit
STORMBOYZ	10cm	None	+1	Bolters	50cm	1	5+	0	
GRETCHIN	10cm	None	-1	Shotguns	15cm	1	4+	0	
MADBOYZ	10cm	None	+1	Bolters	50cm	1	5+	0	Special rules
WILDBOYZ	10cm	None	+3	Axes	None	None	None	0	
ORK FREEBOOTERZ	10cm	None	+1	Bolters	50cm	1	5+	0	
HOP SPLAT GUN	10cm on charge	None	-3	Hop-splat	50cm	1 barrage point		-1	Fires 3 Barrages
MEKBOY									
SHOKK ATTACK GUN	10cm	None	0	Shokk Attack gun	U/L	Special			Special rules

VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
BATTLEWAGON	25cm	4+	+1	Autocannon	50cm	1	5+	0	
BONEBREAKA	20cm	4+	+4	Battlecannon	75cm	1	4+	-2	Deathroller
BONECRUNCHA	20cm	4+	+4	Autocannon	50cm	2	5+	-1	Deathroller
BRAINCRUSHA	15cm	4+	0	Braincrusha Cannon	100cm	1	3+	-3	
BUBBLE CHUKKA SPEEDSTA	25cm +2D6	Special 1-3+	+2	Bubble Chukka	50cm				Special rules
EVIL SUNZ BOWEL BURNA	30cm	5+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifier for cover. Evil Sunz only.
EVIL SUNZ GOBSMASHA	25cm	5+	0	Autocannon	50cm	1	5+	0	Evil Sunz only
EVIL SUNZ	30cm	5+	0	Battlecannon	75cm	1	4+	-2	Evil Sunz only

ORKS DATA SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
SPLEENRIPPA									
GUTRIPPA	20cm	3+	+4	Battlecannon	50cm	1	5+	-2	Goffs only
LIFTA DROPPA SPEEDSTA	20cm +2D6	Special 1-3+	+2	Lifta Droppa	75cm	1	4+	-4	Special rules
LUNGBURSTA	20cm	3+	+1	Battlecannon	50cm	1	5+	-2	Goffs only
MEKBOY DRAGSTER	35cm +2D6	3+	+2	Deflektor shield					Special rules
MEKBOY MAGNA-CANNON	20cm	4+	+0	Magna-cannon	line of fire	1	5+	-	Snap fire
MEKBOY PULSA ROKKIT	5cm	4+	0	Pulsa Rokkit	50cm +1-20D6	Special		shot	One Special rules rules
MEKBOY SPEEDSTA	30cm +2D6	Special 1-3+	+3	Destruktor Rokkits	75cm	2-10 Barrage pts		-2	Special rules
				Kustom Kannon	75cm	2-10 Attack dice		-2	Special rules
MEKBOY TINBOTZ	10cm	4+	+4	Autocannon	25cm	2	4+	0	
ORK DREADNOUGHT	10cm	6+	+3	Autocannon	50cm	2	5+	0	
SCORCHER	30cm	6+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifiers for cover
SNAKEBITE SQUIGGOTH	10cm	3+	+5	Bombards	50cm	2	4+	0	Rampages 2D6cm when dead
				Swivel Guns	25cm	3	5+	0	
SQUIG KATAPULT	15cm	3+	+1	Buzz Squig Swarm	50cm	Special		+1	Swarm may move
				Tower Guns	25cm	2	5+	0	
TRAKTOR KANNON	15cm	None	0	Traktor Kannon	50cm	1	5+	-1	Special rules
WAR BUGGY	30cm	6+	+2	Autocannon	25cm	1	5+	0	
WARTRACK	30cm	6+	+1	Autocannon	50cm	1	5+	0	
WEIRDBOY BATTLE TOWER	25cm	4+	+1	None					Special rules

SUPER HEAVY VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
GIBLET GRINDA BATTLE FORTRESS	15cm	1+	+8	Autocannon	50cm	5	5+	-1	Deathroller Carries 5 stands
SKULLHAMMA BATTLE FORTRESS	15cm	1+ all round	+4	Battlecannon	75cm	2	4+	-2	Carries 5 stands Charges at triple speed
STOMPERS	10cm	1+	+8	Battlecannon Bolters	50cm 15cm	1 4	3+ 6+	-4 0	Stomper Mobs ignore morale checks.

ELDAR DATA SHEET

INFANTRY

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
GUARDIANS	10cm	None	0	Shuriken	50cm	1	5+	0	
ASPECT WARRIORS									
Swooping Hawks	20cm	None	+2	Lasguns	25cm	1	5+	0	
Dire Avengers	10cm	None	+2	Shurikens	50cm	1	5+	0	
Dark Reapers	5cm	6+	+1	Missile Launcher	75cm	2	4+	-1	
Fire Dragons	10cm	Fixed	+2	Thermal Gun	25cm	1	5+	-2	
Howling Banshees	10cm	None	+6	Power Sword	None	-	-	-	Psychic scream
Striking Scorpions	10cm	None	+6	Mandi-blaster	None	-	-	-	Roll 3D6 in close combat
AVATAR	15cm	2+	+10	Spear	15cm	1	2+	-3	
		Fixed							
WARLOCKS	10cm	None	+2	Shuriken Pistols	25cm	1	5+	0	Psychic Powers
EXARCHS	20cm	6+	+8	Ancient Artefacts	75cm	2	3+	-1	Command unit
		Fixed							
HARLEQUIN	15cm	None	+6	Shuriken Pistol	25cm	1	5+	0	Re-roll close combat defeat
SCOUTS	10cm	None	+3	Lasgun	50cm	1	4+	0	Cannot be targeted at ranges of over 25cm.
ELDAR JET BIKE	35cm	None	+3	Shuriken Cannon	15cm	1	5+	-1	Skimmer
ANTI-GRAV									
LASCANNON	10cm	None	-3	Lascannon	75cm	1	4+	-2	
VIBRO-CANNON	10cm	None	-3	Vibro-cannon	75cm	Special Rules		-	Target hit on 5+. Intervening models on 6+.
WRAITHGUARD	10cm	6+	+4	Wraith cannon	50cm	1	5+	-1	Takes orders from nearest Eldar.
		Fixed							

VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
DOOMWEAVER	25cm	3+	+1	Wire thread	Special	Special	Special	Special	
DEATHSTALKER									Special rules
PRISM CANNON	25cm	3+	+1	Prism Cannon	75cm	1	3+	-2	Skimmer
DREADNOUGHT	10cm	5+	+2	Lascannon	75cm	1	5+	-2	Takes orders from nearest Eldar
FALCON GRAV-TANK	25cm	3+	+1	Lascannon	75cm	1	4+	-2	Carries 2 stands. Skimmer
FIRESTORM	25cm	3+	+1	Laser battery	100cm	3	4+	-2	Skimmer
NIGHTWING	35-100cm	3+	+2	Lascannon	75cm	1	4+	-2	Snap fire
				Shurikens	25cm	4	5+	0	Flyer
				Missiles	50cm	4 barrage points		0	
VYPER JET BIKE	35cm	None	+3	Shuriken Cannon	25cm	2	5+	-1	Skimmer
WARP HUNTER	25cm	3+	+1	Warp Cannon	75cm	See special rules			Skimmer
									Scatters twice
WAR WALKER	25cm	None	+1	Lascannon	75cm	1	5+	-2	
				Scatter Laser	25cm	3	5+	0	
WAVE SERPENT	25cm	3+	+1	Warp Wave	2D6x10	-	4+	-	Carries 2 stands

SUPER HEAVY VEHICLES

TEMPEST	25cm	1+	+4	Tempest Laser	100cm	2	4+	-3	Skimmer
				Shuriken	15cm	2	6+	0	
				Shuriken Cannon	15cm	1	5+	-1	

SQUATS DATA SHEET

INFANTRY

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
ATTACK SQUAD	10cm	None	+2	Bolt Pistols	25cm	1	5+	0	
COMBAT SQUAD	10cm	None	0	Lasguns	50cm	1	5+	0	
HEAVY SQUAD	10cm	None	+1	Hvy Bolters	75cm	3	5+	-1	
WARLORD	10cm	6+ Fixed	+6	Bolters	50cm	2	5+	-2	Command unit
GUILDMASTERS	30cm	6+ Fixed	+5	Lascannon	50cm	1	5+	-1	
HEARTHGUARD	10cm	6+ Fixed	+6	Bolters	50cm	1	5+	-2	
LIVING ANCESTOR	10cm	6+ Fixed	0	Laspistols	25cm	1	5+	0	Command unit
RAPIER	5cm	None	-3	Laser Destroyer	50cm	1	4+	-1	
TARANTULA	10cm on charge	None	-3	Lascannons	75cm	1	5+	-2	Fires twice
THUDD GUN	5cm	None	-3	Thudd Gun	75cm	2 BP		0	Fires barrage
MOLE MORTAR	5cm	None	-3	Mole Mortar	150cm	1 BP		0	Fires Barrage
ROBOTS	10cm	5+	+2	Autocannon	75cm	1	5+	0	Special rules
GUILD BIKERS	30cm	None	+4	Bolters	15cm	1	6+	0	
GUILD TRIKE	30cm	None	+4	Multi-melta	25cm	1	3+	-2	

SUPER HEAVY TANKS

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
COLOSSUS	10cm max.	1+ all round	+12	Battlecannon	75cm	8	4+	-2	6 void shields
				Doomsday Cannon	200cm	D6+3 BP		-3	Carries Iron Eagle gyrocopter
				Thunderer	50cm	1	3+	-3	
				Missiles	100cm	6 BP each		-1	
				Bolters	15cm	16	6+	0	
CYCLOPS	10cm max.	1+ all round	+12	Battlecannon	75cm	2	5+	-2	5 Void shields
				Hellfury cannon	100cm	1	2+	-6	Battlecannon fires all round.
				Melta-cannon	35cm	4	3+	-3	
				Doomstorm missiles	100cm	4 BP each			Special rules
				Bolters	15cm	10	6+	0	
LEVIATHAN	10cm max.	1+ all round	+12	Lascannons	75cm	6	5+	-1	May carry 30 stands
				Battlecannon	75cm	1	5+	-2	
				Bolters	15cm	12	6+	0	
				Doomsday C'n	200cm	D6+3 BP		-3	4 void shields
GOLIATH MEGA-CANNON	10cm on charge	5+	0	Super-heavy Howitzer	50-250cm	D6+4 BP		-3	Ignores to hit modifiers for cover
OVERLORD ARMoured AIRSHIP	20cm max.	See above	+5	Battlecannon	75cm	6	5+	-2	
				Autocannon	50cm	4	5+	0	
				Melta Bombs	0	D6+2 barrage pts		-2	
				Bolters	15cm	6	6+	0	
LAND TRAIN ENGINE	10cm	1+ all round	+6	Battlecannon	75cm	4	4+	-2	2 void shields
				Doomsday cannon	200cm	D6+3 barrage pts		-3	
				Bolters	15cm	8	6+	0	

SQUATS DATA SHEET

VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
RHINO	25cm	4+	0	Bolters	15cm	1	6+	0	Carries 2 stands.
IRON EAGLE	40cm	4+	+3	Battlecannon	50cm	1	5+	-2	Skimmer
GYROCOPTER				Autocannon	50cm	2	5+	0	
MOLE	15cm	3+	+3	None					Carries 10 stands
TERMITE	15cm	4+	+1	None					Carries 2 stands
LAND TRAIN BATTLECARS									
MORTAR BATTLECAR	5cm	2+ all round	+3	Siege Mortar	50–150cm	6 barrage pts		-3	Adds +1 void shield
				Bolters	15cm	2	6+	0	
DRAGON BATTLECAR	5cm	2+ all round	+3	Firethrower	Special	Special	4+	0	Adds +1 void shield
				Bolters	15cm	2	6+	0	
BERSERKER BATTLECAR	5cm	2+ all round	+3	Autocannon	50cm	2	5+	-1	Adds +1 void shield
				Bolters	15cm	2	6+	0	Carries 5 stands
BOMB BATTLECAR	5cm	2+ all round	+3	Rad bomb	Special	Special		-1	Adds +1 void shield
				Bolters	15cm	2	6+	0	

CHAOS DATA SHEET

INFANTRY

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
GREATER DAEMONS									
KEEPER OF SECRETS	10cm	2+	+10	Aura of Slaanesh	25cm	See above	4+	No saving throw	
GREAT UNCLEAN ONE	5cm	1+	+7	Stream of Corruption			3+	No saving throw	Special rules
LORD OF CHANGE	15cm	2+	+8	Bolt of Change	35cm	1	3+	-1	Skimmer
BLOODTHIRSTER	10cm	2+	+12	Axe & Whip					Skimmer Fights twice in close combat
PRIMARCHS									
ANGRON	10cm	2+	+12	Fearsome Roar			—	—	Special rules
FULGRIM	10cm	2+	+10	Soporific Musk					Special rules
MAGNUS THE RED	10cm	2+	+10	Beam of Power	100cm	1	2+	-6	
MORTARION	10cm	2+	+10	Plague Wind			—	—	Special rules
DAEMONS									
PINK HORRORS	10cm	4+	+4	None		—	—	—	Duplicates
BLUE HORRORS	10cm	None	+1	None		—	—	—	
FLAMERS	15cm	None	+1	Flame	25cm	1	5+	0	Ignores terrain/cover
PLAGUEBEARERS	10cm	4+	+4	None	—	—	—	—	Cloud of flies
BEASTS OF NURGLE	10cm	3+	+5	None	—	—	—	—	Cloud of flies
BLOODLETTERS	10cm	4+	+5	None					Regenerates

CHAOS DATA SHEET

FLESHHOUDS	20cm	None	+2	None					Immune to psychic attack
FIENDS	15cm	None	+1	None					Soporific musk
DAEMONETTES	10cm	4+	+4	None					Euphoric ecstasy
CHAOS ANDROIDS	10cm	None	+4	Lasgun	50cm	1	5+	0	Roll off to place orders.
CHAOS SQUATS	10cm	None	+2	Heavy Bolters	50cm	2	5+	0	
JUGGERS	15cm	5+	+5	Bolters	25cm	1	6+	0	Always completes charge
TROLLS	10cm	6+ Fixed	+5	None					Regenerate
MINOTAURS	10cm	6+ Fixed	+5	None					
SLAANESH BEAST RIDERS	20cm	None	+3	Bolters	25cm	1	6+	0	
CHAOS CHAMPION	10cm	6+ Fixed	+4	Daemon weapon	25cm	1	5+	0	Psychic save 4+
DISC RIDERS	25cm	None	+2	Lascannon	50cm	1	5+	-1	Skimmer
CHAOS BEASTMEN	10cm	None	+3	Swords/Axes					
CHAOS DREADNOUGHT	10cm	5+	+1	Various	50cm	2	5+	0	
CHAOS CULTISTS	10cm	None	0	Lasguns	50cm	1	5+	0	
CHAOS SPACE MARINES	10cm	None	+3	Missile Launcher	50cm	1	4+	-1	

VEHICLES

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGET'S SAVE MODIFIER	NOTES
BLOOD REAPER	15cm	2+	+4	Skull cannon Tower guns	50cm 50cm	2 4	5+ 5+	-2 -1	
BRASS SCORPION	20cm	3+ all round	+7	Scorpion cannon Jaw guns	25cm 50cm	6 3	5+ 5+	0 -1	Special rules
CANNON OF KHORNE	10cm	3+	+1	Warp cannon	Special	2-10 BPs		-4	Barrage
CAULDRON OF BLOOD	15cm	2+ all round	+5	Blood cannon	Lava Template		4+	-1	+1 bonus if winning
DEATH DEALER	15cm	2+ all round	+7	Gatling cannon Tower gun Bolters	25cm 50cm 15cm	6 1 4	5+ 5+ 6+	0 -2 0	+1 bonus if winning. Carries 5 stands
DOOM BLASTER	15cm	2+	+4	Doom Mortars Bolters	75cm 15cm	6 2	5+ 5+	0 -1	Special rules
DOOM WING	20-75cm	4+	+3	Flame cannon	Template		4+	-1	Special rules
SILVER TOWERS OF TZEENTCH	20cm max.	2+ all round	+3	Cannon Beam of Power	50cm 75cm	4 1	5+ 3+	-1 -2	Special rules
TOWER OF SKULLS	15cm	2+ all round	+5	Cannon Bolters	50cm 15cm	5 6	5+ 6+	-1 0	+1 bonus if winning

SUPER HEAVY VEHICLES

FIRELORD	20-60cm	2+ all round	+3	Lascannon Flame cannon Firestorm bombs	50cm Template Template	4 4+ 3+	5+ 4+ 3+	-1 -1 -3	Special rules
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Space Marine is Games Workshop's game of Epic battles. The fate of the galaxy hangs in the balance as gigantic armies of warriors, tanks and other war machines clash in apocalyptic conflict. The mighty Space Marine warriors, defenders of the human Imperium, struggle to hold off relentless attacks from rampaging Orks and the technologically superior Eldar. As the commander of a whole army, each player relies on tactical skill to defeat his opponent. Ultimate victory belongs to the best general and the finest of the galaxy's bravest warriors.



The Space Marine boxed game provides you with everything you need to fight huge Epic battles on the tabletop. The box contains plastic models and army cards for three different forces: Space Marines, Eldar and Orks. There is also a huge Imperial Warlord Titan – an awesome warrior machine of the Titan Legions. These models enable you to represent whole squadrons of tanks, companies of infantry and batteries of artillery, all ready to pound your enemy into submission.

The Space Marine game contains everything you need to get started in the Epic hobby. Citadel Miniatures produce a vast range of Epic scale miniatures to collect, paint and add to your existing armies. Rules for new models appear regularly in White Dwarf magazine together with battle reports, painting articles and advice on how to create new scenery and buildings for your games.



Warlord Titan of the Iron Skulls Titan Legion

The Space Marine box includes:

1 rulebook containing the Epic games system rules, history and background for the Warhammer 40,000 universe; 546 plastic Epic scale Citadel Miniatures (12 Land Raiders, 24 Rhinos, 240 Space Marine warriors, 12 Eldar Grav-tanks, 120 Eldar Guardians, 18 Ork Battlewagons & 120 Orks); 1 plastic Warlord Battle Titan; 10 card buildings; 57 Epic army cards for Imperial, Ork and Eldar forces; over 100 counters; 4 barrage markers and 1 vortex template; dice, and reference sheets.



Armies of the Imperium describes the Space Marine and Imperial Guard armies that comprise the Imperium's fighting forces. This boxed set contains additional Epic game rules for a host of fighting machines, troop types, and special characters such as Inquisitors, Librarians and Commissars. Rules for Space Marines cover the Ultramarines, Space Wolves, Dark Angels and Blood Angels Chapters in depth, while rules for Imperial Guard introduce the super-heavy tank formations, the awesome Capitol Imperialis, the Leviathan super-heavy command centre, and such unique troops as Ogryn, Ratling Snipers, and Beastmen.

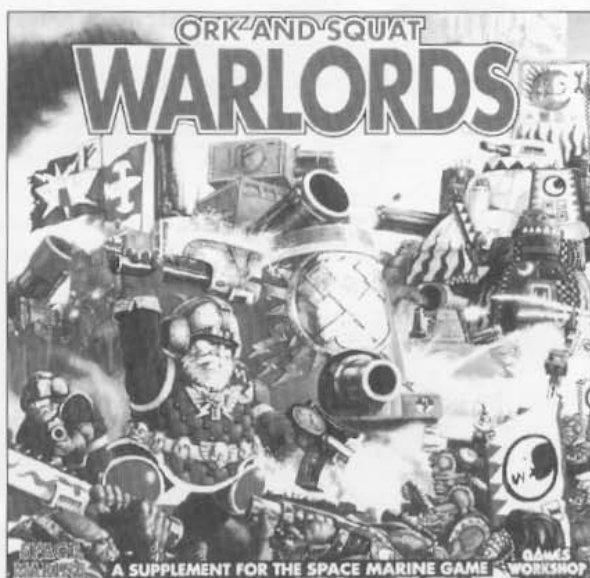
The Armies of the Imperium rulebook also includes a full colour section illustrating Imperial colour and camouflage schemes, unit markings and banner designs. Also included in the box are Epic army cards for all the new troops and formations described in the rulebook, allowing you to create many new formations for your Epic battles.

Renegades describes the Chaos and Eldar forces of the 41st Millennium, and contains rules for using these armies in your games of Epic battles.

The Eldar section covers the mighty fighting machines, troops and special characters of the Eldar Craftworlds, such as the indestructible Eldar Avatar, Exarch Warrior-priests, Aspect Warriors and psychic Warlocks.



The Chaos section contains rules for the forces of Chaos and covers the four major Chaos powers – Khorne, Slaanesh, Nurgle and Tzeentch – and their attendant daemons and minions. Also included are the Chaos Space Marines of the Chaos Legions. Renegades contains rules for the vast Khorne war machines, Chaos Dreadnoughts and Chaos androids, plus Epic army cards for all the new Chaos and Eldar troops and formations described in the rulebook.



Warlords describes Ork and Squat forces of the 41st Millennium and contains background, rules and army cards for using these armies in your games of Epic battles.

The Ork section contains expanded details of the Ork clans, new weapons and vehicles, the mighty Ork Gargants, and the unpredictable but deadly machines of the Ork Mekboyz.

The Squat rules cover troops and special characters of the fiercely independent Squat home worlds such as Warlords, Living Ancestors, Warrior Brotherhoods and Guild Aeronauts, plus the Squat Land Train and gigantic Colossus.

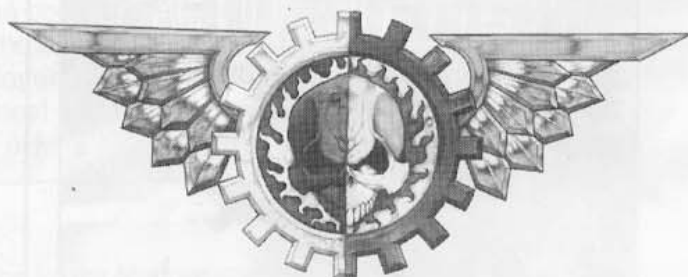
The rulebook contains a full colour section illustrating Ork and Squat colour schemes, glyphs, banner designs and photographs of painted miniatures. The Warlords boxed set also includes new card templates, Gargant datacards, Mekboy kustom repair cards and over a hundred Epic army cards for the vehicles and troops described in the rulebook.

TITAN LEGIONS TACTICS

Taking command of an Emperor Titan or Mega-Gargant for the first time is not an easy task – there are so many options that deciding exactly what to do can appear quite intimidating. To help you out in your first couple of games we have asked experienced Princeps Gavin Thorpe to provide some hints and tips about how to use Emperor Titans and Mega-Gargants.

Imperator Emperor class Titan

When using an Imperator Titan, allocating power at the start of the turn is the single most important thing to get right. You should always put at least one plasma counter in your void shield generators. If you fail to do this the Imperator will have no void shields at all and will be extremely vulnerable to enemy fire. If you expect to take a lot of incoming fire during the turn you should overcharge the void shield generators, increasing your chances of repairing them in the end phase.



Next on the list is the fire control box. With no plasma counter here you will be unable to fire your weapons, meaning that your enemies can take free pot shots at you without risking themselves. If it is important that you get to fire at the earliest opportunity then you should overcharge the fire control centre, allowing you to fire in the first fire segment of the combat phase.

Only after you have charged the previously mentioned areas to their required capacity should you think about the engines and primary weapons. When placing your plasma counters, take a look at where your opponents are in relation to your Titan, so you can decide what you will be targeting in the combat phase. If you intend to shoot at models quite a distance to one side of the Imperator, only place one plasma counter in the engines, which will allow you to turn 90° towards your enemy. In this situation, you should also power up the primary weapon nearest the target, as when you turn it is this weapon which is most likely to have the enemy within its fire arc.

In a straight one-on-one fight, there is no serious competition between a Mega-Gargant and an Imperator Titan. This is why you should always endeavour to take on your opponents while they are divided and on their own. If you can force a Mega-Gargant to face you on its own you really only need average dice rolls to cripple the Mega-Gargant with a single devastating volley from all of your weapon systems. Once you have done this you can then

turn your attention to the other Mega-Gargant and repeat the procedure. If you have time, you can spend two turns on a single Mega-Gargant and really finish it off.

When firing at a Mega-Gargant you must ensure that you save your most devastating armaments for when you have knocked down all its power fields. If you are close enough, always fire your secondary weapons first. Their large number of attack dice is useful for depleting power fields, while a secondary weapon's -1 saving throw modifier can be a threat to a Mega-Gargant's hull, arm and weapon locations if a shot bypasses the power fields.

The main battery and Hellstorm cannon should be used next, and you should remember that it is possible to get two or three barrages from the Hellstorm cannon over a single large target like a Mega-Gargant. Next on the list is the Plasma Annihilator. It too can potentially have a large number of attack dice, and its saving throw modifier while overcharged does not even allow the Mega-Gargant a save at all.

You should fire the defence laser last, as it too can punch through the armour on almost any location, and should be used on ammo and weapon locations where its +3 to the damage roll will cause the most problems for the Mega-Gargant.

Mega-Gargants

The Imperator Titan may look invulnerable at first glance, but this is far from the case. It has a number of significant weak points which can be exploited by a cunning Kaptin. The first thing to do when facing an Imperator Titan with two Mega-Gargants is to keep it within range and fire arc of both of them, allowing you to catch it in a lethal crossfire, and force the Titan to split its fire between its two opponents.

You must start pounding away at those void shields at the first opportunity. As the saying goes "soonest started, soonest finished", meaning that the earlier you start knocking them down, the earlier they will be completely gone, letting you fire directly at the Titan itself.

Once you're through the void shields, make it a priority to cause some damage to the Imperator Titan's sensorium dome, as damage to this location reduces the Imperator's to hit rolls, drastically reducing its ability to blow you to pieces. After this try for the reactor, legs, or bastions if you want to go for a kill, or the primary weapons, primary couplings and gyros if you further want to reduce the Titan's offensive capabilities.

When firing the Skullcrusha at an Imperator with void shields, pick Bangerz ammo, as they are barrages and their to hit roll is unaffected by your movement, while their lower saving throw does not come into effect.

Well, I've rapidly run out of room, so all I can say now is "Do it to them, before they do it to you!"



