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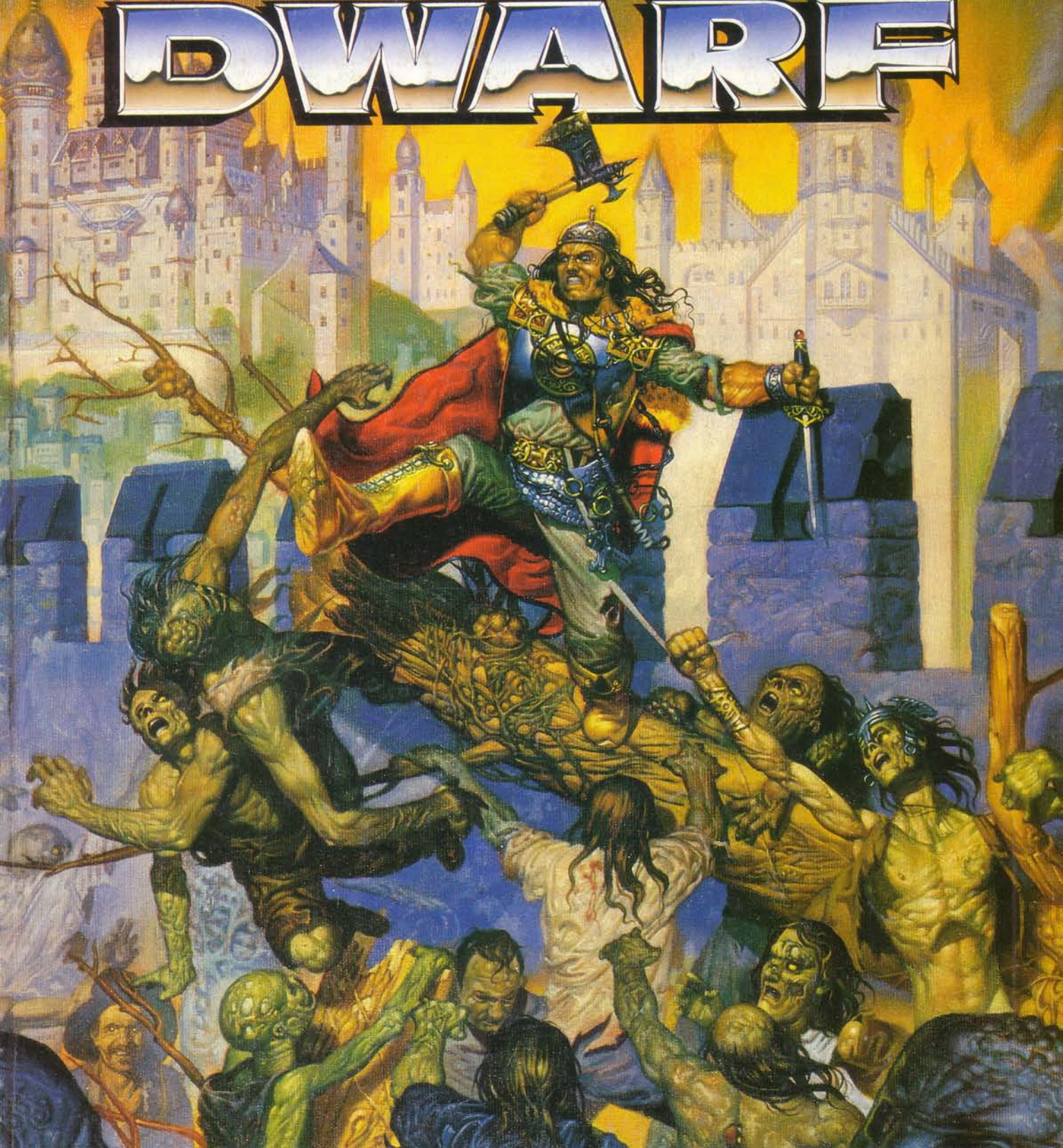
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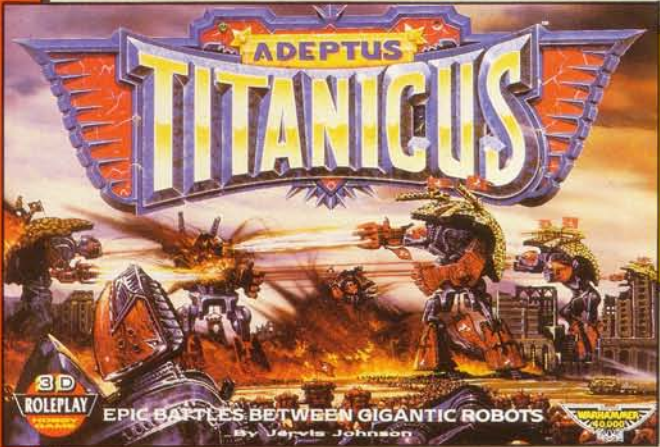
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by Jervis Johnson

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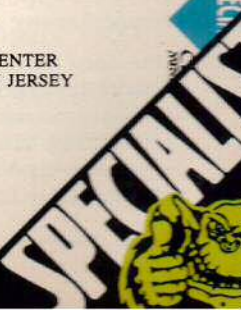
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CULTURE SHOCK

MINIATURE NEWS

Following the release of **Adeptus Titanicus**, Jervis Johnson's new tabletop battle game, we're launching a range of plastic and metal models to the same epic scale as the Titan battle robots.

First out of the moulds comes the **Battle Titans** set, a whole boxful of plastic Warlord class Battle Titans allowing you to stage truly Titanic confrontations. And the first couple of metal Titan models to reach you will be Jes Goodwin's **Reaver** and **Warhound** Titans - full rules and data cards for which can be found elsewhere in this issue. The Reaver is a new Battle Titan, slightly more manoeuvrable and lightly armed than the Warlord Titans; the Warhound is the first Scout Titan - a smaller, lightweight machine used for reconnaissance and skirmish actions.

Also appearing in the Titans range are epic scale **Rhinos**, **Land Raiders** and **Dreadnoughts**. These are miniature versions of the plastic and metal models popular among all players of *Warhammer 40,000*, cast at the same scale as the Titans they battle against. If you're all familiar with traditional micro-armour, you'll be amazed by the quality and detail of the models, faithfully reproducing the features of the *WH40K* vehicles.

Other new miniature releases include the boxed sets of plastic **Imperial Guard** and **Squat** models. Full details of the Imperial Guard and the Guard army list are featured elsewhere in this issue - the forthcoming Squats set will also be supported by a similarly comprehensive article and army list.

One idea being considered by the Citadel think tank at the moment is the release of metal miniatures with sprues containing alternative arms and separate weapons. This would allow you the same breadth of modelling

options with metal miniatures that is available with plastic models - if the tests are successful we would hope to see these in the shops in the very near future.

And last but not least on the miniature's front is the news that popular figure painter **Colin Dixon** is soon to begin designing models for Citadel. Colin is currently being inducted into the dark and terrible rites of miniature design by Bob Naismith and we look forward to seeing his models in the near future.

WARHAMMER COMIC

Work is progressing apace on the Warhammer comic now that we have hired editor and writer **Ian Rimmer**. Ian has a long and successful record in the field of adventure comics, having begun his career at IPC, working as assistant editor on *Eagle*. He went on to edit the horror comic, *Scream*, and then joined Marvel UK, putting his talents to the test as an editor for *Spiderman* weekly and *Captain Britain* and as a writer for the *Zoids* strip. One of his most recent projects before joining GW was writing for *Judge Dredd*.

With Ian to keep things running smoothly, we're hoping to see the first issues of the *Warhammer* comic on release next Spring. The comic's strips will draw on the familiar Warhammer background for inspiration, but they'll

be covering a lot of new ground and will provide an invaluable source of ideas and information for all Warhammer gamers. And with some of the country's top artists lined up to work on *Warhammer*, the comic will be a visual treat.

ART FOR ART'S SAKE

Last month we mentioned that GW are going to publish a series of art books showcasing the work of top fantasy and science fiction artists. At the top of the list is **Ratspike**, a collaborative effort by our own John Blanche and Ian Miller. John's innumerable fans will be pleased to know we're releasing him from a few of his more onerous administrative duties to give him a chance to do more painting.

Also in the pipeline is a book featuring the work of **Les Edwards**, and collections of the best **Warhammer Fantasy** and **Warhammer 40,000** art.

CHRISTMAS BONUS

In keeping with the season of goodwill, we're going to be giving away a special Christmas miniature at all Games Workshop stores on December 24th. This Limited Edition Santa Claus miniature by Alan Perry will be available free to customers on Christmas Eve - but only on a strictly 'while stocks last' basis.



Richard Halliwell (centre) playtests his new Space Marine boarding action game with Jervis Johnson and Paul Murphy at the Design Studio

WARHAMMER CHAMPIONSHIPS '88

On the 8th and 9th of October, the Assembly Rooms at Derby were the venue for the **Osprey World Championships**. The Championships are probably the largest of their kind in the world, with over 365 competitors from 16 countries playing wargames from 5 historical periods. In addition, this year saw the first **Warhammer Fantasy Battle** competition at the Championships. Twenty contestants had fought through from the play-offs earlier in the year, and now faced two days of gruelling gaming to find the Warhammer Champion.

The competitors were fighting for the great Warhammer itself, manufactured specially for the Championships by Raven Fantasy Armoury. The twenty players commanded forces chosen from the lists in *Warhammer Armies*. There were the usual Dwarfs, Elves and Dark Elves, plus a Skaven army fielded by Pete Wooding, partner in the notorious Orcs Nest shop. And there was even one force which simply consisted of six models mounted on flying Dragons. Strangely, there was no Undead army; in fact, the only Skeletons used were illusionary forces created by the *Illusion of Army* spell.

Four games were played by each contestant, each of at least three hours' duration. The first round saw the players testing their opponents' strength, as well as the umpires' resolve and knowledge of the rules. Then in rounds two and three they got down to some serious bloodletting. As the last round was reached, things were hotting up with several people having a good chance at the trophy, but as the round progressed attention focused on the battle between John Blow's Elves and Mark Sutcliffe's Dark Elves. Finally, after a furious conflict between these great racial enemies, **John Blow** emerged victorious and claimed the Warhammer trophy.

We'd just like to say thanks to all the competitors, to Tim Morley's stalwart contribution as an umpire, and to all the other people who helped to set up the terrain and ran around madly wherever they were needed.

Next year's play-offs will be held at the Assembly Rooms in Derby on Saturday 27th May as part of **Games Day '89**. The entry fee for the competition is £3.50 and should be sent to John Grant, Championship Organiser, c/o 29 Wade Avenue, Littleover, Derby.

The full list of finalists for the Warhammer Osprey World Championships 1988 in descending order of success (with their final score in brackets) is: J. Blow (7024), A. Mattock (6608), A. Bennett (6120), E. Brown (5780), M. Sutcliffe (5186), D. Rose (4777), P. Wooding (4679), P. Quinn (4582), S. Churchill (4555), C. Slattery (4338), C. Free (4075), R. Silk (3997), C. McIntyre (3725), S. Amos (3717), P. Mann (3627), D. Anderson (3379), C. Morson (3141), J. Lynam (3103), C. Howell (2813), A. Davies (2113).

PRINCE OF SHADOWS COMPETITION

Following the recent release of **Mean Streets**, the first in the *Prince of Shadows* series, by Gary Chalk and David Kerrigan, Knight Books are offering prizes of **20 signed copies** of the next book in the series - *Creature from the Depths*.

In addition, **Gary Chalk**, well-known to readers of *White Dwarf* for his colourful illustrations, is offering a signed piece of **original artwork** from the book for the best overall entry.

All you have to do is answer the following questions from *Mean Streets*, and complete the tie-breaking phrase:

- 1) If you have 8 Ships and 17 Smecks, what do you need to make a Royal?
- 2) If you got a sealed glass jar from Glimroc the Dwarf, what would it contain?
- 3) Which brothers founded the city of Salos?
- 4) What is the name of the tavern on Purple Street?
- 5) What is the shape of Edrix's birthmark?
- 6) What non-speaking part did Edrix play in the performance of Gorgil and Eremoc, the night before the story starts?

Tie-breaker - complete the following phrase in less than 10 words:

"What I like best about *Mean Streets* is... "

All entries should be sent on a postcard to:

**Katie Newman,
Knight Books, 47 Bedford Square, London WC1B 3DP.**

The closing date for the competition is 31st January 1989.

Rules: the winners will be chosen from all the correct entries received by 31st January 1989. The judges' decision is final and no correspondence will be entered into. Employees of Games Workshop and Knight Books, and their families, may not enter. All entries must be sent to Knight Books - do not send entries to Games Workshop.

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that bursts to life within your reeling imagination. As broadsword in hand you hack your way through hellish screaming hoards towards a fortune in real gold pieces. Or at very least the glory of a gruesomely good Fist tee shirt.

and dial 9 to hear your character status report.

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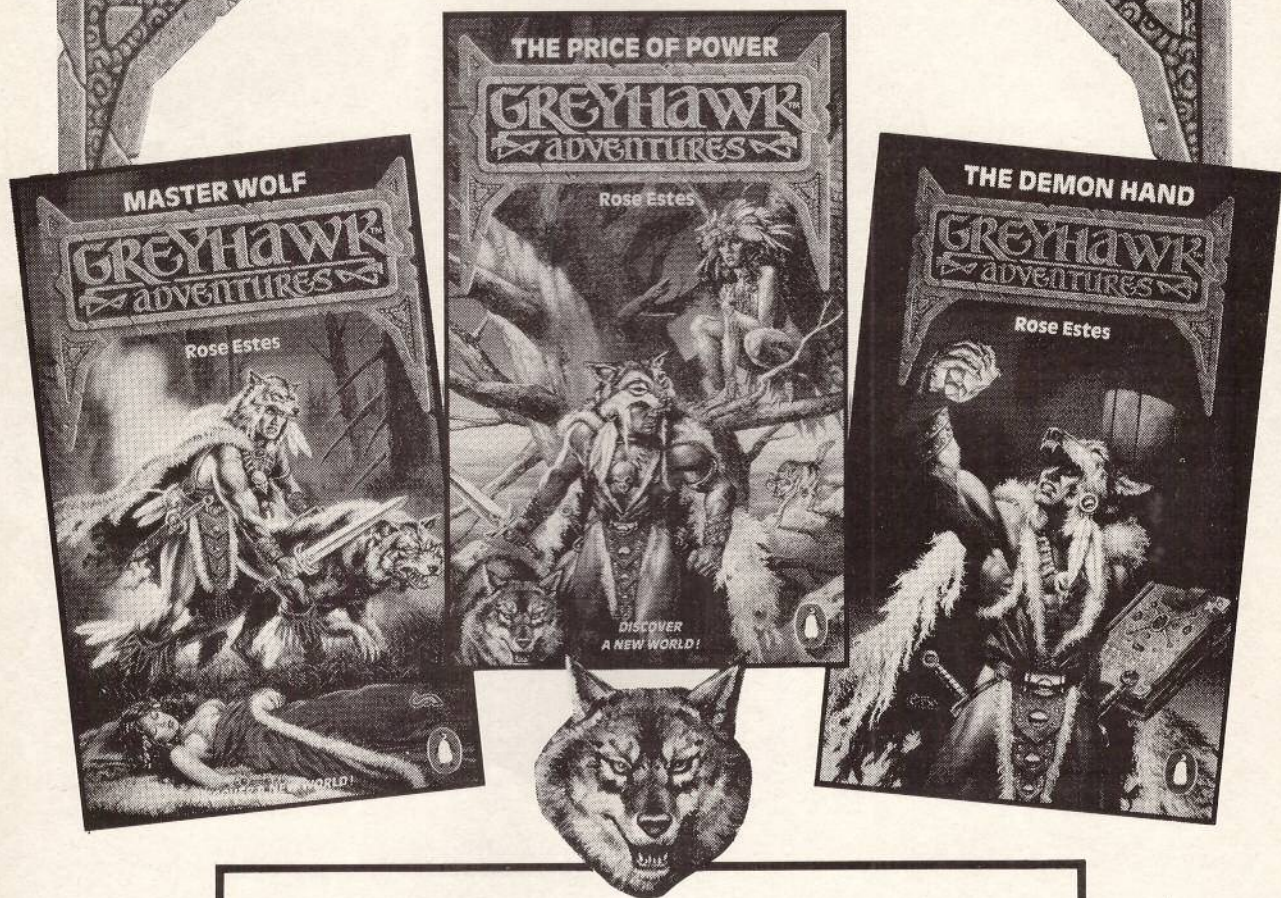
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Robert Holdstock's World Fantasy Award-winning *Mythago Wood* (1984) was the ultimate fantasy of the greenwood. Earthy, powerful and highly original, even though it was steeped in the most traditional motifs (Robin Hood, King Arthur, Queen Boadicea and all that rich loam), it would have seemed hard to top - but I think Holdstock may well have pulled off that considerable feat in his sequel, *Lavondyss: Journey to an Unknown Region* (Gollancz, £11.95 hc, £6.99 pb). The new book is set in and around the same patch of Herefordshire countryside, the magical Ryhope Wood, but this time it is told from the point of view of a young girl, one Tallis Keeton (whose brother featured in the previous tale). This focusing of the narrative through a growing consciousness makes the novel particularly strong and appealing. As before, Holdstock evokes an ancient and at times fearsome world of Celtic mythology very well indeed. There's no sentimentality here (but not much humour either: it's all a bit dour). Young Tallis encounters "mythagoes" from the heartwoods, discovers her terrible heritage little by little, and learns how to travel in time. The composer Ralph Vaughan Williams appears as a character, which is a bonus. Few sequels are as good as the original, but this is an astonishing book and surely Holdstock's best to date.

The festive season is upon us, and we have a feast of Terry Pratchett to make us merry. Nobody else can do it better. *Mort*, the fourth "Discworld" novel, is newly available in paperback (Corgi, £2.99), and *Wyrd Sisters*, the sixth, is just out in hardcover (Gollancz, £10.95). Both are as good as ever. *Mort* is the one about Death and his apprentice, a gangling lad called Mortimer. The crazy world they inhabit is painted in wonderful colours: "Poets have tried to describe Ankh-Morpork. They have failed. Perhaps it's the sheer zestful vitality of the place, or maybe it's just that a city with a million inhabitants and no sewers is rather robust for poets, who prefer daffodils and no wonder. So let's just say that Ankh-Morpork is as full of life as an old cheese on a hot day, as loud as a curse in a cathedral, as bright as an oil slick, as colourful as a bruise and as full of activity, industry, bustle and sheer exuberant busyness as a dead dog on a termite mound." *Wyrd Sisters* is the one about a troupe of Shakespearian players, three

homely witches, an evil usurping prince, and a thunderstorm which wants to get into show-business: "It had spent ages learning its craft. It had spent years lurking in distant valleys. It had practiced for hours in front of a glacier." We have *Pyramids*, an exercise in hilarious Egyptology, to look forward to in 1989. I came late to Pratchett's fantasy, only starting to read him with *Equal Rites* in 1987, but now I'm beginning to think that he is the best humorist this country has seen since P. G. W*deh*use - less coarse than Tom Sharpe, less cynical than Douglas Adams, simply a pure joy. The fact that he's working in our field is just our immense good fortune.

This may cause some confusion: last month I mentioned my own book, *Modern Fantasy: The Hundred Best Novels* (Grafton, £14.95 hc, £7.95 pb). That was published in October. Now I have just bought in a London bookshop something called *Fantasy: The 100 Best Books* by James Cawthorn and Michael Moorcock (Xanadu, £9.99 hc). A close coincidence of titles! However, rapid study of the new volume reveals that they are very different books. Mine was a study of post-World War II English-language fantasy, from Mervyn Peake to John Crowley. Cawthorn and Moorcock begin with Swift's *Gulliver's Travels* (1726) and they proceed to devote a great deal of space to 18th-, 19th- and early 20th-century works. They also include a couple of foreign-language books, Kafka's *The Trial* and *The Castle*. Their hundred entries are entertainingly written, the overwhelming majority of them evidently by Cawthorn (I would guess that Moorcock only wrote the last two entries, on Peter Ackroyd's *Hawksmoor* and Tom Holt's *Expecting Someone Taller*). I find it an odd selection of titles - too many scientific romances and historical novels are included, and heroic-fantasy purists will find much to displease them - but it's certainly thought-provoking and informative. All power to Jim Cawthorn's elbow.

It's anthology time again, and what a lot there are. In late 1988 there has been a boomlet in anthology publishing, and that's no bad thing for lovers of the sf and fantasy short story. *Other Edens II* edited by Christopher Evans and Robert Holdstock (Unwin, £3.95) is an all-original collection, with work by many of the British big names - Aldiss, M John Harrison, Kilworth, Tanith Lee, Watson, etc. Of greatest interest, perhaps, is Michael Moorcock's first new sf story in a long time. Called simply "Mars," it's an ironic dying-fall piece somewhat reminiscent of early Ray Bradbury (with a dash of Oscar Wilde). Curious. Other good things include US expatriate Scott Bradfield's doggy fantasy, "Dazzle," and Glaswegian Michael Cobley's first published story, "Waltz in Flexitime." There are also distinctly weird pieces by the Canadian expatriate John Clute and by the Northern Irish writer Ian McDonald.

British writers scarcely get a look-in the new "best-of-the-year" anthology, *The Orbit Science Fiction Yearbook 1* edited by David S Garnett (Futura, £4.99). Here only the reliable Garry Kilworth carries the flag, even though this is a UK-originated publication with an English editor. The rest of the fiction consists of already-lauded stories by Kate Wilhelm and Lucius Shepard, Jonathan Carroll and Pat Murphy, Richard Kadrey and Howard Waldrop (among others). Thirteen stories in all, including quite a few of 1987's award winners. There are just two overlaps with Gardner's *Dozois's Best New SF 2* (reviewed here a couple of months ago), so this one remains well worth getting - not least for the amusing essay by Brian Aldiss (all about the travails of an obscure sf writer called "Austin Lundy") and the superb "SF Novels of the Year" round-up by John Clute. The latter makes me grit my teeth with envy: how can he summarize so many books so accurately and so memorably in just one sentence apiece?

Unlike that pair, Robert Silverberg's *Worlds of Wonder* (Gollancz, £12.95 hc, £4.99 pb) is an anthology of old, old stories - fondly remembered 1940s and 50s pieces like Catherine L Moore's "No Woman Born" and James Blish's "Common Time." If you haven't already read them I recommend you do so now. But what makes this book especially interesting are the long introduction and copious story-notes by Silverberg. They amount to a writer's manual, a "how-to" book with examples. Aspiring authors (and virtually every sf fan does aspire to write the stuff one day) should take note. In fact this volume would make an excellent Christmas present for teenage hopefuls. Other collections worth a brief mention are *Terry's Universe* edited by Beth Meacham (Gollancz, £11.95), original sf stories in honour of the late Terry Carr by Silverberg, Ursula Le Guin and nine others; and *Arabesques* edited by Susan Shwartz (Pan, £3.99), brand-new tales of the Arabian Nights by Larry Niven, Gene Wolfe, Andre Norton et al.

Finally, *The Book of Fantasy* edited by Jorge Luis Borges, Silvina Ocampo and A Bioy Casares (Xanadu, £14.99) is a massive oddity. Almost 400 pages of stories, extracts and fragments, culled from the whole world, ancient times to modern, it was first published Spanish in 1940 and has been periodically updated. This, its first English edition, carries a rhapsodic introduction by Ursula Le Guin. Borges, the greatest of Latin American fantasists, died a year or two ago, but his spirit will live on. He was steeped in curious lore, and spine-tinglingly brilliant in his flights of fancy. More of a fantastic commonplace book than an anthology, this volume resembles a short tour through the Library of Babel with the best possible guide - the blind librarian who had more knowledge of the world's literature than any critic living or dead.

By David Pringle

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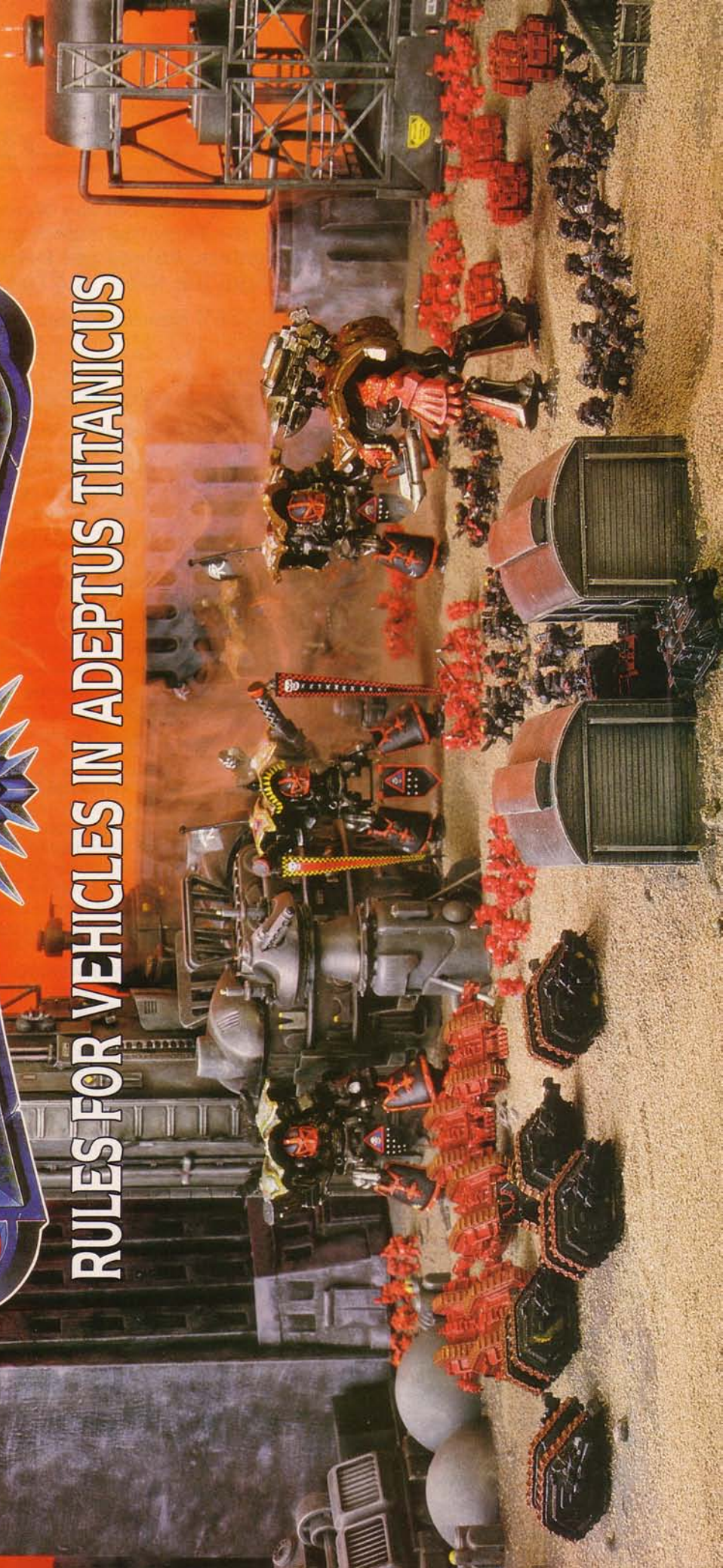
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ADEPTUS TITANICUS

RULES FOR VEHICLES IN ADEPTUS TITANICUS



LAND RAIDER!

At the forefront of the civil war, Traitor Titans of the Warmaster Horus battle with the Titan Orders who remain faithful to the Emperor. Fighting alongside the mighty Divisio Militaris war machines are Land Raiders, Rhinos and Dreadnoughts - small but deadly vehicles, vital to both the Rebel and Loyalist causes.

This article introduces *Jervis Johnson's* new rules for vehicles in *Adeptus Titanicus*.

RULES FOR VEHICLES IN ADEPTUS TITANICUS

Vehicles are sub-divided into *Armoured Vehicles* (Land Raiders, Rhinos etc), *Light Vehicles* (Imperial Land Speeders, bikes, robots etc) and *Dreadnoughts*. These rules introduce armoured vehicles and Dreadnoughts to your Titan games - light vehicles will be covered elsewhere.

All references to *vehicles* apply equally to Dreadnoughts as to Land Raiders or Rhinos. Where a distinction is made between Land Raiders or Rhinos and Dreadnoughts, the term *Armoured Vehicles* is used for the former.

VEHICLE DATA CARDS

Each type of vehicle has a *Vehicle Data Card*, similar in most respects to a Titans Data Card. Vehicle Data Cards carry the following information:

NAME			
		WEAPONS	
ARMOUR RATING	DAMAGE RATING		
SPEED	BATTLE RATING		
REMARKS			

Name: The name of the vehicle.

Weapons: The location of the weapons carried by the vehicle.

Armour Rating (AR): This represents how thick and strong the armour protecting the vehicle is. The *lower* the number the better (it is always *added* to a firer's hit roll).

Damage Rating (DR): Some vehicles can take more damage than others, either because they are larger or have a stronger structure. This is represented by the *Damage Rating* of the vehicle. The *lower* the number the better (it is *added* to any critical hit rolls against the vehicle).

Speed: there are two numbers for speed separated by a slash. The number before the slash is the vehicle's *advance* rate, and the number after the slash is the vehicle's *charge* rate.

Battle Rating: The points cost of each vehicle; the greater the *Battle Rating*, the more effective the vehicle is in battle.

Remarks: Any special rules that apply to the vehicle.

WEAPON LOCATION CODES

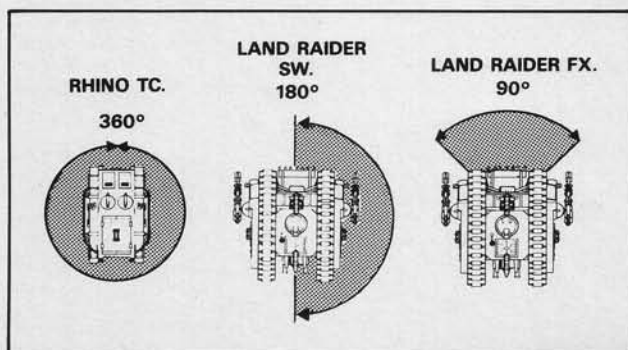
Each of the weapons listed on the Data Card is followed by a simple code, telling you where the weapon is located (though this is usually easy to see by simply looking at the model). These codes are explained in the *Weapon Location Codes Table*.

If the weapon location code is followed by a number, the number indicates how many barrels the weapon has. For example, the Land Raider has two Las-Cannon one with the code SwL2, the other with the code SwR2; this means there are swivel-mounted Las-Cannon on the left and right sides of the vehicle, and each Las-Cannon has two barrels.

WEAPON LOCATION CODES TABLE

Location	Code	Arc of Fire
Armoured Vehicles		
Turret	Tt	360°
Swivel Mount - left side	SwL	180°
Swivel Mount - right side	SwR	180°
Swivel Mount - front	SwF	180°
Swivel Mount - back	SwB	180°
Fixed Mount - front	FxF	90°
Fixed Mount - back	FxB	90°
Dreadnoughts		
Left Arm	LA	*
Right Arm	RA	*

* Weapons mounted on a Dreadnought have the same arcs of fire as Titan arm-mounted weapons (ie, 135°).





Rittman took a last drink of aquavit and wished he hadn't bothered. He spat the mouthful back into the flask, then reached up and turned on the command readout. It came online, the enemy positions marked in red, his own forces in blue.

He punched up the primary objective marker. A pale blue star moved over the holo and settled on a tall building with no name, only a designation: Tower 1031. The rebel command bunker for this sector was supposedly in its sub-basement. The secondary marker slid into place, hovering over a line of lower buildings which ran along the riverfront one thousand metres beyond the tower.

One by one the icons changed. Reconnaissance reports were filtered into the system, and a large red symbol flared next to the objective marker. A Titan, but only one Titan - a Night Gaunt. Smaller red triangles marked probable rebel infantry in their boltholes. In all, less than a full battlegroup. Perhaps there was a chance the attack would work after all.

As each vehicle captain completed his system checks, one-by-one the Land Raider icons flashed, then became a steady white, a tiny number next to it. Sword Seven, the oldest machine in the company, was the last to report in as usual. The Tech-adepts had spent much of the night repairing its worn suspension units. The commnet whispered as each Raider crew joined in a prayer to the Emperor. Sword Company was ready to move.

Rittman sat quietly, reviewing the situation. Behind his force, other units were coming online. A batch of white triangles marked the infantry dispositions behind him. This time they would follow the Land Raiders, rather than ride in the machines, reducing any pockets of resistance that remained. But it was Rittman's company that would bear the brunt of the fighting, running on point. His machines, still hidden in the ruins of a warehouse complex, would have to fight and win against the Night Gaunt. That meant crossing open ground under fire from the gigantic machine. And hoping that there would be enough of the company left to do the job afterwards.

There was nothing to be gained by staring at a display. "This is Sword Leader. Company!" He paused. "Follow me!"

The Raiders' tracks squealed as they moved out of the warehouse. Rust, shaken loose by the howling engines, fell from overhead beams and covered the machines. Rittman watched the holo as the Land Raiders rumbled into position in the company column.

They drove between shattered buildings, each machine's tracks throwing up rubbish as they moved over patches of rubble. They crossed a square, its abandoned market stalls still laid out waiting for long-dead customers. The Raiders crashed through them all, trailing streamers of bright cloth from hatches, tracks and las-cannon. Where the cloth flapped against hot exhausts it smouldered, dropping from the machines in small, burning lumps.

Rittman monitored the company's movement on the holo. The Land Raiders were running parallel to the rebels, shielded from view by a line of ruined buildings. The road they were using was taking them closer to the enemy, but ahead the ruins turned to tangled wreckage. It was impassable to the heavy armoured vehicles. They had come as far as they could manage, and it was time to break cover.

Rittman leaned forward. "Company, left wheel. Follow me."

Lahoon, Rittman's driver, slewed the machine round and drove straight into a ruined building. Plasteel clattered down on the hull as he drove through its broken front windows. Then the back wall collapsed as the big machine crunched through it. The Raider turned sharply as its tracks caught on a crossbeam, and Rittman was thrown sideways in his seat.

One by one, the rest of the company followed. The formation opened out as the Land Raiders jolted across the rubble. In front of the machines was open country, a dead zone which stretched all the way to the rebel positions. A killing ground which had to be crossed quickly.

The Night Gaunt's Princes had seen them at last. The composite image in Rittman's tactical display showed the Night Gaunt's plasma reactor coming online. Its shields winked into existence. Its plasma reactor was still warming up as the company moved forward. Then the Titan was striding towards the Raiders, its macro-cannon aimed and ready. Smaller weapons winked at its feet as the rebel footsoldiers opened up. At this range their firepower was of no consequence. It was only the Titan that mattered.

Rittman switched the holo to overview. Sword Company, all thirteen vehicles, was spread out in a rough line abreast. The Raiders were running at top speed towards the Titan. In his earpiece he could hear Lahoon repeating a prayer to the Emperor.

The range was closing rapidly. The Titan fired, and a Land Raider, Sword Ten, skidded to a halt. Its hull was blackened and charred, its entire left side gone, torn away by the macro-cannon's blast. Rittman watched as Sword Ten's icon went black in the holo.

"All Swords, attention. Evens, advance. Odds, overwatch fire." Rittman selected the auto-fire systems of his own las-cannon, and left the targeters to do the work. The tiny thought-machines were better shots than he had ever been.

"Sword Nine. Ignore the infantry." The Titan, that was the only true enemy here. It fired again. Sword Nine had no time to obey Rittman's orders as it took a direct hit and dissolved into a bright mushroom cloud. There was another black icon in the holo display.

"Odds, advance. Evens overwatch. By the numbers." The las-cannons on Rittman's command Raider fired again. The Night Gaunt's icon flared orange as a void shield collapsed.

The Land Raiders were moving forward in pairs, one machine firing from what little cover was available while the other rushed forward. Again the Titan icon went orange as another shield went down. Sword Twelve melted in the heat of a direct hit, spraying metal into the air. The Raider's icon vanished for a moment as the holo's systems were confused by the metallic cloud of debris. Then it came back, the solid black of a kill.

Sword Seven dropped out of the line and came to a halt, broadside on to the Titan. The suspension units had failed again. The vehicle captain scrambled clear as the Night Gaunt took aim. His driver was less fortunate, and the Raider became his tomb. In Sword Leader, Rittman swore. He would shoot the Tech-adepts himself, unless the Commissars got to them first.

Yet the Titan was pulling back, its Princes picking his way through the rebel positions. He was walking the machine backwards, and managing not to crush any of his supporting forces. Even in the heat of battle, Rittman could admire the man at the Titan's controls. Such a talented heretic had to die; he could not be allowed to use such skills against the Emperor.

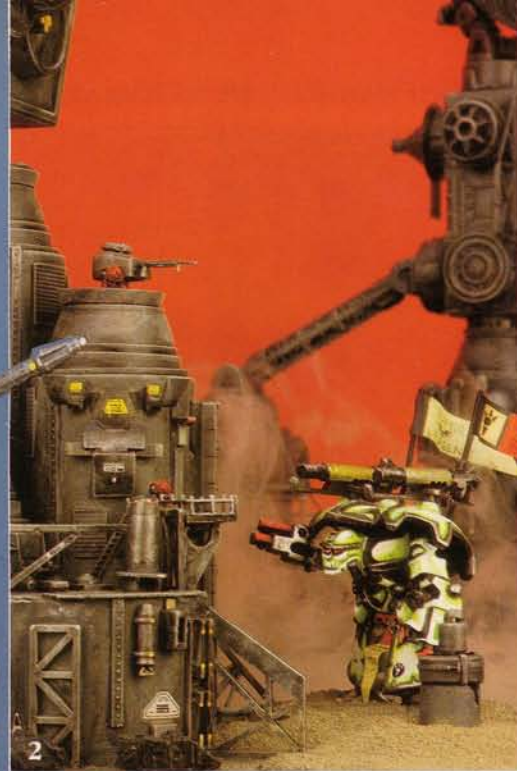
"Evens maintain fire on the Titan. Odds fire at rebel ground targets." They were close enough for the infantry to be a danger.

Rittman's tactical display flickered as the Titan's last void shield collapsed. The Night Gaunt stopped moving backwards, its Princes had realised that retreat was futile. Rittman was ecstatic.

"Fire at will. We have him!"

ASSAULT ON PARAMAR V Paramar V was the scene of several fiercely contested actions during the Horus Heresy, of which the Traitor assault on Station 3 was amongst the most bloody. Supported by armoured vehicles and infantry, Rebel Titans advanced into the deserted space port expecting little resistance. They were surprised to meet Imperial Warlord, Reaver and Warhound Titans with their own support troops and armour. After a swift and violent battle, the Rebels were repelled, eventually to be routed from Paramar V entirely.





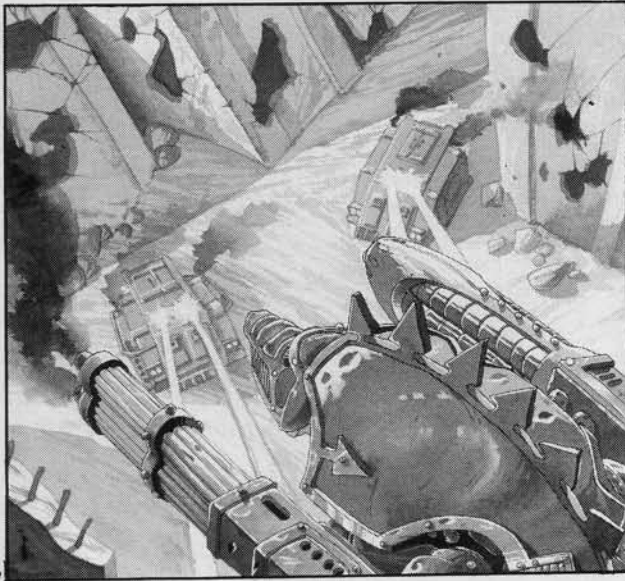
Main Picture: Rebel and Loyalist forces meet in open ground at the perimeter of the station.

Inset 1: A Reaver Titan of the Firebrands Order with its attached Dreadnought and Land Raider detachments is surrounded by Traitors.

Inset 2: Warlord class Titan of the Imperial Hunters Order flying Divisio Militaris and Horus Heresy campaign back banner. Note the Traitor Marines positioned on the building.

Inset 3: Imperial Reaver class Titan with purity seals advances in support of a pair of converted vehicles.

Cityscape: the buildings in these photographs come from Tony Cottrell's extensive collection of epic scale scenery, scratch built using plasticard, various plastic tubs and cartons, desk tidies, ping-pong balls and innumerable remnants from old plastic toys and kits.



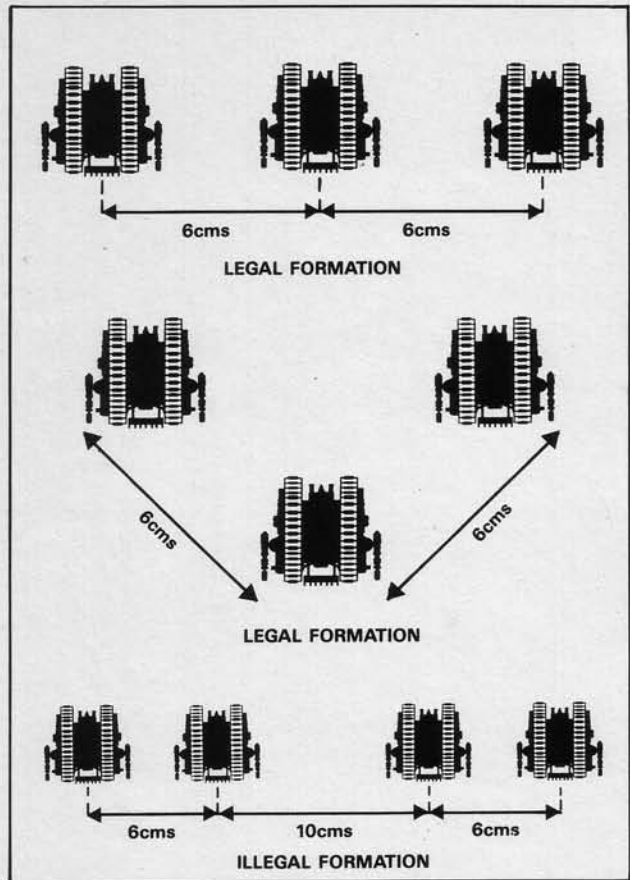
DETACHMENTS

All vehicles must be organised into groups of 3 or more machines known as *detachments*. Rather than give an *order counter* to each individual vehicle, one order is given to an entire detachment. Standard detachments for different types of vehicles are given in the *Army Lists*.

Every vehicle in a detachment must be within 6 cm of at least one other vehicle in the detachment, and all of the vehicles must be joined together by a chain of such 6 cm links.

Sometimes vehicles in a detachment will become separated for reasons beyond a player's control, usually due to the destruction of a vehicle by the enemy. If this happens, the detachment must be given *Advance* orders and must move into an acceptable formation as soon as possible.

It is a good idea to give each of your detachments a specific badge or emblem when you paint them. This can be as simple or as complicated as you like, provided it allows you and your opponent to tell which vehicles belong to which detachment. For example, a player has two detachments of Land Raiders, each with three vehicles: all of the vehicles in the first detachment are painted with a red number on the front and sides, and all of the vehicles in the second detachment are painted with yellow numbers.

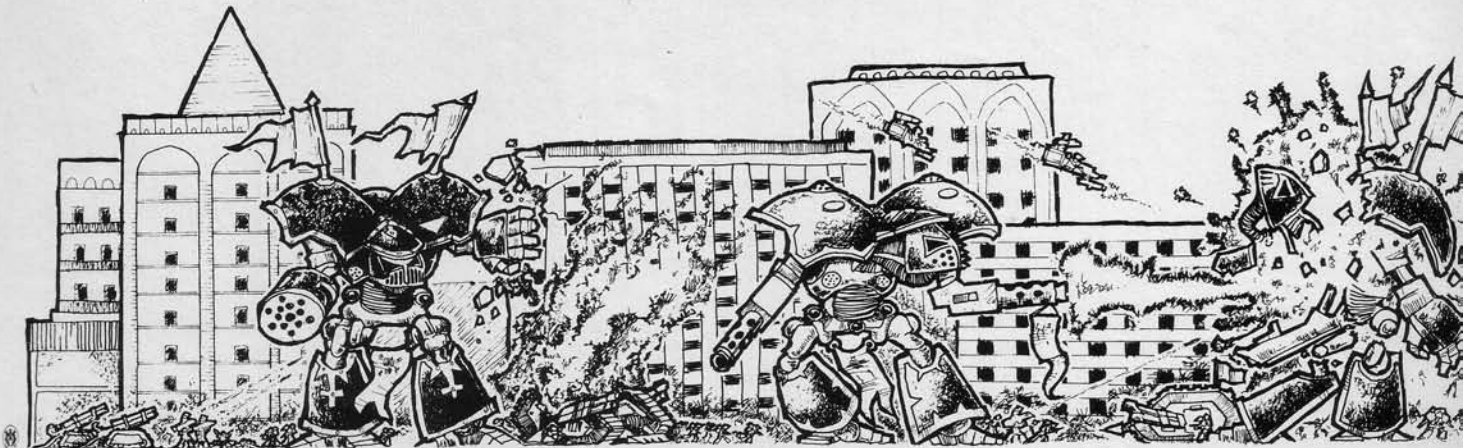


THE SEQUENCE OF PLAY

The sequence of play used in *Adeptus Titanicus* is left unchanged, apart from the following important addition:

Within each segment of the *movement phase*, players alternately move their eligible Titans. Once all the eligible Titans have been moved, players alternately move *detachments* of vehicles, starting with the first player to move his Titans. This means that the players will first move Titans with *Charge* orders, then vehicles with *Charge* orders, then Titans with *Advance* orders, and so on.

Similarly, in each segment of the *combat phase*, players first attack with all eligible Titans, and then they alternate firing *detachments* of vehicles.



ORDERS

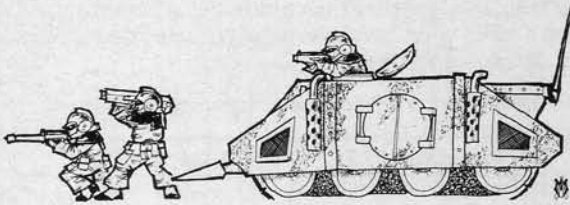
Both players must give one *order counter* to each *detachment* of vehicles in the *orders phase* of each turn. The orders that are chosen will apply to all of the vehicles in the detachment for the duration of the turn.

FIRST FIRE ORDERS

None of the vehicles in the detachment may move, not even to turn in place. The vehicles attack in the *first fire* segment of the *combat phase*, and receive a +1 modifier to any of their rolls to hit.

ADVANCE

The vehicles in the detachment may move up to their *advance* rate and may attack in the *advance* segment of the *combat phase*.



CHARGE

The vehicles in the detachment may move up to their *charge* rate, but may not fire until the *charge* segment of the *combat phase*. All rolls to hit made by vehicles with *Charge* orders suffer a -1 modifier.

REPAIR/FALL BACK

Repair orders count as *Fall Back* orders for detachments of vehicles. Vehicles with *Fall Back* orders may not attack, but attacks on them will be less effective as the detachment is making maximum use of cover and smoke dispensers during its retreat.

All vehicles in the detachment may move up to their *charge* rate, but must end their move further away from any and all enemy units than they were at the start of the turn. Vehicles may not remain stationary - they must retreat at least 4cm. Vehicles with *Fall Back* orders may not attack, but any attacks upon them suffer a -1 modifier to hit.

NO ORDERS

Detachments that have not been given any orders may not move. They may fire in the *advance* segment of the *combat phase*.



MOVEMENT PHASE

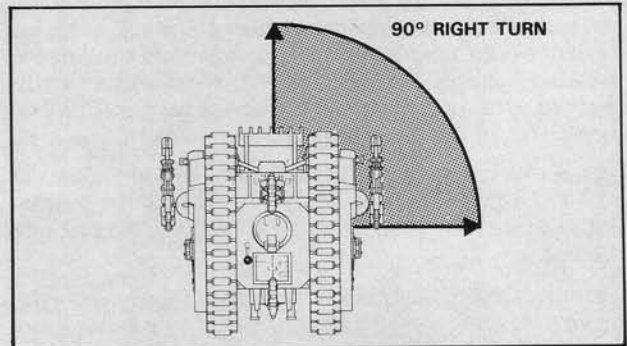
Vehicles move in the same way as a Titan, within the modifications laid out below.

TURNING

A vehicle with *Advance* or *Fall Back* orders may make up to 2 turns during its move. Each turn may be of up to 90°.

A vehicle with *Charge* orders may make 1 turn of up to 90° during its move.

Vehicles with *First Fire* orders may not make any turns at all.



MOVEMENT RESTRICTIONS

Vehicles must stop moving as soon as they come into contact with another vehicle, a piece of impassable terrain, or the leg (not the base) of a Titan.

Titans may move over vehicles (they just step over them).

LAND RAIDER! - TERRAIN

TERRAIN

The following terrain rules can be used for Titans even if no vehicles are in use.

The ground over which Titans and vehicles fight can range from flat plains with the occasional building through to dense terrain scattered with hills, buildings and woods.

Terrain is defined as being either *impassable*, *difficult* or *dangerous* - the categories into which various types of terrain fall are detailed in the *Terrain Effects Table*.



DIFFICULT TERRAIN

Difficult terrain is any terrain that will slow any movement down. For example, woods, hedges and hills.

A Titan or vehicle may move through *difficult* terrain without risk if it has *Advance* orders. It can try to move through if it has *Charge* orders, but must make a *dangerous terrain test* (see *Dangerous Terrain*).

Titans or Dreadnoughts with *Charge* orders that are equipped with Jump Packs may move over *difficult* terrain without taking a *dangerous terrain test* as long as they do not finish their move in the terrain.

DANGEROUS TERRAIN

Dangerous terrain is anything that carries the risk of affecting a Titan or vehicle even if it moves through it with great care. Swamps, rivers and areas of soft sand are all examples of *dangerous* terrain.

A Titan or vehicle may only move through this terrain if it has *Advance* orders. Make a *dangerous terrain test (DTT)* as soon as it enters the terrain by rolling a D6 and referring to the *Dangerous Terrain Table*. If it fails the test it gets stuck. A Titan or vehicle only has to make 1 DTT per turn per piece of *dangerous* terrain that is entered.

A Titan or vehicle that gets stuck may not move any further, and may not attack. In its next *order phase* roll a D6: on a roll of 1-3 the machine remains trapped; on a roll of 4-6 the machine breaks free. Titans or vehicles that remain trapped may not move or attack, but may roll to free themselves in the next *order phase*.

A Titan that starts its move in *dangerous* terrain must make a DTT if it tries to move any further through the terrain. If it exits the terrain immediately it does not have to take the test.

Titans or Dreadnoughts equipped with Jump Packs may move over *dangerous* terrain at the *full* or *cautious* rate without taking a DTT, as long as they do not *finish* their move in the terrain.

IMPASSABLE TERRAIN

No Titan or vehicle may move through *impassable* terrain. Titans or Dreadnoughts equipped with Jump Packs are allowed to move over *impassable* terrain, just as long as they do not *finish* their move in the terrain.

TERRAIN EFFECTS TABLE

Terrain	Effect on:	
	Titan	Vehicle
Buildings	Impassable*	Impassable
Hedges	None	Difficult
Walls	None**	Difficult**
Cliffs	Impassable	Impassable
Hill	Difficult	Difficult
Woods	Difficult	Difficult
River	Dangerous	Impassable
Lake***	Dangerous	Impassable
Marshy Ground	Dangerous	Dangerous

* Buildings that are lower than a Titan's knees count as *difficult* terrain - the Titan can step over them.

** Walls that are taller than a vehicle or higher than a Titan's knee count as *impassable* terrain for vehicles and Titans respectively.

Titans that are in a lake count as being in *cover*.

DANGEROUS TERRAIN TABLE

Machine	Fail Test	Pass Test
Titan		
Highly Manoeuvrable	1	2-6
Normal Manoeuvrability	1-2	3-6
Limited Manoeuvrability	1-3	4-6
Dreadnought	1	2-6
Armoured Vehicle	1-2	3-6



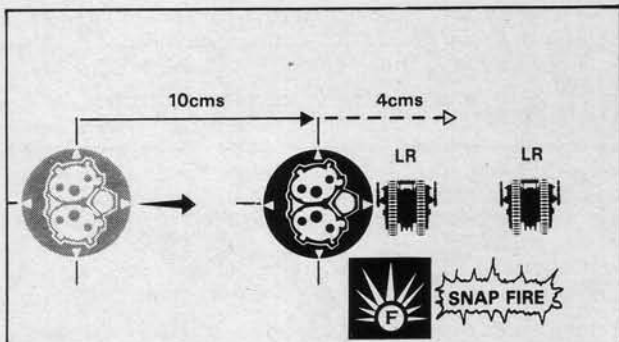
VEHICLES AND COVER

The *Line of Sight* and *Cover* rules in *Adeptus Titanicus* apply to all vehicles.

STOMP & RAM ATTACKS

Titans may make *stomp attacks* against any vehicles they move over in the *movement phase*. The vehicle or Dreadnought may *snap fire* before the Titan makes its stomp attack if they have *First Fire* orders, and such attacks will take place inside the Titan's Void Shields (see the rules for *Snap Firing* in *Adeptus Titanicus*).

Stomp attacks may only be made when the Titan is moved, and each vehicle may only be attacked once during the Titan's move. The Titan continues its move after the stomp attack has been made up to its usual limit of movement (assuming that the target has not crippled the Titan with a snap shot). Stomp attacks may only be made against vehicles, not other Titans.



In the *movement phase*, a Death Bringer Titan moves 10cm towards Land Raider 1. The Land Raider has *First Fire* orders, and so *snap fires* with the double-barrelled lascannon in its left-hand swivel mount. Fortunately for the Titan, both shots miss, and the Titan prepares to make its *stomp attack*. A stomp attack normally needs a 4 or more to hit, but this is modified to 3+ as the Land Raider has *First Fire* orders. A roll of 3 is made on a D6, indicating a hit. The Titan then rolls for damage. The dice comes up with a 5, modified to 4 by the Land Raider's DR of -1. This is still a *critical hit*, so the Land Raider is destroyed.

The Titan can now complete its move by carrying on for another 4cm towards Land Raider 2. Note that if the Titan had been able to move into contact with Land Raider 2 it would have been allowed to make a stomp against this vehicle as well.

Armoured Vehicles (ie not Dreadnoughts) that have *Charge* orders may try to *ram* a Titan by moving into contact with the Titan's legs during the *movement phase*. The Armoured Vehicle is allowed to make one turn at the start of its move and then must move straight ahead. The object of this move is, of course, to collide with an enemy Titan's legs. Armoured Vehicles may also try to ram other vehicles using the same procedure.

Move the vehicle up to the target Titan's legs and roll to hit (see the *Stomp and Ram Table*). If the vehicle hits the Titan it must stop moving. If it misses, it must carry on moving out to the full distance of its *charge* move in a straight line.



A hit always affects the Titan's legs, and will cause *catastrophic damage* on a D6 roll of 4 or more. The vehicle also suffers an automatic hit with a *critical hit* roll of 4+.

Titans or vehicles may snap fire before an Armoured Vehicle makes a ram attack if they have *First Fire* orders and can bring any weapons to bear.

STOMP AND RAM TABLE		
Weapon	To Hit Roll	Critical Hit Roll
Stomp*	4+	3+
Ram**	6+	4+

* Only Titans may make *stomp attacks*.
 ** *Ram attacks* may not be made by Titans or Dreadnoughts.

STOMP AND RAM MODIFIERS	
Target's Status	Modifier
Target has <i>First Fire</i> orders	+1
Target has <i>Fall Back</i> orders	+1
Target is a Titan that cannot move	+1
Target has <i>Charge</i> orders	-1

REPAIR PHASE

Damaged vehicles may not be repaired, as they do not have the sophisticated auto-repair units that are built into a Titan.

THE COMBAT PHASE

ANTI-PERSONNEL WEAPONS

Some or all of a vehicle's weapons may be designed for anti-personnel use only - these weapons have no effect against Titans or other vehicles.

The weapons listed in the *Weapons Table* in **Adeptus Titanicus** are always effective against Titans and other vehicles.

In addition, some vehicles are armed with Missile Launchers. These are Heavy Weapons and are able to affect Titans and vehicles:

	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Missile Launcher	36cm	72cm	5+	6+	5+

Other weapons mounted on Armoured Vehicles and Dreadnoughts, such as bolters and heavy bolters, are anti-personnel weapons and have no effect against Titans and vehicles - their effects are detailed in the *Infantry* rules.

CHOOSING TARGETS

As it only has one crew member, a Dreadnought must fire all of its weapons at the same target. Armoured Vehicles must fire all the weapons in a mount at the same target, but may fire separate mounts at different targets.

TO HIT ROLL

When making a *to hit* roll against a vehicle, add the vehicle's **AR** to the dice roll.

For example, if the *to hit* roll was 4+ and the target had an **AR** of +1, the attacker would only need to roll a 3 or more to score a hit. If the **AR** was -1, the attacker would need to roll a 5 or more.

DAMAGING VEHICLES

Vehicles that are hit will suffer *minor damage*, *major damage* or be *destroyed*. *Minor* or *major damage* is indicated by placing one of the appropriate damage markers beside the vehicle. *Destroyed* vehicles should be turned over or marked with a small piece of cotton wool to represent a smoking wreck.

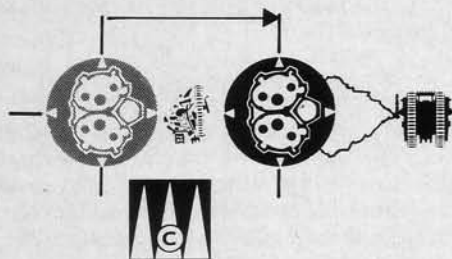
To find out what has happened to a vehicle, make a *critical hit roll*, modifying the score by the **DR** of the vehicle. A critical hit will destroy the vehicle. Any other result will cause *major damage* if the final modified score is 2 or more and *minor damage* if the final score is less than 2.

MINOR DAMAGE

A vehicle that has suffered minor damage may operate as normal. A second hit causing minor damage causes the vehicle to suffer *major damage*.

MAJOR DAMAGE

A vehicle that has suffered major damage may no longer move faster than its *advance* rate, and all rolls *to hit* suffer a -1 modifier. Any further hits on the vehicle cause it to be *destroyed*.



In the previous example, the Death Bringer Titan was left a few centimetres away from Land Raider 2. In the *combat phase*, the Death Bringer decides to fire the four Auto-Cannon in its left arm at the Land Raider. The Titan needs to roll-5 or more to hit, modified to 6+ as the Titan has *Charge* orders. Four D6 are rolled, scoring 1, 2, 6 and 6 - only the sixes score, so two hits are caused against the Land Raider. The *critical hit roll* for an Auto-Cannon is 6+, but the Land Raider's **DR** of -1 means that (6 followed by a second dice roll of 4+) is required to cause a critical hit. Two D6 are rolled, both scoring 3, modified to 2. This is just enough for each hit to cause *major damage*, destroying the Land Raider (as two occurrences of *major damage* always destroy a vehicle).



VEHICLE HIT MODIFIERS

Situation	Modifier
Target in cover	-1
Target has Fall Back orders	-1
Target's <i>Armour Rating</i>	AR
Attacker has <i>First Fire</i> orders	+1
Attacker has <i>Charge</i> orders	-1

VEHICLE CRITICAL HIT MODIFIER

If a hit is scored, the *critical hit roll* is modified by adding the target's *Damage Rating*.

VEHICLE DAMAGE CHART

Minor Damage: vehicle operates as normal.

Major Damage: vehicle may not move faster than *advance* rate; all rolls to hit made at -1.

Minor Damage plus Minor Damage: treat as *major damage*.

Major Damage plus Minor Damage: vehicle is *destroyed*.

Major Damage plus Major Damage: vehicle is *destroyed*.



The Raider crews needed no encouragement - time was not on their side. The Night Gaunt's shield generators might reset at any second, and then it would be invulnerable again. Only while its void shields were down was there any hope of besting the machine.

Gobbets of metal flowed down the Titan's legs and chest as the Raiders' las-cannons scored hits. In the holo Rittman saw the Night Gaunt's shoulder fuse; its macro-cannon was locked in position, pointing uselessly at the skyline. Its chest armour failed, and a las-cannon bored into its internal mechanisms. The machine was wounded, perhaps even dying, but it could still win this fight. A good Princeps could still use the Titan's size and speed to stamp Sword Company's Land Raiders into the ground.

"The chest! The chest! Go for the chest!" The Night Gaunt was no longer a machine for Rittman. He was slaying a giant, ripping its heart out, breaking its bones, stabbing the life out of a monster.

Then one stray shot caught the Night Gaunt in its knee. The joint popped and the Titan leaned over as the leg buckled under its weight. The Titan fell backwards, its chainfist flailing uselessly as the Princeps tried to keep his balance. Rittman waited for the head to eject, carrying the Night Gaunt's crew to safety, but it didn't happen. The chest, already weakened, groaned and shattered under the new strain, opening out in jets of white light and screeching gas as the plasma reactor went critical. The Night Gaunt crashed to the ground, and the roiling plasma, hotter than a sun's heart, did the rest. It exploded in white fire, and the rebel position around the machine's carcass dissolved. Rittman's holo cutoffs overloaded and went dark.

There was a moment of stunned silence in each Land Raider, the only sound the muted roar of engines. Then the commnet started chattering, the crews congratulating each other, making promises of celebrations to come.

"Echelon Left. Range two hundred. Rapid fire."

Rittman allowed his crews no time to enjoy their victory. He was determined to win. He switched on the holo: he could see tiny, fleeing figures - some of the rebels were breaking. The catastrophic loss caused by the dying Night Gaunt had been too much for them. In places, he saw, the Traitor Marines were holding, trying to make a fight of it. But even they were shaken by the easy destruction of their only Titan.

"Advance. Odd numbers forward. Evens overwatch." Rittman's words carried through the sound of battle to each vehicle captain.

Sword Leader's hull shuddered, as though hit by a tremendous hammerblow. Lahoon's gasp was loud in Rittman's ear. He stared at the damage readouts: all clear. He punched up the playback and watched a Dreadnought fire a missile at his Raider. It came straight in, a perfect shot aimed at the transmission systems. He blinked involuntarily as the recorded missile hit, waiting for an explosion that never came. It had malfunctioned! Surely here was an omen - the Emperor's Luck was with him today!

He flipped back to realtime; the Dreadnought got no second chance. Sword Three crashed forward, sweeping the rebel heretic off its mechanical feet. The enemy machine was crushed beneath the Raider's tracks. Its pilot tried to eject, failed, and was smashed to an amniotic smear along Sword Three's armoured flank.

"General advance. Fire at will. Watch your targets!" Rittman grinned like a Terran wolf. The attack was becoming a pursuit. All around Sword Company the ground and sky seemed on fire. Rittman could hear the chatter on the commnet as his drivers and gunners pinpointed targets. He watched the command readout count down the distance to the Company's primary objective, then he punched up the range to the secondary target.

"Keep going, keep going," Rittman howled at his company. He could feel himself chewing his helmet strap, the berserker rage building within him. Victory was within his grasp. "We have them now. Dress the line, Sword Five."

Sword Four burst apart as it ran over a rebel suicide bomber. The leading Raider, Sword Two, threw a track and was immediately covered by the swarming rebels. There was dull explosion, and Sword Two's white icon turned black on the command holo.

Rittman turned his Raider's las-cannons on the remains of Sword Two and fired. The rebels fell back, leaving their cauterised dead as grotesque decorations on the Land Raider's hull. Rittman screamed in hatred - didn't these fools know when they were beaten?

"Kill them all! Vengeance for the fallen! Vengeance for the Emperor!"

And then, in an instant, Rittman thought the advance was on the point of dissolving into confusion. Sword Company were still moving forwards, following orders to the letter, but now the Raiders were rolling over and through the rebel positions. If an enemy officer managed to rally his troops, any of his troops, Rittman's company would be vulnerable.

But it didn't seem to be happening. The enemy were still running. Sword Leader came to a halt outside Tower 1031. Its icon flashed, blue and white, on the holo: Objective Taken. The command acknowledgement from headquarters came up. Rittman's achievement was confirmed.

Outside the vehicle, rebels streamed past, throwing aside their weapons, dropping packs and respirators in their desperate attempts to escape. They were running towards the river, their only hope of salvation.

But Rittman had to be sure that the victory was his. No-one was going to take it away. He snarled and punched his personal code into the Raider's command system. The top hatch opened, and he climbed up, standing on the command seat. He swung the command hatch's heavy bolter around and pointed it across the smoking ruins, firing into the fleeing rebels. They were swept away by a cloud of tiny explosions. He kept firing and the bolter readout glowed amber, then red: it had run out of ammunition.

Rittman heard a single shell case slide down the front of the Raider and drop to the road with a tiny clink. Behind him Sword Four was burning, a loose hatch flapping in the fire's breeze. And beyond the wreck were the familiar, friendly figures of his infantry support, advancing through the smoke.

The smell of burning meat blew across Rittman as a flamer team hit a foxhole. And another one, and then a wrecked Dreadnought. Rittman didn't even remember seeing the second Dreadnought. The troops were burning everthing in sight, a celebration of victory. There was a dull 'crump' as the flamer ignited a grenade, then laughter at the dead rebels who twitched horribly as their ammunition cooked off.

Rittman pulled the commnet out of his ear and swung his legs out of the hatch. His fatigues were stained with sweat and it was cool on the hull. Suddenly careless, he sat down and drummed his heels against the armour. Lahoon had powered down the engines, and they creaked quietly as they cooled.

He nodded as a sergeant saluted him. The man's uniform was pristine. As he turned away to shepherd his men past the battered Land Raider, Rittman had to fight down the urge to ask the sergeant where he had been, to throw dirt all over his spotless uniform, to hit him. Perhaps even shoot him - but the bolter was empty.

The moment passed. The battle was over, and Rittman was tired.



VEHICLE DETACHMENTS

Vehicle detachments consist of 4 types: Rhino, Land Raider and 2 types of Dreadnought detachment: Dreadnought Mutilator detachments (most appropriate to anti-personnel actions) and Dreadnought Destroyer detachments. The number and type of vehicle in each type of detachment, and the *Battle Rating* for the detachments, are:

Detachment Type	Number of Vehicles	Detachment Battle Rating
Rhino	3 Rhinos	90 points
Land Raider	3 Land Raiders	660 points
Mutilator	2 Contemptors 1 Deredeo 1 Furibundus	215 points
Destroyer	2 Deredeo 2 Furibundus	310 points

Data cards for all these vehicles can be found on p23.

CLOSE COMBAT

Armoured Vehicles do not mount close combat weapons. During the Close Combat phases, however, they may attack with their ranged weapons (even if these have already fired in an earlier phase). They may not make *ram* attacks during this phase. The rules for firing ranged weapons in close combat in *Adeptus Titanicus* apply to all vehicles.

Dreadnoughts may make *improvised attacks* in close combat. This represents the Dreadnought punching, kicking and even head-butting its opponent. An improvised attack may only be made against an opponent that falls in the arc of fire for carapace-mounted weapons. Only one improvised attack may be made per turn.

	To Hit Roll*	Damage
Improvised Attack	5+	Minor Damage

* Only apply the modifier for the target's AR to the roll to hit for an improvised attack.

Titans that are in base-to-base contact with vehicles may make up to two *stomp attacks*, even if they have already made a *stomp attack* during the *movement phase*. The Titan may also use *ranged* and *close combat weapons* to attack vehicles.

To be sure, our vehicles are small - smaller than the lightest Titan. They mount only the smaller weapons, and lack the protection of even a single Void Shield. We may be blasted to ash, or crushed underfoot.

But there are many of our small vehicles. There are many of our small weapons. Even the deadliest Titan will take some time to kill all of us. And therein lies our virtue, for in that time our little weapons may kill him.

*Lieutenant Commander Hardur Morren,
Land Raider Squadron,
23rd Fridona Regiment, Imperial Guard*

When you ride the Titans into battle, the world is at your feet, power is in your fists and there is steel in your soul. The battle holds no fear, for the Princes and the Moderatus have the righteous certainty of victory to soothe their thoughts.


But vehicle captains! They must be weighed down by courage, for who but a courageous fool would face a Titan in one of those little boxes...

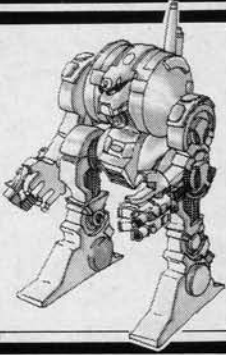
*Grand Master Erwin Malky,
Firebrands Order Divisio Militaris*

SCENARIOS

Vehicle detachments may be used in any scenario where the players decide to choose their own forces using the points system. Players are allowed to pick any number and type of detachments, as long as they have the *Battle Points* to pay for them. Note that vehicles are always bought by the detachment, never as individual vehicles.





DREADNOUGHT CONTEMPTOR 

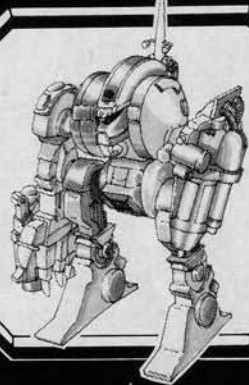


WEAPONS
Bolter (RA)
Bolter (LA)

ARMOUR RATING 0	DAMAGE RATING +1
SPEED 6/12	BATTLE RATING 30





DREADNOUGHT FURIBUNDUS 

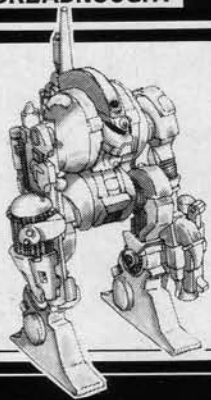


WEAPONS
Bolter (RA)
Las-Cannon (LA)

ARMOUR RATING 0	DAMAGE RATING 0
SPEED 4/8	BATTLE RATING 95





DREADNOUGHT DEREDEO 

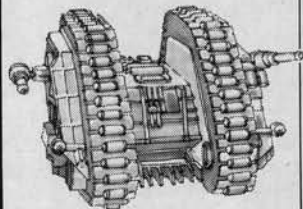


WEAPONS
Missile Launcher (RA)
Bolter (LA)

ARMOUR RATING 0	DAMAGE RATING +2
SPEED 5/10	BATTLE RATING 60




ARMoured VEHICLE LAND RAIDER 



WEAPONS
Las-Cannon (SwL2)
Las-Cannon (SwR2)
Heavy Bolter (FxF)
Heavy Bolter (FxB)

ARMOUR RATING 0	DAMAGE RATING -1
SPEED 10/20	BATTLE RATING 220

REMARKS May carry up to 10 infantrymen 

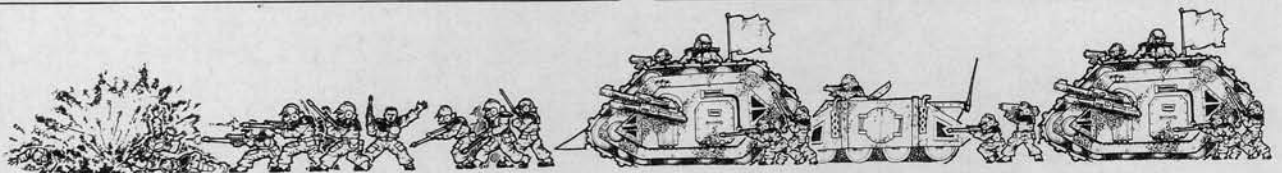
ARMoured VEHICLE RHINO 



WEAPONS
Bolter (Tt)

ARMOUR RATING 0	DAMAGE RATING 0
SPEED 8/16	BATTLE RATING 30

REMARKS May carry up to 10 infantrymen 

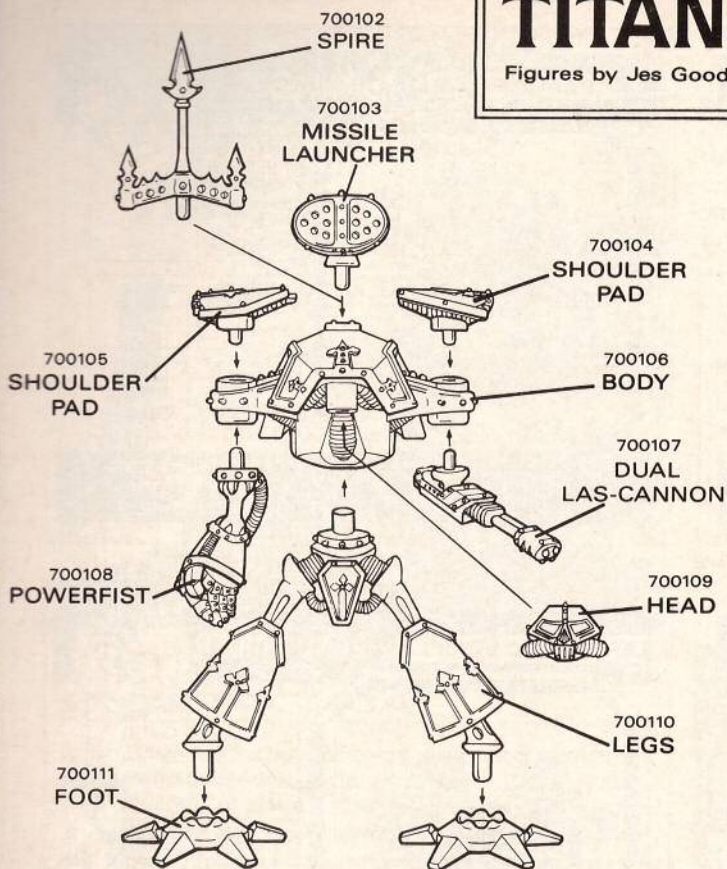


TITANS

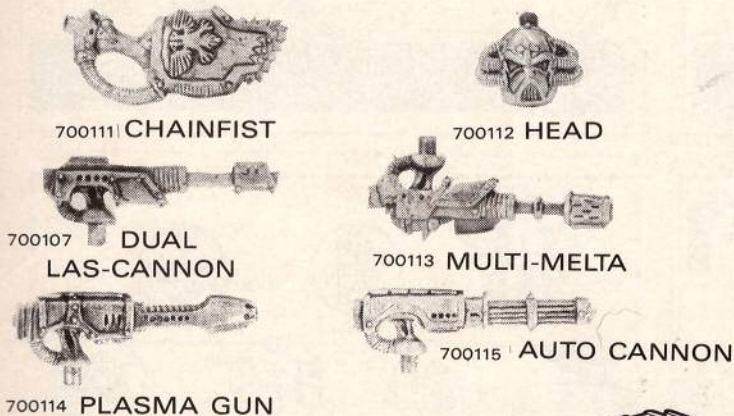
Figures by Jes Goodwin

REAVER CLASS BATTLE TITANS

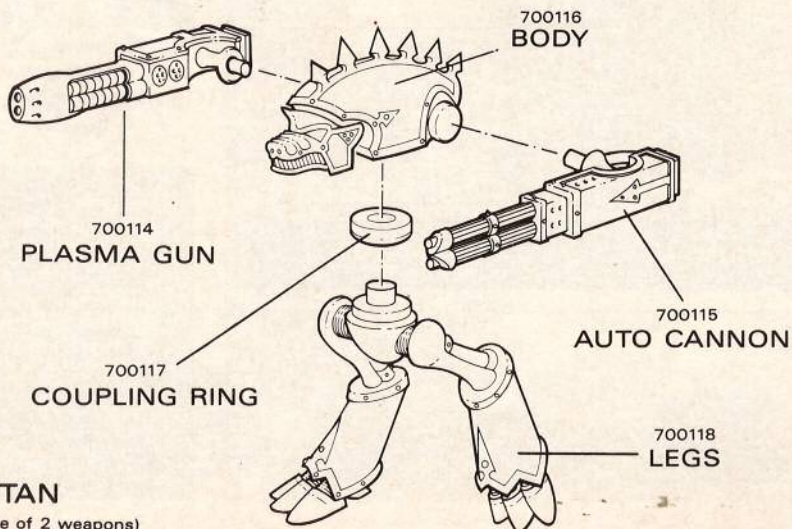
(1 legs, 2 feet, 1 body, 2 shoulders, 1 head, 3 weapons or 2 weapons & 1 spire)



CHAINFIST AND POWERFIST FOR USE ONLY WITH REAVER CLASS BATTLE TITAN. ALL OTHER WEAPONS INTERCHANGEABLE.



NOTE: MOST WEAPONS FROM THE PLASTIC WARLORD TITANS KIT ARE COMPATIBLE WITH BOTH REAVER AND WARHOUND TITANS.



WARHOUND CLASS SCOUT TITAN

(includes 1 body, 1 set of legs, coupling ring and choice of 2 weapons)

REALM OF CHAOS

THE LOST AND THE DAMNED



THE SERVANTS OF CHAOS

The Daemons of Nurgle and Tzeentch are crafty and subtle creatures in their own ways. Nurgle, the Lord of Disease, the bringer of decay, has made his Daemons in his own image, yet none of his Daemons are quite as they appear. Even the apparently straightforward and repulsively playful Nurglings, who infest his servants like mites, are twisted and moulded to Nurgle's image and purpose.

The festering sordidness of his Unclean Ones is merely a pale echo of Nurgle's own gross fascination with disease and decay. Their studied air of self-concern and overweening misery is just that: a studied pose which can be thrown aside when Nurgle's own bassoprofundo glee requires a chorus of answering unwholesome titters. They serve as ciphers for his malicious humours, urges towards decay and foul exertions.

The Daemons of Tzeentch are marked by an uncleanliness of the mind and spirit. Their disturbing and enigmatic master, the Changer of the Way, is in a state of constant flux. Within their broad sub-divisions, his daemonic followers have a degree of stability in form and power. In Tzeentch's realm not even the constancy of change can be allowed to remain fixed, so the changeable nature of Tzeentch demands that, at times, change is ignored or suspended. Such stability is never allowed to last forever, but endless changes are, in themselves, a kind of stability.

The names, titles, honorifics, powers and interests of Tzeentchian Daemons can change from moment to moment. Locked within eternal cycles of change and alteration without end, they are vague and enigmatic creatures, given to reacting with violence when confronted by constancy in form and attitude. Lacking any reference to any fixed values, the Daemons of Tzeentch are dangerous in the extreme; utterly unpredictable, they give new meaning to the term 'fickle'.



GREATER DAEMON OF TZEENTCH

THE LORDS OF CHANGE

Greater Daemons of Tzeentch (Chi'khami'tzann Tsunoi)

The Lords of Change are a mysterious, inconstant group. Their intimate acquaintance with change and mutability leads them to take nothing at face value. Truth and lies are interchangeable and the concept of value has no meaning to the Lords. Their own actions are often full of hidden meanings which change as whim and circumstance decree. They often avoid physical combat, preferring to risk their lesser brethren when at all possible, although this is not from any sense of cowardice - indeed, when cornered they can be formidable fighters.



Physique: A Lord of Change is a large, sinuous creature with bird-like characteristics. Its humanoid body is usually a vivid electric blue although changes to this colour are not uncommon. Its scrawny neck and bird head are covered in yellow feathers and a blue wattle dangles below the beak. Its wings and tail are also covered with blue-tipped yellow feathers. In combat it lashes out with its taloned feet and clawed hands and bites with its terrible hooked beak.

Alignment: Chaos (Tzeentch).

Magic: Lords of Change know nine spells of various levels. They always succeed in casting spells, and no *magic points* are expended (see *The Magic of Chaos*). See *Daemonic Saving Throws* in *The Magic of Chaos* for details of the Lords' *magic saving throw*.

Magic Items: All Lords of Change may have a Chaos Weapon with one randomly generated property. They may also have D6 other randomly generated magical items.

Psychological Traits: As Greater Daemon. Subject to *hatred* of creatures and followers of Nurgle. Subject to *frenzy* when *pushed back*.

Special Rules: As Greater Daemon. A Lord of Change has 2 *bite* attacks plus 4 *claw* and 4 *weapon* or 2 *bite* and 8 *claw* attacks. Their screams and shrieks while engaged in hand-to-hand combat are despairing and dreadful. All within 12"/24 yards are subject to *fear +1/terror*. At other times Lords of Change maintain a stoic silence.

Lords of Change should be mounted on 40mm x 40mm bases.

LORDS OF CHANGE

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3	1400

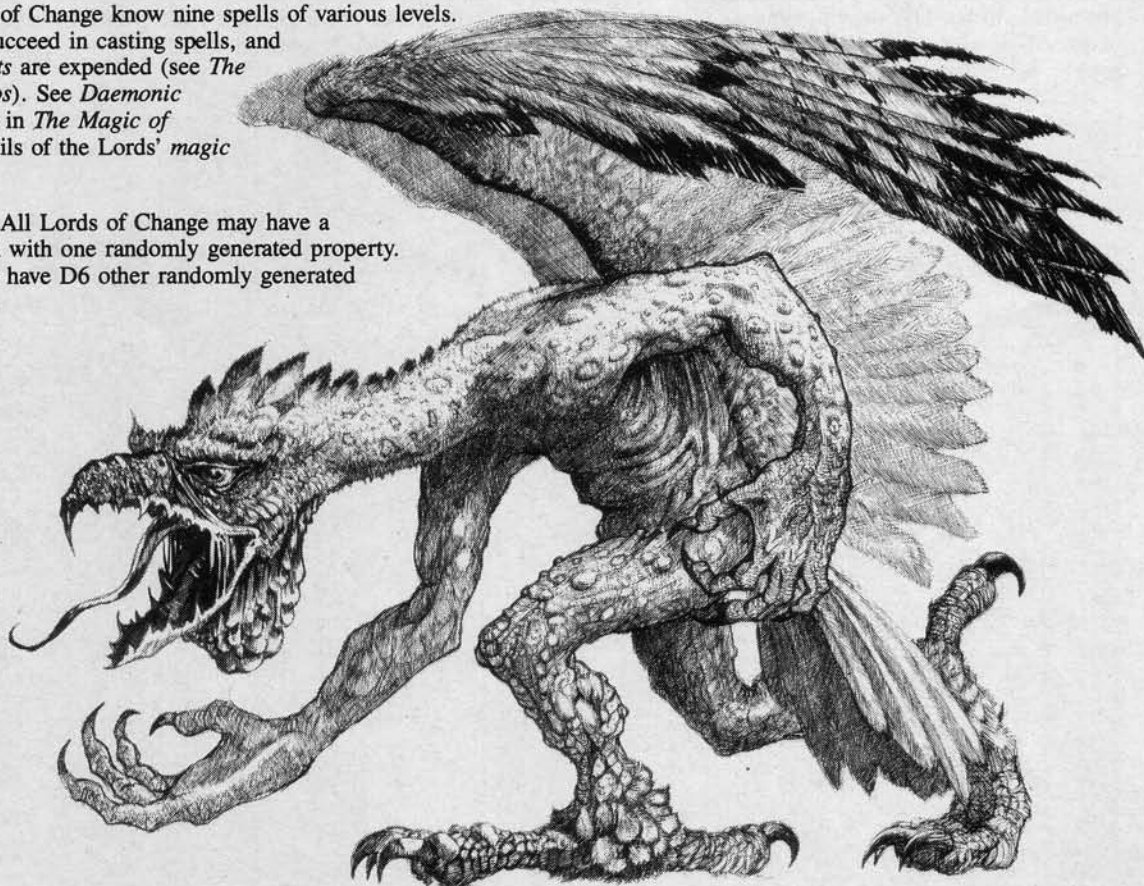
The points value has been modified to reflect the Lord of Change's spellcasting and other abilities. Lords of Change have an *armour saving throw* of 6.

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	39	100	10	89	89	89	89	89	29

Lords of Change have 1 *armour point* on all locations.

These profiles may be modified by the Daemon's Chaos attributes.



GREATER DAEMON OF NURGLE

THE GREAT UNCLEAN ONES

Greater Daemons of Nurgle (Bahk'ghuranh'aghkami)

Corrupters of Flesh
Fly Masters
Plague Lords
Stench Lords

The Corrupt
Sons of Nurgle
Wallowers in the Pit

These powerful Daemons are slothful and indolent wallowers in morbidity, concerned only with the progress of their own personal cargo of infections and illnesses. Once roused, however, they are deadly opponents, despite the studied air of decay and misery that surrounds them. Although they have tremendous strength, whenever possible the Unclean Ones prefer spellcasting to the exertions and dangers of combat. They will, of course, fight if magic or escape are impossible.



Physique: Created in Nurgle's own image, a Great Unclean One is far taller than a man. Its bloated body is riddled with pustules, and its head sits on multiple chins without any sign of a neck. The Unclean One's sinewy arms reach to the ground, and its three-fingered, clawed hands are always filthy. A snake-like tongue hangs from its mouth with a tiny, malicious face of its own. An Unclean One's skin is tinted various shades of green, yellow and brown, and is encrusted with slimy mucus. Often this hangs in gobbets and drops from the Daemon whenever it moves its lumpen body. Its horns and claws are of a sickly ivory hue.

An Unclean One may be infested with Nurglings (Daemonic Servants of Nurgle) who obtain sustenance by nibbling upon the dead skin of the Greater Daemon. Such creatures can even live within the mouth of an Unclean One, picking juicy morsels from the rotten stumps of their large cousin's teeth.

Alignment: Chaos (Nurgle).

Psychological Traits: As Greater Daemon. Subject to *hatred* of all creatures and followers of Tzeentch.

Magic: Greater Daemons of Nurgle know seven spells of various levels. They always succeed in casting spells, and no *magic points* are expended (see *The Magic of Chaos*). See *Daemonic Saving Throws* in *The Magic of Chaos* for details of an Unclean One's *magic saving throw*.

Magic Items: Each Great Unclean One may have D6 random magical items. See the *Random Magic Items Table* in *The Lost and the Damned*.

Special Rules: As Greater Daemon. An Unclean one has 8 *claw* attacks, 1 *bite* or *gore* and 1 *stomp*. Each time that an Unclean One bites an opponent an extra attack occurs. If this is successful the tongue-face has also bitten the opponent with a *poisonous bite* causing a *Strength* 1 hit.

Any non-magical item which comes into contact with an Unclean One rusts and moulders to dust instantly. Magical, Daemon and Chaos weapons and armour are unaffected.

All living creatures in hand-to-hand combat with an Unclean One risk catching Nurgle's Rot. See *Nurgle's Rot* in *The Magic of Chaos* for further details of this daemonic infection.

WFRP: The *claw* and *bite* attacks have a 100% chance of causing *infected wounds*.

Great Unclean Ones should be mounted on 40mm x 40mm bases.

GREAT UNCLEAN ONE

Warhammer Fantasy Battle

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3	1100

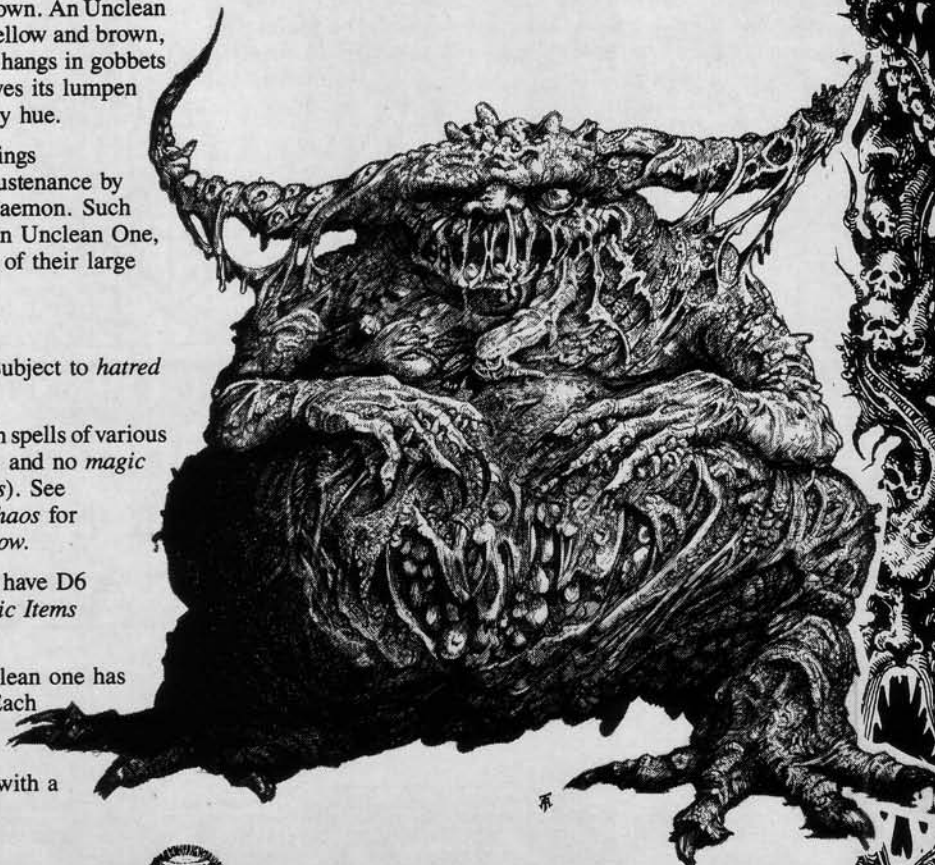
The points value has been modified to reflect the Unclean One's spellcasting abilities. Great Unclean Ones have an *armour saving throw* of 5 or 6.

Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	39	100	10	89	89	89	89	89	81

A Great Unclean One has 2 *armour points* on all locations.

These profiles may be modified by the Daemon's Chaos attributes.



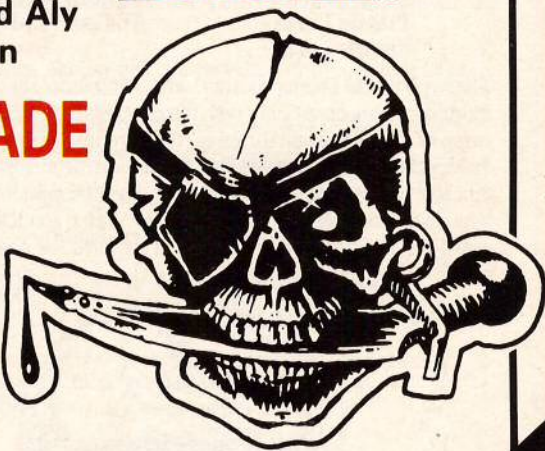
MARAUDERTM

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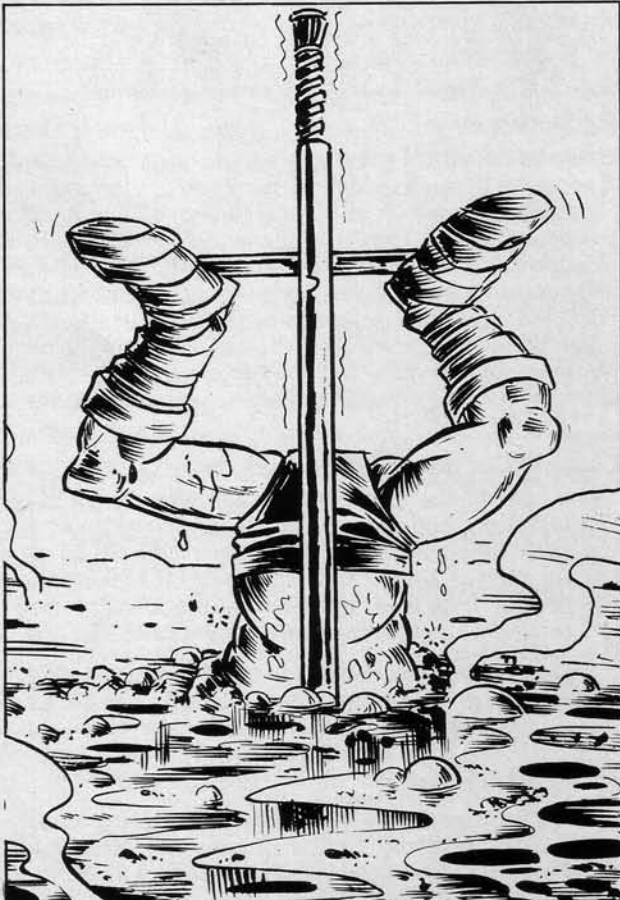
GOBLIN FANATICS

Goblins have a well-deserved reputation for the inventive and malicious cruelty that they demonstrate both on and off the Blood Bowl pitch. Their ability to come up with diabolical (and usually self-destructive) sneak plays is legendary. But even amongst the Goblins, there is a group of players who are spoken off with whispered awe in recognition of their almost suicidal, and certainly insane, approach to the game: the Fanatics, acolytes of an elite cult that accepts only those players who have proved themselves to be totally deranged.

And it is the Fanatics, alone of all the goblinoid races, who are crazy enough to take to the field on Pogo-Sticks, the fiendish invention of one-time Rats' coach, Pogo Doomspider. Pogo, alas, died when trying to improve his

invention with the addition of rocket-propulsion, a messy accident that caused an uproar as he managed to score simultaneous Touchdowns at both ends of the field with different parts of his anatomy - however, both scores were eventually disallowed because only half the ball had entered each End Zone.

Despite (or perhaps because of) the frequent Goblin fatalities caused by Pogo-Sticks, they have proved popular with coaches and Fanatics alike. And the fans just love to see those crazy little guys bouncing around completely out of control.



NAF FACTS

The highest pogo ever is a disputed call between Lowdown Rats' Ardo Snakebite and the Evil Gits' Dag Gobbuzza. The Rats' claim comes from a match against the Gouged Eye when Ardo pogoed into a trampoline pit; he was later found outside the stadium embedded to the waist in cess pit - unfortunately, this lucky soft-landing did Ardo no good as he landed head-first and quickly died by suffocation. Gobbuzza, on the other hand, was propelled high above the field of play by landing on a concealed mine during a game with the Warhammerers. The Gits maintain that some parts of Gobbuzza went far higher than any part of Snakebite - the Rats counter that on average Gobbuzza did not attain the record-breaking height as most of his bodily organs failed to even leave the arena and ended up spattered all over the jubilant fans. Neither Ardo nor Dag were available for further comment.



POGO-STICKS OF DOOM

Pogo-Sticks of Doom may only be used by Goblin Fanatics. Any team that has Goblin players (including mixed race teams) may replace up to 4 Goblin Catchers with Goblin Fanatics on a 1 for 1 basis. Goblin Fanatics riding Pogo-Sticks have the following characteristics:

Goblin Fanatic

MA	SP	ST	AG	TS	CL	AV
4	+4	1	4	0	+1	7

If a Fanatic is removed from the pitch due to injury, his Pogo-Stick goes with him - other players may not pick up the Secret Weapon and use it themselves (not that anyone other than a Goblin Fanatic could possibly be foolish enough to clamber aboard a Pogo-Stick).

NAF
FACTS

The longest sustained pogo of all time was by Creepers' Fanatic, Skarp Sorehead, who became hypnotised by his constant rhythmic bouncing and pogoed right out of the Middenheim arena. Officials tracked his progress for a while but lost count at 11,234 paces (the Creepers' statistician had given up at zoggin' lotz'n'lotz) - Sorehead was last reported heading for the sea near Luccini.

Blocks And Tackles

Goblins on Pogo-Sticks may not make blocks or tackles.

Interceptions

Fanatics riding Pogo-Sticks ignore the usual restrictions on Goblin interceptions and do not need to roll a 3 or more to intercept the ball.

Poging Over Prone Players

The Fanatic may Pogo over a prone player in an adjacent square. This manoeuvre counts as having moved 3 squares, so a Fanatic with an **MA** of 4 can move 1 square and then pogo, or pogo and then move 1 square.

Move the Fanatic to a square adjacent to the prone player and roll 2D6, adding the Fanatic's **AG** and subtracting -1 for each opposing *Tackle Zone* in the square the Fanatic is poging from. Then consult the *Poging Table*.

Poging Table	
Die Roll 2D6	Result
10 or more	Perfect! The poging Fanatic may carry on moving if he is able to.
7-9	Crash! The Fanatic falls over in the square he was leaping to and must make an <i>Armour</i> roll to avoid injury.
6 or less	Oooops! The Fanatic falls over in the square he was leaping from and must make an <i>Armour</i> roll to avoid injury.



Heroic Pogo

Goblin Fanatics may attempt this stunning if unpredictable manoeuvre to score Touchdowns instead of sprinting. The Fanatic may move up to 3 squares provided he ends in the opposing End Zone - the Heroic Pogo may take him through squares occupied by standing or prone players and opposing *Tackle Zones*. Roll a D6 and add +1 for each occupied square he moved through. On a result of 1-3, a Touchdown is scored. On a result of 4 or more the pogo goes drastically wrong and the Fanatic is KO'd - the ball scatters from the square the Fanatic was poging from.

Loss Of Control

There is a chance that a Fanatic will lose control of his Pogo-Stick and end up bouncing around at random all over the pitch. Before moving a Goblin on a Pogo-Stick, roll a D6. On a roll of 2-6 the Fanatic may move as he wishes. On a roll of 1, he loses control - roll for scatter 4 times to see where the hapless Goblin bounces to.

If the scatter roll takes the Fanatic into an occupied square, both players end up prone (move the Fanatic back to the last square he pogoed from) and must make *Armour* rolls to avoid injury. If the Fanatic bounces off the pitch, place him in the Stunned Box of the team's Dug-Out.

Goblins on Pogo-Sticks may hold, catch or intercept the ball, but this makes the Pogo-Stick more difficult to control. A Fanatic holding the ball loses control of his Pogo-Stick on a D6 roll of 1 or 2.

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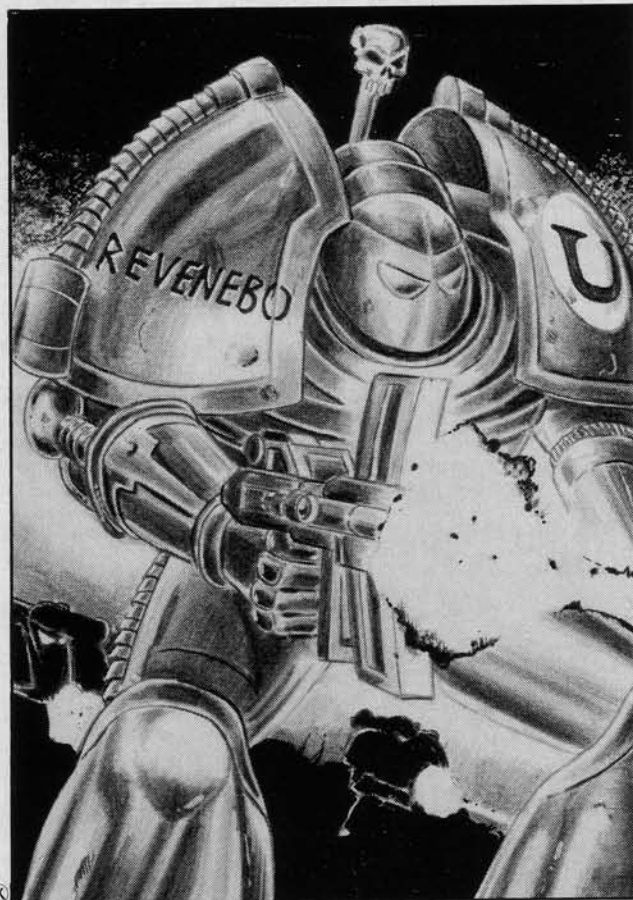
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TERMINATOR SQUADS

● TERMINATOR ARMOUR

The Powered Armour of the *Legiones Astartes* is among the finest protection ever developed for use in war. In his armour, a Marine can function in almost any environment and need have little fear of injury. The basic design is so successful that Marine armour has barely changed since the First Founding. It is, however, not the only equipment and armour available to the Astartes Chapters.

A need for even heavier armour became apparent long ago to the Adeptus Chapters. Certain situations virtually demanded its use: ship-to-ship actions, tunnel clearances, Hive-world combat, all required that very concentrated firepower be brought to bear in confined spaces. Dreadnoughts were unsuitable for use in such places; their cumbersome size merely added to the problem.



After some false starts, the basic outline design for Marine Terminator Armour, a form of exo-armour, evolved. Drawing on both Powered Armour and Dreadnought technologies, Terminator Armour attempts to combine the best of both. Several designs evolved in parallel from the forge-worlds of the Adeptus Mechanicus and the armouries of the Marines. Often bearing little physical resemblance to each other, these different Exo-armour suits have much in common. Massively armoured, sealed against any external conditions and incorporating their own armament, Terminator Armour designs proved their worth from the first. Like Powered Armour, the suits were equipped with fibre-bundle muscles and imposed few movement restrictions upon the wearer.

Terminator Armour also incorporates many more auxiliary systems than normal Marine armour. The armour's sensorium, based upon tendril sensors, links directly into the wearer's own awareness. The sensorium allows the wearer to use a vast number of scanners and detectors without conscious thought. Sensoriums can also be linked together, allowing every squad member to see exactly the same view of the battle as his comrades.

In addition to its formidable protective value, Terminator Armour has its own built-in weaponry: a Storm Bolter and a Powerglove. The Storm Bolter is a multi-chambered, short-barrelled development of the trusty standard bolter already used by the *Legiones Astartes*. It shoots at a faster rate than the original weapon, allowing it to lay down a curtain of fire. It is also quite short, partly because it is built into the exo-armour, making it an ideal close combat weapon. Such a combination in a single weapon has proven useful, to say the least. The Powerglove is already standard issue in many Chapters, and needs little work to adapt it to exo-armour.

Some Marine tacticians and scholars have criticised the design of the suit and its weaponry for lacking a heavy punch at extended ranges. Given its primary function in boarding, close assault and clearance actions, such arguments have carried little weight. Exo-armour has been included in the armouries of many Chapters who have recognised its worth.

Most Marine chapters maintain some Terminator suits in their armouries, and train some squads in their use. Some adaptive surgery for the sensorium interface is also necessary. However, Terminator Armour is not used by these Marines as a matter of course, but issued as and when required. Conventionally armoured Marines, for example, would not be expected to clear the densely-packed corridors of a Hive World. Their task would be to form a cordon, while Terminator Squads in exo-armour carried out the clearance.

The Thule Decimation of 728.M40 is one of the most noteworthy examples of the use of Terminator Armour. Six entire companies of Grey Knights (an elite Chapter that is unusual in having all of its Marines trained and adapted for Exo-armour) were equipped with Terminator Armour, including suits that had been requisitioned from five other Chapters. The assault was mounted with such haste that there was no time for repainting the suits. The Grey Knights were forced to attack in the colours of six different Chapters and, apparently faced by six Chapters of Marines, the defenders surrendered within three hours. One in ten on the planetoid city were subsequently executed for their part in the rebellion.

The Ultramarines' crusade against the Tyranid hive-fleet *Bebemoth* also included several important actions by Terminator Squads. These included the first breach in the fleet's outer hull, and the subsequent destruction of the vats and nest chambers.

Armed and armoured in Terminator Suits, properly trained Marines can take on almost any foe and prevail. Exo-armour in itself is, of course, only half the story: without the devotion and skill of a Marine, it would be as nothing.

● Special Rules for Terminator Armour

Terminator Armour is a sealed suit, and includes a respirator and communicator as standard. There is no movement penalty for wearing the armour.

Saving Throw

The armour has a saving throw of 2, 3, 4, 5 or 6.

Sensorium

Each design of Terminator armour incorporates a sophisticated set of sensors and detectors. These allow the wearer to be aware of every object within 12", regardless of any other intervening objects. The wearer also has the equivalent of normal sight with a range of 60". Psykers or psychic force can be detected by touch. The sensorium also protects the Marine from the blinding effects of photon and smoke grenades.

Armament

Terminator Armour is fitted with a Storm Bolter. This always has a targeter and a suspensor (which offsets the targeter's movement penalty). When used normally for shooting at distant targets, the Storm Bolter has *following fire*. It can also be used as a close combat weapon - however, in close combat a Storm Bolter cannot use *following fire*.

Exo-armour also includes a Powerglove as standard.

POWERGLOVE

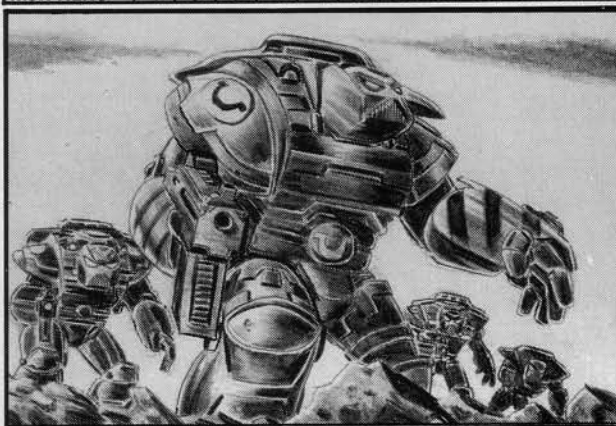
Range		Shooting to Hit		Save			Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
Close combat only				8	1	-5	X	-	-	-	-	-

STORM BOLTER

Range		Shooting to Hit		Save			Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-12"	12-24"	+1	-	4	1	-1	X	-	-	X	-	-

0-4 TERMINATOR SQUADS AT 450 PTS PER SQUAD

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARINE	4	5	5	4	3	1	5	1	8	8	8	8
SERGEANT	4	6	6	4	4	2	6	2	9	9	9	9
MJR HERO	4	6	6	4	4	3	6	3	9	9	9	9



BASIC/STANDARD EQUIPMENT

SERGEANT AND 4 MARINES

EXO-ARMOUR WITH COMMUNICATOR, RESPIRATOR AND SENSORIUM
POWERGLOVE
STORM BOLTER (INCLUDING TARGETER AND SUSPENSOR)
FRAG AND CRACK GRENADES

OPTIONAL UPGRADES:

(additional points cost is per squad)

All the Marines in a squad must be identically equipped. Additional points cost is per *squad*.

UPGRADE ONE SERGEANT TO MAJOR HERO:

UPGRADE 44

EQUIP ALL SERGEANTS WITH:

TELEPORT HOMER 20 JOKAERO DIGITAL JOKAERO DIGITAL
JOKAERO DIGITAL FLAMER 6 NEEDLER* 5
LASPISTOL 5 BIO-SCANNER 5 ENERGY SCANNER 5

* No more than four Jokaero weapons may be given to each sergeant

EQUIP ALL ALL SQUADS WITH:

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CAMELEONLINE FIELDS* 8 PHOTON 5
COVERS 3 GRENADES RAD 20
CONVERSION ANTI-PLANT 3 SCARE GAS 5
FIELDS* 15 BLIND 5 SMOKE 3
DISPLACER CHOKO 3 STASIS 20
FIELDS* 10 HALLUCINOGEN 10 STUMM 3
IMPERIAL HAYWIRE 20 TANGLEFOOT 5
STASIS FIELDS* 125 KNOCK-OUT 3 TOXIN GAS 3

* Only one field may be fitted to Terminator Armour

I do not know what effect these men will have upon the enemy, but, by the Emperor, they terrify me!

- Korba Milton, Senior Disputant and Tech-Scholar of the Adeptus Mechanicus Collegia Explicatio, (932-935. M41, b.889.M41)



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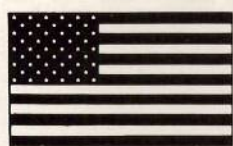
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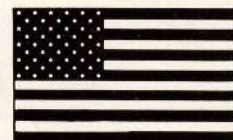
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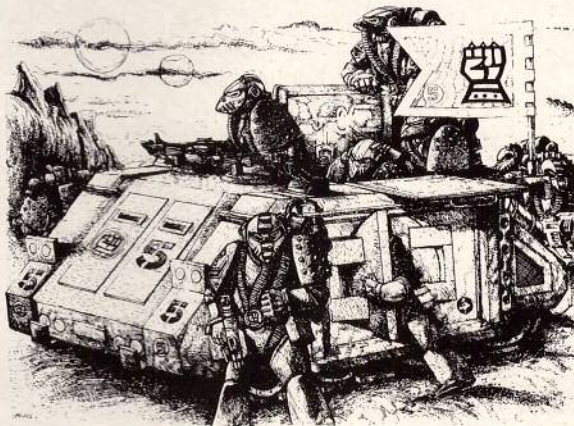
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BLISTER PACK**

"All of the worlds of the Imperium shall look to their own defence. They shall also look to the defence of the Imperium, and the prosecution of such wars as the Emperor in his wisdom shall decree.

Therefore, each populated planet shall raise and maintain its own planetary defence force, and from the ranks of this defence force it shall provide the best of its troops for recruitment into the Imperial Guard, according to such requirements as shall be imposed by the Administratum."

- from the Introit to the Codex Exercitus

THE IMPERIAL GUARD

Captain Worlak grunted with satisfaction as the gates of the fortress were blown to atoms and J Company advanced on the Traitors' position. Horren's assault platoon gunned their jump packs and flew forward into the gateway. It would all be over soon.

Worlak rubbed one hand over his stubbled chin, automatically tracing the zigzag scars that were the mark of a Warrior of the Kratch. He had feared that his 42nd Vorgarn would be assigned to some other duties because they were raised from the same homeworld as the traitor 38th, and had made sure that his superiors knew of the hereditary blood-feud between the Kratch of the 42nd and the Tarsh of the 38th. He had written long dispatches pleading for the duty of stamping the 38th out - to eradicate this stain upon the honour of the homeworld, to make a centuries-old cultural enmity serve the Imperial cause, and as many other arguments as he could muster.

He did not, of course, mention his strongest reason - that the traitors of the 38th were led by Tarsh Mardik. Cultural enmities between units were accepted as natural, but personal vendettas between commanders could interfere with judgement, and were sternly discouraged.

A huge explosion announced that the citadel was taken, and Worlak hurled his jetcycle up and forward, punching the comm into life as he did so. He had to find out.

"Horren. What news?"

"We have the command bunker, Captain."

"And?"

"We have saved the one you wish."

"Good. You will be rewarded."

"We are rewarded already, Captain trezny." Horren used the Kratch word for a leader of warriors, with the highest honorific suffix. The Imperium was all but forgotten - this was a Vorgarn affair, and Horren was a Kratch warrior who was very happy with his leadership. The screams which could be heard in the background bore out his words.

Worlak strode into the wreckage of the command centre to find the traitor commander chained up, away from the bodies of his men. He paled visibly as Worlak took off his visored helmet, revealing the empty socket of his right eye.

"You!"

"Yes, Tarsh Mardik. Me." He stripped off his uniform jacket, and at his signal one of his men unchained the captive. The others had begun to spread out into a loose circle around the two.

"It's been a long time, eh, Mardik?" Worlen drew the silver-handled Kratch hunting knife from his boot. "What must it be - twenty-five years, Terra standard? I expect you'll almost have forgotten by now. But I never forgot. I have this empty socket to remind me." He dropped the knife on the floor of the bunker, and backed away until the knife was exactly half-way between the two of them.

"You owe me an eye, Tarsh Mardik. And I've come to collect."

Simultaneously, the two men lunged forward for the knife.



● INTRODUCTION

The Imperium is vast, and wars are constantly raging throughout the galaxy. Rebellions flare up and are crushed; Orks, Tyranids and other alien races attack on a thousand fronts; heretic prophets rise to brief glory and are destroyed; new worlds are discovered, claimed for the Imperium, and pacified. At times, it seems, the whole universe is at war.

Indeed, as far as the line troopers of the Imperial Guard are concerned, the whole universe *is* at war. The Imperial Guard makes up the vast bulk of the Imperial military machine; recruited from the planetary defence forces of the Imperium's millions of worlds, it is a huge military force of Humans and Abhumans.

No one man knows the true size of the Imperial Guard, and only the huge *Codex Exercitus*, maintained on Terra by the highest ranks of the Administratum, contains the necessary data for such a calculation. There are some guesses and rumours - some say that if the whole of the Imperial Guard were paraded shoulder-to-shoulder they would cover the entire planetary surfaces of such-and-such a system, or stretch from Terra to such-and-such a star. The only thing known for certain is that the Imperial Guard is unimaginably vast.

Because of its enormous size, the Imperial Guard is also an incredibly diverse organisation. To define the configuration of every company and platoon, to describe every variation in troop organisation, equipment and tactics, would require a work many times the size of this one and the lifetimes of many scribes beside your servant who writes this. Of necessity, then, we must confine ourselves to standard-issue equipment, common troop types and conventional tactics.



An unofficial, but very common practice, amongst units of the Guard is the adoption of Battle Badges. These rivetted circular metal plates are sold to Guardsmen by their officers after major wars and battles. The Battle Badge simply has the name of the action and date stamped onto it. The troopers are proud to display such records of their battles and the badges are fixed to helmets and body armour even taking precedence over official unit insignia.

● IMPERIAL GUARD REGIMENTS

The major unit of the Imperial Guard is the *Regiment*. Precise numbers vary, but most Imperial Guard Regiments are raised with a strength of 2,000-6,000 men. Each regiment is raised from a single homeworld, and the Imperial Guard trooper regards himself as belonging first and foremost to the Regiment rather than the Army to which it is assigned at its raising.



● REGIMENT NAMES

Regiments are identified by the name of their homeworld, and a number - for example, the 8th Necromunda Regiment is the eighth Regiment of the Imperial Guard to have been raised from the hive world of Necromunda at a particular raising. Regiments are often given unofficial names by their commanders; thus, the 8th Necromunda Regiment call themselves 'The Spiders', and use the symbol of a spider as an unofficial emblem. Their commander, Colonel Raeven Mortz, even goes so far as to keep one of the deadly Necromundan Greenback spiders as a pet and mascot.

● COMPANIES

Regiments are divided into *companies*, which can vary widely in their size and composition. The company is the major tactical unit of the Imperial Guard. The heart of a company is composed of a varying number of *platoons*, and various specialist units and machines are attached to the company as need, availability and individual preference dictate - robots, vehicles, support weapons, ally contingents and the like.

● PLATOONS

The *Codex Exercitus* gives the standard configuration of an Imperial Guard Platoon as a *Command Section* and up to four *squads*. A Command Section consists of an Officer (normally either a Captain or a Lieutenant), a number of specialist troops such as a Medic, a Commissar, an Orderly who may carry the platoon's standard, and perhaps an attached group of Sanctioned Psykers, in addition to rank-and-file Guardsmen. A squad consists of one Sergeant and nine Guardsmen, and is always attached to a Command Section. Imperial Guard squads always act as part of a platoon.

● RECRUITMENT

Each of the populated worlds of the Imperium has its own planetary defence force, raised from among its population. The *lex imperia de munimenta publica* lays down that each planet shall raise and maintain a planetary defence force, and a further Imperial decree provides that these planetary defence forces shall provide recruits for the Imperial Guard.

Recruitment for the Imperial Guard creams off the elite of the planetary defence forces, according to a series of quotas set by the Administratum. Using a complex system of probability computations and battle forecasts backed up by the Imperial Tarot, the Administratum issues a requirement for troops, which is passed down to the Imperial Commanders of individual planets. The Imperial Commander can then formulate his population control policy for the next generation around the Administratum's requirement for Imperial Guard troops and his own requirements for labour.

Quotas are normally set each generation, but in times of great need, the Administratum may require a planet to supply two or more raisings from a single generation. During the wars of the Horus Heresy, for example, Necromunda was required to provide dozens of separate raisings, supplying the Guard with hundreds of millions of troops in total. Many hive worlds suffered similar burdens, while at the other end of the scale, many agricultural and feral worlds were almost entirely stripped of their meagre populations, and had to be left for several generations in order for their populations to recover.

Among the planetary defence forces, it is considered a great honour to be chosen for recruitment into the Imperial Guard. Many young hopefuls, especially on hive worlds and factory planets, flock to the planetary defence force in the hope of being found worthy of the Imperial Guard - their only chance of escape from their claustrophobic homeworlds.

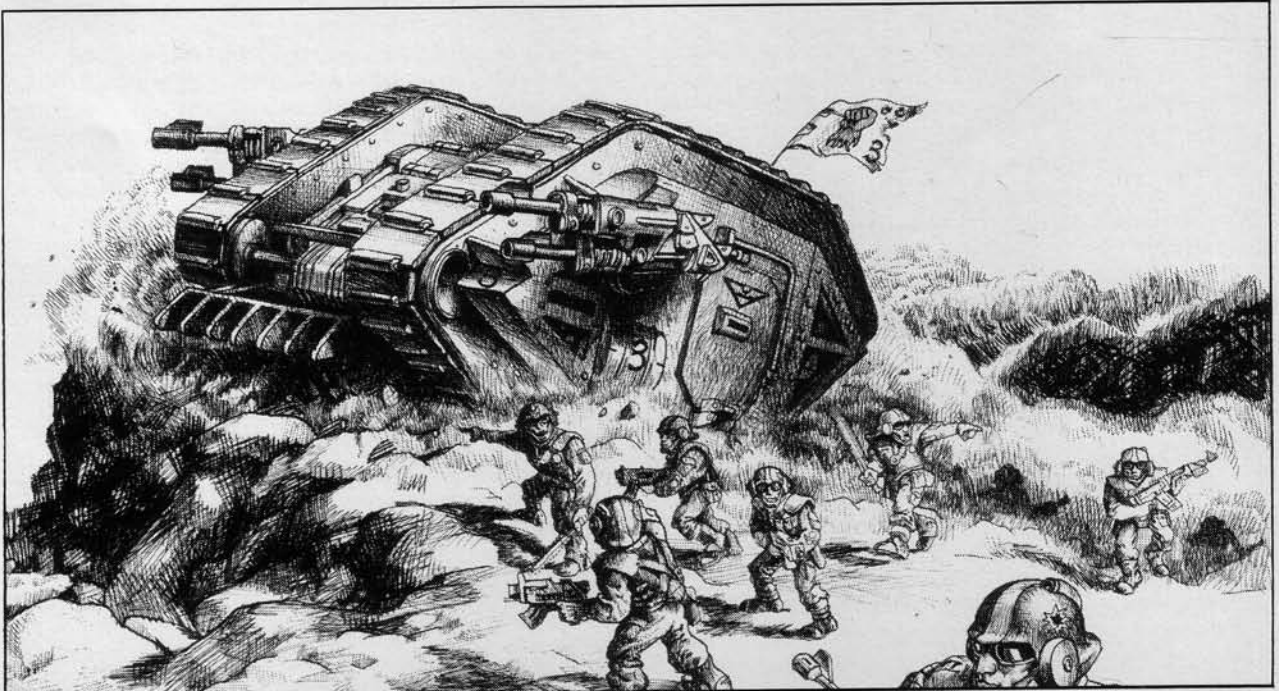
Methods of recruitment vary according to the world involved. On hive worlds such as Necromunda, it is common to draft entire street gangs into the planetary defence force - in effect, to legitimise their activities and give them formal control of an area. The most successful of these - and some are so successful as to threaten the long-term stability of a wide area - are drafted as complete platoons or companies into the Imperial Guard. On feral and mediaeval worlds, the planetary defence force is recruited from the warrior caste by a series of trials and ordeals, and given names such as the Knights of the Star Lord or the Eagle Warriors. The greatest of these, chosen again by trial, may join the Warriors from the Stars when their great ships come out of the sky. Some feral-world warriors will commit ritual suicide if they fail to meet recruitment criteria.

Skinner felt good. Electricity seemed to come up through the street and flow through his body. The Blood Rats were ranged out to right and left of him, and people were keeping off the street. Their street. Just like the old days.

It hardly felt any different - the old feeling was still there. Even after eighteen months in the belly of a spaceship in basic training. Even though they were now officially the Second Platoon, F Company, 23rd Vintor Regiment, Imperial Guard. Even though Rubblehead was toting a missile launcher in place of his home-made bombs.

Even the uniforms were a good omen. A hundred-to-one shot, minimum. Owing to local dyestuff supplies in the Hoptor system, the uniforms were a rusty brown. The colour of dried blood. The colours of the Blood Rats.

Hoptor IV was a home from home. And the Blood Rats had some fresh turf to carve themselves out.



Particularly on feral worlds, the taking of scalps, ears, and other trophies is encouraged as an index of martial prowess. Trophy-taking is also common among hive world gangs, which are similar in many cultural respects to the tribal warbands of pre-gunpowder feral worlds. On Necromunda, for example, many gangs take the smallest finger of the right hand as a trophy. Trophies are all-important proof of martial prowess, and thus of worthiness to join the Imperial Guard.

An Imperial Guard Regiment is recruited from a single planet at a single raising. The Regiment is shipped to its posting after it is raised, but does not receive replacements for losses. Because of the vastness of the Imperium, and its huge Human population, it is rare for the transport of personnel to justify the huge costs, risks and time-lags involved. However, in many Regiments the Guardsmen's offspring are brought up within the Regiment, and are recruited when they come of age. Until that time, they perform menial and support duties, and may fight as a *probitor* unit alongside the rest of the Regiment, being fully inducted into the Regiment when they have proved themselves in battle.

Because of the lack of ongoing recruitment, it is common for Regiments to become severely depleted, and it is thought that a great many Imperial Guard Regiments are currently at less than half their founding strength. In some cases, such as the 22/4 Valeria, two or more Regiments serving on a world may be combined to form a new Regiment, which is given the name of the base world if its parent Regiments came from different homeworlds.



Tarok slumped down behind the rock. With an effort of will he controlled his breathing, until his heart had stopped pounding in his ears and he could hear them moving out there.

Using a hunter's hand-signal he ordered his warriors to spread out into a loose line. With all the hunter's skill, they moved unseen to encircle the attacking Brannatim. Now all he had to do was keep himself alive until the noose closed, for he was the bait in the trap.

In the scrub over to his left, an incautious footstep crushed a dry leaf. Tarok rolled further behind the rock, and scooped up a handful of gravel, lobbing it far over to the right.

As the stones pattered to the ground, a Deathlight flashed the stunted bushes into flame. Tarok sprang up and fired at the Brannath who had just given away his position. The man fell forward out of the bushes, with a fist-wide, smoking hole punched through his body from front to back. Strange, thought Tarok, that there is no blood.

That thought almost cost him his life. He almost failed to notice the shadow sliding over the rocks behind and right of him. The rock glowed and began to melt as he dived away from the beam of the Deathlight. The Brannath was not quick enough with his second shot.

Then, on all sides of him, the air was shot through with the deadly bright rods of soldier-lightning. His hunters had encircled the Brannatim, and now began the killing. Like a herd of Kalthirs at calving-time, he thought with a smile.

He took up his Deathlight and loped into the bush to join his men. The Brannatim were defeated, and his Morodbim had proved themselves worthy to join the Sky Warriors. They were watching through their magic, he knew - the same magic that made the Deathlight spit its soldier-lightning. He wondered how it would feel to wear their strange clothes, and to fight alongside the great warriors whose names were now legend - Hokor of the Karathim, Regad of the Freidim, and Sborak - once his own uncle - of the Morodbim.

The Sky Warriors were waiting as Tarok brought his victorious Morodbim back to the village. Their faces all bore - as did his own - the scars of their tribes, and of the inner lodge of the Predor, the highest lodge of warriors. They also bore the scars of the Sky Warriors. Soon, those most coveted scars would also belong to Tarok and his warriors. They would go to the stars, and their deeds would be told around the cooking-fires until the end of time.

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CITADEL MINIATURES

● TRAINING AND DEPLOYMENT

Recruits to the Imperial Guard are already partially trained by virtue of their service with the planetary defence forces from which they are recruited. Advanced training, weapon cross-training and various drills take place during the long voyage from the Regiment's homeworld to their posting. Since it is Imperial policy to post Imperial Guard units well away from their homeworld in order to minimise the risk of revolt, these voyages can take months or even years. By the time an Imperial Guard unit arrives at its destination, it is a highly-trained and cohesive force, ready for almost any eventuality.

The Imperial Guard is most often deployed into war zones or on planets where a garrison is required. Garrison postings are seldom the easy tasks they may seem, for often an Imperial Guard garrison has to conquer a world, or recapture it from Orks or other aliens, before they can garrison it. Less common postings include attachment to the entourage of a Rogue Trader, and posting to a Titan Order as *Secutor* support troops.

A successful Regiment can look forward to being granted the overlordship of the planet to which they are posted. If the planet remains peaceful and meets all its quotas, the Regimental Commander may in time be rewarded with the title of Imperial Commander and the governorship of the planet, while substantial land grants may be made to Guard veterans who retire from active service due to old age. In due course of time, the Regiment will become a hereditary nobility, almost indistinguishable from the now-peaceful native population. The descendants of the original garrison may well be recruited, first into the planetary defence force, and then into the Imperial Guard Regiments that are raised there.



Occasionally, the powers and responsibilities of office may corrupt a Regimental Commander who is appointed Governor of his garrison planet, and he may be tempted to rebel, as in the case of the 3rd Vorradian Regiment on Bradur IV. In such cases, Imperial justice is swift and total - less than a hundred days after the rebellion began, the governor's palace was assaulted by the Space Marines of 3 Company, Legio Astartis Blood Drinkers, with orders to take no prisoners and accept no surrender terms.

● SUPPLY

A Regiment is supplied with weapons and other equipment at its foundation, and a Regimental Commander may request equipment from the Administratum for a particular task. However, since these requests can take some time to process and are by no means certain to be approved, many Regiments will take over factories and workshops on the world to which they are assigned.

Uniforms are supplied at the foundation, but are not replaced thereafter; it is the responsibility of the Regimental Commander to arrange the supply of such items, and in an old-established Regiment it is common for uniforms to vary from platoon to platoon. The basic pattern of the uniform will remain the same, as laid down by Imperial regulations, but its colour and material will vary according to what is available at the time. Thus, for example, a Regimental Commander may requisition a batch of material from a factory on the Regiment's posting world, and if only blue material is available, then the replacement uniforms will be blue.

● TROOP TYPES

The Imperial Guard incorporates troops of many types and races. In addition to the standard, general-purpose tactical platoon, a wide range of individuals and units see service with the Imperial Guard.

● ADEPTUS MECHANICUS

The Imperial Guard's equipment is serviced directly by the Adeptus Mechanicus and their Servitors. The Adeptus Mechanicus personnel and Servitors are directly responsible for the Guard's vehicles and are the custodians of all the Guard's support weaponry and equipment.

Servitors

Servitors are Humans modified by the Adeptus Mechanicus, with the sole purpose of operating machinery. They are selected from various sources - the Penal Battalions, planetary reformatories, captured rebel forces and other sources of unwanted manpower - and then brain-scrubbed, physically adapted if necessary, and given intensive biochem and training. The result is less than Human, but has vastly enhanced mechanical capabilities. Servitors are able to operate their machines without thought, by instinctive response resulting from their intensive training and modification, and a single Servitor can perform the functions of two normal crewmen.

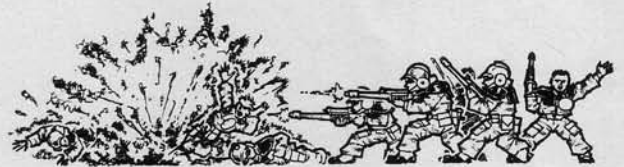
● COMMISSARS

On the battlefield, Commissars accompany the highest-ranking officers in an Imperial Guard force, encouraging bravery and devotion to the Imperial cause, and ensure that cowardice and vacillation are punished and their effects on the force minimised. Away from the battlefield, Commissars act as priests and advisors, conducting rituals, giving instruction and performing other duties to ensure firm adherence to the Imperial cult. This does not necessarily mean that the religious or ritualistic practices of a platoon's cultural origins are forbidden. On the contrary, the Commissars are skilled at adapting such rites and making them an 'official' part of the Imperial Cult.



● SANCTIONED PSYKERS

Not all psykers are killed out of hand or shipped to Terra for absorption by the Emperor. Sanctioned Psykers are often attached to Command Sections of Imperial Guard platoons. These individuals have often led a bizarre life as fugitives, hidden by friends or tribal groups and always in fear of their lives. Consequently, they may manifest considerable eccentricity in their dress and behaviour. They are often afflicted with mutations, an enlarged cranium being particularly characteristic.



● ASSAULT PLATOONS

Some platoons are specially trained for close combat; recruits from feral and hive worlds are particularly renowned for their ferocity in hand-to-hand fighting. These troops are drawn from the most ferocious and brutal feral-world tribes and hive-world gangs, and take great pride in their fearsome reputation. Ritual scars, facial mutilations and other identity marks characteristic of their homeworld culture are common - as they are throughout the Imperial Guard - and some assault troops invent their own platoon markings in addition, to add to their barbaric and fearsome appearance. The taking of scalps, ears and other trophies is common.

● ROUGH RIDERS

On many undeveloped frontier worlds, with no properly developed communication system, the Imperium has found that horses provide the most viable form of transport. Horses have been bred continuously since the early days of expansion into space for this very reason. Imperial Guard units from frontier worlds which have an equestrian military culture are often used more or less permanently as mounted scouts and foragers. These platoons of horse-mounted Guardsmen are known as *Rough Riders*.

Rough Rider units are sometimes issued with a nine-foot hunting lance whose head bears a shaped explosive charge. These are used for hunting big game on Feral Worlds - the quarry is driven to bay by troopers acting as beaters, and the officers draw lots to decide who will dispatch it with the lance - but they are also used by the Guard in battle. Rough Rider Lancers have proved particularly effective against riotous mobs and massed hordes of Gretchins and similar opponents; they can sometimes even produce a better result against heavier, power-armoured troops than the standard-issue lasgun of the Imperial Guard.



The Scouring of Ralgor VII. In this famous action, Guardsmen of 'F' Company of the 9th Necromundian Regiment (24th Imperial Army Corps) - supported by Titans of the Fire Wasps Order - turned back a counter attack from Rebel forces on the captured city of Fliighof.

The Officer on the far left wears a Commander's gold breastplate emblazoned with an Imperial Eagle device. He is accompanied by a Commissar, whose extreme devotion and long service is indicated by the skulls on his collar.

The large banner on the right is 'F' Company's honour banner, carried - as is traditional - by members of the 1st Platoon. It bears the scrolls

of no less than five actions for which the Company was highly commended. The central figure is an image of Ollanius Pius, the Guardsman who is supposed to have given his life by interposing his body between Horus and the Emperor during the assault on the Imperial Palace. He is now regarded as something of a saint by the Guard, and on occasions is even prayed to as an intercessionary figure.

The other large banner is that of the 2nd Platoon - identified by its two-colour field.

The smaller banners denote the Guardmen's various tribal origins on the Necromunda Hiveworld. In this instance, the reference is to the



Death Blades gang from which these troops were recruited. Many of the Guards have customised their battlegear with Death Blade symbols - note the backs of the troopers in the right foreground, the patches on the forearms of those immediately behind them, and the kill banner on the weapon of another.

The Command Section of the 1st Platoon (identified by their yellow helmet stripes and flag symbols) is leading the platoon on the left flank, while the centre is held by the same platoon's Support Squads (identified by a blue helmet stripe and a support squad helmet symbol).

The bulk of the troops beyond these squads is comprised of the 2nd Platoon - indicated by the presence of their platoon banner.

Note how the tiger-stripe battledress of some of these troops differs from the standard issue Codex grey. It would not be unusual, in fact, for battledress colours to vary between squads in the same platoon. This is due to a number of factors, not least being the fact that individual guardsmen must take responsibility for replacing their own uniforms and equipment once their initial issue has become worn or damaged. Similarly, individual Commanders are responsible for the overall standards and details of battle drill.



● BEASTMEN

The *Beastman* breed of Abhuman is becoming increasingly common on the frontiers of the Empire, and sometimes whole planetary groups are populated by Beastmen. What they lack in intelligence, Beastmen make up in aggression and determination. They commonly have a simple but fierce devotion to the Imperial cult, fired by a desperate wish to atone for their sin of being born mutants by doing the Emperor's will on the battlefield. For Beastmen, the Emperor is portrayed as vengeful and proud, demanding tribute in the flesh and blood of his enemies. The borderline between this crude form of Emperor worship and the Chaos cult of Khorne is thin, and the Beastmen's limited intellect mean that some inevitably cross over to Chaos.

"Beastman bad. Bad Beastman. Dirty. Emperor no like. Beastman love Emperor. Give blood to Emperor. Give heads to Emperor. Say sorry."

- Packmaster Grasbt, attached to 7 Company, 14th Gratanor Regiment

● OGRYNS

Ogryns are large, powerfully-built Abhumans, thought to be descended from Humans marooned on prison planets long ago. They are valuable troops because of their strength, brutality and childlike devotion to the Imperial cult. However, their limited intellect can make them frighteningly unpredictable and erratic. Ogryn squads must be led by Ogryn leaders, who have received brain-enhancement surgery.

Owing to their size and basic intelligence, Ogryns are normally equipped with weapons that have been designed specifically for them - mainly low-technology weapons and primitive armour. Grenades must be specially made for the Ogryns' large hands, and take the form of large metal cylinders with a ring-pull detonator at one end. Ogryn leaders are often equipped with a weapon they've dubbed the Ripper Gun, a simple but effective drum-fed, large-calibre auto-shotgun firing canister scatter-shot.

"C and D platoons, move up. Follow the Robots. Other units hold position. Gardiner, where are the Ogryns?"

"In small pieces all over breakout zone Charlie, sir. Shurikens took 'em apart. Only three survivors."

"Patch me through to them. Hello, who's that?"

"Ordrogg."

"Gratbyogg still alive?"

"Nab."

"Listen, Ordrogg, the Emperor's very pleased with all of you, OK?"

"Hlm? He's pleased?"

"Very pleased. He's watching you now. He says he wants you to go over to the Robots and stick with them. You got that?"

"Yerr. On our way."

● RATLINGS

Halflings, the smallest Abhuman breed, are known by a variety of names throughout the Imperium, but the name that has passed into common usage within the bulk of the Imperial Guard is *Ratlings*. They are used mainly as snipers, and are not subject to the otherwise rigid platoon structures. they may operate as independent squads.

● PENAL BATTALIONS

The Penal Battalions are drawn from Imperial Guard and planetary defence force troops who have committed capital crimes, and had their sentences commuted to life service. There are a great many capital crimes, so the supply of potential troops for the Penal Battalions is never-ending.

New troops have their heads shaved and tattooed with the unit insignia, and explosive slave-collars are put around their necks. The collars are a disciplinary device rather than a means of turning the troops into Human Bombs - the blast is directed inwards, and will have little effect on anyone standing even a few feet away. The collars are controlled by the Adeptus Mechanicus personnel accompanying the force, and are detonated sparingly, when discipline needs to be enforced without destroying the troops' morale.

Penal Battalions are a part of the regular fighting force of the Imperial Guard, and a commander who regards Penal Battalion troops merely as cannon-fodder and uses them wastefully is liable to end up in a Penal Battalion himself.

"There are those who undervalue the Penal Battalions. But they should consider this: should a man who has wronged the Emperor be allowed to wrong him further? For each man executed is a man who can no longer serve, and to fail in service to the Emperor is the greatest of sins."

- Leman Russ, *Meditations on Imperial Command*, Book XXI

● HUMAN BOMBS

The troops sentenced to service in the Penal Battalions are there for life, and must live under a tremendous burden of guilt; for not only have they committed crimes, but in so doing they have betrayed the Emperor.

However, the Emperor in his mercy has ordained that Penal Battalion troops should have the opportunity to repent and atone for their crimes - hence, the Human Bombs.

Any Penal Legion trooper may volunteer for service as a Human Bomb. In addition to his normal equipment, he is fitted with an explosive harness. The moment he dons the harness, he is absolved by the Emperor and the burden of his guilt is lifted. He also has a chance of freedom, for some of the harnesses are rigged not to explode - if he survives the battle, he is absolved and free.

● ON THE BATTLEFIELD

The troops of the Imperial Guard have adopted a rigid battlefield command structure which is reflected in the following rules relating to platoon and squad coherency.

● PLATOONS

The Imperial Guard takes the field in *platoons*. A platoon consists of a *Command Section*, led by an officer, and up to four *squads*, each consisting of a Sergeant and nine Guardsmen. The exact composition of squads and Command Sections can vary and is fully described in the army list. Officers and other models in a Command Section (such as attached Sanctioned Psykers) cannot leave their Command Sections under any circumstances. A Commander who is not attached to a Command Section at the start of the battle is the only officer who may operate independently. A Commander who starts the battle attached to a Command Section must remain with that Command Section for the remainder of the battle.

Platoon Coherency

Imperial Guard squads always operate as part of a *platoon*. The following rules apply to platoon organisation:

1. A platoon is commanded by an officer: an officer is Commander, a Captain or a Lieutenant.
2. Each officer is accompanied by a Command Section. The only exception is a Commander who begins the battle independently, unattached to a platoon.
3. Officers are subject to the normal unit coherency rules with respect to their Command Sections: an officer must remain within 2" of at least one other member of the Command Section.
4. In addition to the officer and Command Section, each platoon contains 0-4 Tactical, Support or Assault Squads (or any mix of such squads).
5. Each squad in the platoon must have at least one model no more than 12" away from at least one model of the platoon's Command Section.

Thus, the more Command Sections in a force, the smaller and more flexible the platoons can be.

It is possible that platoon coherency may be broken if a squad is routed or some of the models are killed. If a squad becomes separated by more than 12" from its Command Section, it must try to restore platoon coherency in the next turn. The following rules apply, provided the squad is not subject to mandatory movement rules (eg routing):

1. The squad must move so that at least one model is within 12" of a model in its Command Section, unless:
 - a) it cannot get within 12" of its Command Section in one turn
 - b) it would have to move across open ground known to be covered by enemy fire
 in which case, refer to rules 2 and 3 below.
2. If the squad is in cover, it remains stationary. If the enemy come within 12", the squad may either retreat or remain stationary.
3. If the squad is not in cover, it moves towards the nearest cover within 12". If there is no cover within 12", the squad may either remain stationary this turn or move away from the enemy.

The squad may act normally again if its Command Section moves to within 12" of it and restores platoon coherency.

Squad Coherency

Imperial Guard units always fight as ten-man units, and may not be split up into smaller groups.

Individual Guardsmen must maintain normal unit coherency. No model may move more than 2" away from the nearest model in the same squad.

If a model finds itself further than 2" from the nearest model in the squad, the following rules apply:

1. The model must move so that it is within 2" of another model in its squad, unless:
 - a) it cannot get within 2" of another model in one turn
 - b) it would have to move across open ground known to be covered by enemy fire
 in which case, refer to rules 2 and 3 below.
2. If the model is in cover, it remains stationary. If the enemy come within 6", the model may either retreat or remain stationary.
3. If the model is not in cover, it moves towards the nearest cover within 6". If there is no cover within 6", the model may either remain stationary this turn or move away from the enemy.



GUARDSMAN OF THE 5TH ARCADIAN REGIMENT

This illustration shows a member of 'A' Company, 2nd Platoon (denoted by the two-colour background of his regimental number). A veteran member of a Tactical squad (as indicated by his helmet stripe), he also bears the Order of the Winged Heart - awarded for acts of heroism above and beyond the call of duty. The Guardsman's Hiveworld origins and membership of the Arcadian Cult of the Spider can be seen both in his facial tattoo and the decoration on his gloves. Note also the kill markings painted on the barrel of his lasgun - a very common practice amongst all Guardsmen.

Platoon designation is shown by the number of colour fields behind the Regimental number. A single colour is used by members of the 1st Platoon, while the 2nd uses two colours, and so on.



1st Platoon



Symbol of the Cult of the Spider (orig.: Hiveworld Arcadia)

Tribal and/or gang icons - which usually originate on a Guardsman's homeworld - are often incorporated into official regimental insignia, and can appear in a variety of forms (cloth/embroidered patches, designs painted on body armour, and so on).



A Guardsman's company is denoted by a shoulder motif comprising the Company's ID letter ('A', in this case), framed by stylised Imperial eagle's wings. The exact style of this motif may vary between regiments.



3rd Platoon



4th Platoon

The role of the squad to which a Guardsman belongs (Assault, Tactical, Support, or Command) is indicated by a helmet symbol in the appropriate squad colours. The style of these symbols may vary from regiment to regiment, and some units even add them to their battledress.

Those Guardsmen who survive a battle are often awarded service medals or battle badges which may vary in size and appearance from metal rivets (fastened to the sides of a helmet - see Tactical Squad helmet below), to larger medallions engraved with the name and date of the particular battle or action.



Command Section



Assault Squad



Tactical Squad



Support Squad

● SPECIAL UNITS

The normal unit structure of the Imperial Guard is based on the platoon, as mentioned above. Platoons may consist of Tactical Squads, Support Squads, Assault Squads, or any mixture of the three types, in addition to the compulsory Command Section. The other various special units commonly used by the Imperial Guard are covered below.

Assault Platoons

An Assault Platoon comprises a Command Section and up to 4 Assault Squads - it contains no Support or Tactical Squads. Assault Platoons are the only Imperial Guard troops which may be equipped with jump packs, since a vital part of their combat role is to enter close combat quickly.

Rough Riders

Any Human Platoon, with the exception of Penal Battalion troops, may be given horses to convert them into Rough Riders. Rough Rider Platoons are the only Guardsmen who may be equipped with hunting lances.

Beastmen

Beastman Platoons must consist of a normal Human Command Section and up to four Beastman Squads. All the Beastman Squads in the force must be organised into a single platoon. They can only follow *specific orders* (see below).

"They are an effective force in their way, and I do not doubt the Emperor's wisdom in allowing tainted abhuman filth to serve him. But my men shall not be exposed to the corruption of these beasts."

*- Commander Carab Culln,
Legio Astartis Red Scorpions*

Ogryns

Ogryn Squads consist of a brain-enhanced Ogryn leader and four normal Ogryns. All the Ogryn Squads in an Imperial Guard force act together as a single Ogryn Platoon. They do not have a Human Command Section; instead, the player nominates one of the squad leaders as the platoon leader.

Distraction

Ogryns are subject to *distraction*. As mentioned above, they are of lower intelligence than other Imperial Guard troop types, and this can sometimes have an adverse effect on their performance in combat. They can become distracted, lose track of their objective, or start arguing among themselves.

At the start of each Imperial Guard turn, the player must roll a D6 for each Ogryn Squad. On a roll of 1, the squad is *distracted* for the whole of the turn. It may not move or shoot; if it is engaged in close combat, it may make no attacks.

Ratling Snipers

Ratling Snipers are organised into squads of five. These squads are not subject to the normal platoon organisation, and operate as independent squads.

Penal Battalion Troops

A platoon of Penal Battalion troops consists of up to four Penal Battalion squads, plus a normal Command Section. It is subject to all the normal rules for platoon and squad coherency. A force containing Penal Battalion troops must also contain at least one Adeptus Mechanicus to detonate their explosive collars. Penal Battalion troops can only follow *specific orders* (see below). All the Penal Battalion Squads in the force must be organised into a single platoon.

Human Bombs

Human Bombs operate as individual figures, and are not subject to unit coherency rules. A force containing Human Bombs must also contain at least one Adeptus Mechanicus to detonate the bomb harnesses. They can only follow *specific orders* (see below).

● SPECIFIC ORDERS

Beastmen Platoons, Penal Battalion platoons and Human Bombs may only be given *specific orders*.

Specific orders may be one of the following three types:

1. Move within range of a specified enemy unit, firing when within range.
2. Charge a specified enemy unit and engage it in close combat.
3. Take and hold a specified position.

The enemy unit or position must be specified when the order is given. It is often helpful to note specific orders on a piece of paper, indicating the unit receiving the order, the type of order given, and the enemy unit or position specified by the order.

With Beastmen and Penal Battalion troops, one set of specific orders must be given to the whole platoon.

When troops following a specific order cannot move into position in the current turn, they must move at least half their move allowance towards their objective.

An order may *not* be changed once given; it must be completed before a new order can be given.

When an order is completed, and *only* when it is completed, a new order may be given by an officer within 2" of the unit. In most cases, this will be the officer in command of the platoon. If the platoon is without a commander, then any officer within 2" may give the platoon a new order.



● ADEPTUS MECHANICUS

Adeptus Mechanicus personnel serve as custodians of the equipment and vehicles attached to an Imperial Guard force, preparing the equipment for battle and repairing it after damage.

Before the battle, roll for the availability of Adeptus Mechanicus personnel. D6 Adeptus Mechanicus are available, and treble that number of Servitors - so, for example, a dice roll of 3 indicates the availability of 3 Adeptus Mechanicus and 9 Servitors. It is not compulsory to field all those available; the die roll simply gives the maximum that *can* be used.

The Adeptus Mechanicus and Servitors accompanying a Imperial Guard force must be provided with sufficient vehicles to carry them. For example, if a force includes three members of the Adeptus Mechanicus and nine Servitors - a total of 12 models - the player must provide them with enough vehicles to carry 12 models. These vehicles can be of any type - for example, a Rhino and two Jet Cycles, four Jet Cycles and four Land Speeders, or any combination of vehicles the player wishes. The Adeptus Mechanicus and Servitor models do not actually need to ride on or accompany these vehicles during battle, and the vehicles may be deployed however the player wishes.

At least one Adeptus Mechanicus must be included if the force contains Beastmen Platoons with Frenzon dispensers, Penal Battalion troops, Human Bombs or bombots. One Adeptus Mechanicus is required for each Land Raider, Land Speeder and maniple of robots in the force. Other vehicles and items of equipment only require Servitors as custodians (see *Additional Equipment and Weaponry* in the army list for full details of the requirements for custodians).

If Off-Table Support Fire is purchased for an Imperial Guard force, any Adeptus Mechanicus may act as a Spotter.

It should be noted that on the battlefield Adeptus Mechanicus and Servitor custodians need not accompany the vehicle or equipment they service - they need only be included in the force for the equipment to be available.

Servitors

Servitors are able to directly interface with many items of machinery, literally plugging themselves into the equipment via surgically implanted sockets and linkages. In this way the Servitor is able to operate the machine more efficiently than normal Humans. Each Servitor may therefore take the place of two crewmen on any vehicle or item of equipment which he is operating - for example, a single Servitor can fly a Land Speeder in place of the usual two crewmen. In such cases, the Servitor model must obviously be in the vehicle or with the item of equipment he is operating.

Repairing Damaged Equipment

Adeptus Mechanicus and Servitor models may attempt to repair vehicles which have suffered critical hits. Roll a D6 when the model arrives at the vehicle: on a roll of 6, the critical effect is repaired and the machine will function again next turn; on a roll of 2-5, repair may yet be possible - the Adeptus Mechanicus or Servitor model must roll again next turn; on a roll of 1, the vehicle is beyond repair.

● COMMISSARS

You must roll before the battle to determine whether Commissars are attached to the Imperial Guard force. A Guard force always includes D6-2 Commissars. An Imperial Guard force acting as an ally contingent in another army includes D6-4 Commissars. In both cases, the force *must* contain the indicated number of Commissars. Commissars with standard equipment are free of any points cost, but additional equipment for Commissars may be purchased at the normal points cost.

Each Commissar accompanies an officer, beginning with the highest-ranking officer in the force and working down through the ranks. This means the first Commissar accompanies the commander of the force, the second Commissar accompanies the next highest ranking officer, and so on.

If there are more Commissars than officers in the force, the extra Commissars are each assigned to a sergeant of the player's choice. No more than one Commissar may accompany any officer or sergeant.

A Commissar must always remain within 2" of the officer or sergeant to whom he is assigned.

If the unit to which the Commissar is attached retreats for any reason, the Commissar will summarily execute the officer or sergeant, thereby sparing him the shame of living with the knowledge of his failure to do his duty to the Emperor. Do not roll dice for this, as it happens automatically - simply remove the officer or sergeant model from the table.

If the officer of a platoon is killed - either by the enemy or by his Commissar - the Commissar effectively takes control of the platoon. While he does not formally assume command, his presence is such that the troops will automatically look to him for leadership. All tests that would have been made using the officer or sergeant's *Leadership* or *Cool* are now made using the Commissar's profile instead.

Commissar Krieghust lowered his bolt pistol. All eyes were upon him. They didn't know who to fear more - him or the Eldar.

"Weep for him - " he indicated the fallen officer " - for his faith was not sufficient. Rejoice for yourselves, for my faith is bottomless! Forward, for the Emperor!"

● SANCTIONED PSYKERS

Sanctioned Psykers may have up to D6-2 rolls on the *Personal Attributes Table* in **Slaves to Darkness**. In addition, Sanctioned Psykers may be given any number of cosmetic mutations - mutations that only change the appearance of the Sanctioned Psyker and have no effect whatsoever on the model's profile or abilities.

Sanctioned Psykers attached to an Imperial Guard force must be attached to Command Sections. They may be distributed among the Command Sections as the player wishes, and any number of Sanctioned Psykers may be attached to any Command Section.

● EQUIPMENT

Uniformity of Equipment

Tactical, Assault and Support Squads may be upgraded with *additional equipment*. If they are given additional equipment, *all* the troops in a platoon must be identically equipped; for example, if lasguns are replaced by bolters, then *all* lasguns in the platoon must be replaced by bolters, or if troops are given plasma grenades, then *all* troops in the platoon must be given plasma grenades. This rule applies to vehicles and other equipment as well as weapons.

Points values for characters include the equipment listed under *Basic Equipment*. The *Optional Upgrades* are addition to this and comprise either a package of *Standard Equipment*, and/or a series of rolls in the *Special Equipment Charts*.

Jump Packs

Assault Platoons may be equipped with jump packs to bring them quickly into the close combat at which they excel. Only Assault Platoons may use the expensive jump packs, since they are the only troop type for which it is vital to enter close combat quickly.

Auxiliary Grenade Launchers

The auxiliary grenade launcher (AGL) is a one-shot weapon, consisting of a simple tube mounted on a standard-issue lasgun which uses a gas charge to fire a single grenade. AGLs may be issued to Imperial Guard troops equipped with lasguns. The standard launcher will only fit onto a lasgun, but variants for use with other weapons are available on the civilian market, and some officers make use of these - such AGLs have been known to be incorporated into rods of office, vehicles and even the archaic walking canes affected by some officers.

Before the battle, an AGL is loaded with a single grenade, which may be of any type carried by the model. When a squad is equipped with AGLs, they must all be loaded with the same grenade type and the whole squad must fire them in the same turn. Since AGLs are one-shot weapons, a player must record when a model or squad has fired its AGL(s).

AUXILIARY GRENADE LAUNCHER

Range		Shooting to Hit		STR	DAM	Save		Type		Area	T
Short	Long	Short	Long			Mod	C	H	S		
0-10"	10-20"							As ammo			4

Power Shields

A power shield is a thin sheet of plasteel that incorporates a very small power field generator producing a field large enough to cover the surface of the shield.

A model equipped with a power shield adds +1 to its *saving throw*: against attacks made at close range and in close combat, the *saving throw* bonus increases to +2. There is no *saving throw* bonus against explosions.

Rough Rider Hunting Lance

Rough Rider Platoons may be equipped with hunting lances. In the first combat round of the first hand-to-hand combat, the Rough Riders charge the enemy with their lances; thereafter, the lances are useless - those that have not exploded on impact are assumed to have been discarded as the Rough Riders draw close combat weapons. Using the lance adds +2 to user's *Initiative*.

LANCE

Range		Shooting to Hit		STR	DAM	Save		Type		Area	T
Short	Long	Short	Long			Mod	C	H	S		
Close combat only				+2	1	-2	X	-	-	-	4



Collar Detonators

When an Imperial Guard force includes Penal Battalion troops, all members of the Adeptus Mechanicus accompanying the force have collar detonators.

Any Adeptus Mechanicus can detonate any of the collars worn by Penal Battallion troops within his line of sight. If an Adeptus Mechanicus sees a Penal Battallion Squad retreating or routing, he will detonate one of the collars. Each Adeptus Mechanicus may detonate *one* collar per turn, in the *rallying* phase. The sight of a comrade's head being blown off will make the troops realise the error of their ways, and they will automatically rally next turn.

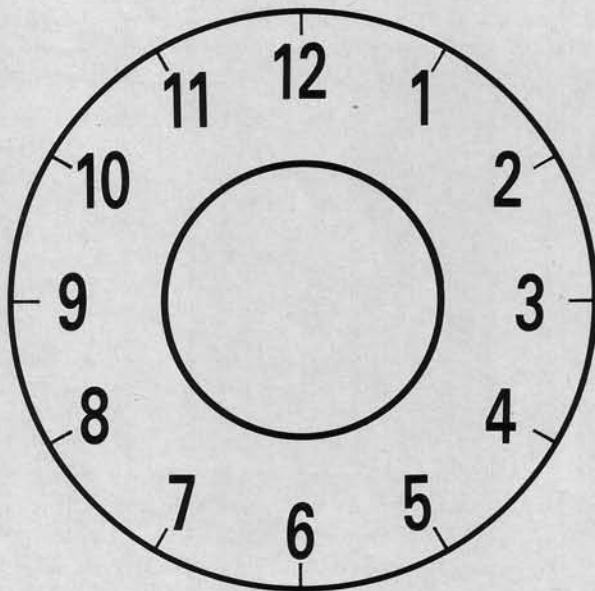
Frenzon Dispensers

Penal Battalion troops and Beastmen may be equipped with frenzon dispensers. Frenzon controllers are held by each Adeptus Mechanicus, in the same way as the collar detonators; however, the chosen drug is administered to every member of the squad, rather than to a single model.

Bomb Harnesses

Each Human Bomb is equipped with a bomb harness. Any Adeptus Mechanicus may detonate any or all Human Bombs within his line of sight during his turn - either a single bomb, or *all* of them - but may make no other action that turn. The player rolls a D6 for each bomb which has been detonated - on a roll of 1, the bomb is found to be a dud and doesn't explode, while on a roll of 2 or more it explodes normally.

Each bomb explodes with a 1½" blast radius at *Strength* 3. In addition, it throws out D6 subsidiary blasts. Each subsidiary blast flies out D6" in a randomly determined direction (roll a D12 for direction, using the *clock-face template* with the model's front facing as 12 o'clock), and explode with the same effect as a frag grenade (*Strength* 3, Damage 1, blast radius 2").



If a Human Bomb is caught in an explosion of any sort he will immediately detonate - even if his bomb-harness has already been found to be a dud.

Human Bombs whose harnesses are found to be duds immediately attempt to leave the battlefield by the safest route, but until they actually exit the table they are still vulnerable to accidental detonation.

Ripper Gun

Ogryn leaders are equipped with the *ripper gun*, a drum-fed, large-bore automatic shotgun firing heavy shot.

Range		Shooting to Hit		Save			Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-4"	4-8"	Always hits	-2	4	1	-	-	-	-	X	½"	6

Ogryn Grenade

Ogryn grenades explode as normal frag grenades but with a -1 *saving throw* modifier due to the larger size and greater quantity of explosive and shrapnel.

Ratling Sniper Rifle

This is a laser-powered needle rifle, reserved for the use of Imperial Assassins and Ratling Snipers. The rifles have long barrels and are quite bulky; they count as a heavy weapon when carried by a Ratling.

Range		Shooting to Hit		Save			Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-12"	12-24"	+1	-	3	1	+1	-	*	-	-	-	6

* Counts as a heavy weapon only when carried by Ratlings; the movement penalty in this case is ½", but is always countered by suspensors - see *Suspensors* below.

Sniper rifles function in the same way as lasguns, but also project a microscopically thin sliver of crystal which is driven by the tight photon stream and enters the body of the target through the wound made by the laser. On striking the target, the crystal dissolves into a powerful neurotoxin, which affects the target immediately.

On a successful hit, do not make the usual *Strength vs Toughness* roll. The target only makes a *saving throw* against the shot and if he fails the neurotoxin is delivered into his system and takes immediate effect.

Several race-specific poisons are available. Each poison is effective against the listed race or races and has absolutely no effect against targets of other races (eg shooting an Eldar with *Orthotoxin* has no effect if he fails his *saving throw* - the same shot using *Eldrotoxin* would instantly kill the Eldar).

Poison	Race affected
Eldrotoxin	Eldar
Orkotoxin	Orks and Gretchins
Orthotoxin	Humans and Abhumans (including Ogryns, Ratlings and Beastmen)
Slannotoxin	Slann
Tyranotoxin	Tyranids and Zoats
Rodotoxin	Skaven
Ferrotaxin	Genestealers
Haemotoxin	Vampires

No poison has been found that is effective against Daemons or Possesseees.

Ratlings carry *Orthotoxin* as standard issue, and additional poison types cost 2 points per type.

Suspensors

All heavy equipment used by Guard forces is provided with the appropriate number of suspensors to cancel its encumbrance.

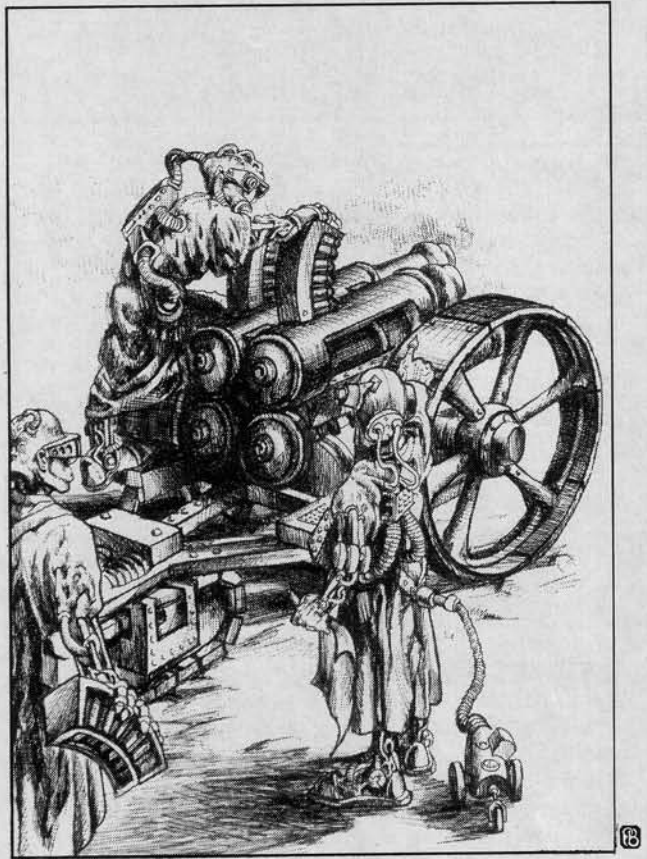
Support Weapons

Support weapons must be crewed by Tactical Squads, Assault Squads, Adeptus Mechanicus or Servitors (each Servitor model counts as two normal crewmen).

Guardsmen crews must be purchased in whole squads; any Guardsmen surplus to minimum crew requirements are deployed as extra crew on weapons of your choice. Each weapon crew counts as a squad for the unit coherency rules, and may operate independently (ie they need not be attached to a platoon or a Command Section).

Moving Support Weapons

Rhinos and Land Raiders are capable of towing a Thudd Gun, Rapier or Tarantula without penalty (the Mole Mortar is normally stowed). Limbering or stowing the weapon must be performed by the weapon's crew, who then clamber onto or into the vehicle. Limbering the weapon takes place during the *movement phase*. On the first phase (the one in which the weapon was attached), the vehicle's rate is reduced by 50%, but on subsequent phases the vehicle may move normally. Unlimbering also takes place during *movement*; if the vehicle has travelled less than half its permitted distance the weapon can be set up ready to fire in the *shooting phase*.



18



19

Assault platoons are often fitted with jump packs to enable them to move into close combat as quickly as possible.

Off-Table Support

Up to 1000 points may be allocated to supporting fire from beyond the battle zone. The type of fire required is not specified by the player before the battle (see *Requesting Support Fire*), but once these points have been set aside they cannot be used for anything else.

Spotters

One Adeptus Mechanicus model may be nominated as the *Spotter* for the support fire. He may not then drive a vehicle or act as a custodian for any other weapon or piece of equipment.

Requesting Support Fire

Support fire may be called down by the Spotter or by a Lieutenant, Captain, Commander or Commissar. The model requesting support fire must remain stationary for his entire turn and the target of the supporting fire must be visible to him. See *Support Weapons* in **WH40K** for the range of options available.

Whoever makes the request for support fire must make a 2D6 roll against his *Leadership* before the *shooting phase* of his turn. If he rolls less than his *Ld*, the supporting fire will be of the type requested, and will fall during the *shooting phase* of that turn.

If the roll fails, it means that the type of supporting fire requested is not available (and remains unavailable for the rest of the battle). A different sort of supporting fire may be requested again in the player's next turn.

Points are expended when a request for support fire succeeds. Support fire may be requested until the total points value allocated to support fire has been used up. Only one individual may attempt to call down support fire per turn.

● FORCE COMPOSITION

An Imperial Guard force *must* include at least one Lieutenant and 4 Tactical Squads as a minimum requirement. In addition, the force may include any of the troop types in the army list and any of the ally contingents listed below.



● ALLY CONTINGENTS FOR THE IMPERIAL GUARD

Legiones Astartes

Space Marines will not lower themselves to fight alongside a force containing Beastmen, Ogryns, Ratlings, Squats or mutated psykers. If any of these troops are present in the Guard force, Marine allies will not be available. Otherwise, a Guard force may spend 25% of its points value on troops from the Space Marine army list.

Squats

25% of the army's points value may be spent on Squats.

Rogue Traders

Rogue Traders are at the forefront of Imperial expansion, and often encounter difficult and dangerous situations. As a result, an Imperial Guard force is quite likely to be called into action on the instigation of a Rogue Trader. 25% of the army's points value may be spent on troops from the Rogue Trader army list.

Adeptus Arbites

The Imperial Guard often fight alongside units of local Judges when operating on Imperial colonies. 25% of the army's points value can be spent on Adeptus Arbites troops.

Imperial Assassins

One squad of Imperial Assassins may be attached to an Imperial Guard force.

Harlequins and Ordo Malleus

When an Imperial Guard force faces an enemy force which includes Daemons or Possesees, the force commander may seek the specialist help of the Ordo Malleus. The feared Eldar Harlequins, too, may deign to join a non-Eldar force if it fights against Chaos. If the Guard's enemy contains Daemons or Possesees, 25% of the army's points value may be spent on *either* Ordo Malleus *or* Harlequin allies.

IMPERIAL GUARD BANNERS

Simply photocopy the banners, colour them in using Citadel inks and paints. The banners can be then cut out and glued to banner poles on Imperial Guard figures and vehicles.

BANNERS OF THE 5TH ARCADIAN REGIMENT, F COMPANY



Company Banner, carried by 1st Platoon



2nd Platoon



3rd Platoon



4th Platoon

Each banner is carried by the Orderly of the Command Section in a Platoon. Colours vary but are generally bright primaries, for example yellow, red, white, blue, and are the same as those displayed on the regimental badges worn by the Guards. These are the official banners for the company. Other banners carried by Company troops are likely to include motifs and slogans of the unit's constituent gangs. For instance, the 5th Regiment's F Company, contains 9 platoon - the Death Blades - who wear their name and skull motif on the backs of their jackets, and carry pennants which repeat the pattern.

The air still snapped with sounds of distant las-guns. Far off cries were carried on the wind. Behind the smoking wreck of a Rhino, troopers crouched in warm mud.

"Sergeant, you think the battle's over?" A young trooper shivered as he asked the question. He grimaced as he tried to remove his helmet without re-opening a hastily bandaged head wound.

An older, stockier man raised his eyes and stared into the distance. After a while he blinked and got up. He climbed up on the remains of the APC and looked across a bleak landscape, to a horizon silhouetted by the glare of setting suns. The sergeant pulled out a pair of macro-lenses and scanned a wide arc of devastation. He caught sight of the blockhouse where he and his men had been holding out only four hours before... There - at 7.38 - a glint of red metal and a trail of fossil fuel emissions. Orks! Drearoughts, four of them, probably more out of sight. They were coming this way.

He jumped back behind the wreck and kicked a quiet Ogryn who was scratching his back on one of the ex-Rhino's exhaust units. The Ogryn stopped and looked at the sergeant. The old man scowled and pointed in the direction of the Orks. The Ogryn grunted and started kicking his sleeping companions. The sergeant picked up his las-gun.

"Sergeant?" The young trooper looked up at his squad leader.

"You can put in for the overtime, come on."

0-1 COMMANDER

	CHAMPION 10			HERO 40			MAJOR HERO 90					
PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	4	4	4	3	1	4	1	7	7	7	7
HERO	4	5	4	4	4	2	5	2	8	8	8	8
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9



BASIC EQUIPMENT
 KNIFE OR COMBAT ACCESSORY
 MESH ARMOUR
 FRAG GRENADES LAS PISTOL
 INFRA-RED VISOR COMMUNICATOR

OPTIONAL UPGRADES
STANDARD EQUIPMENT: 12 points
 POWER SWORD
 CONVERSION FIELD JUMP PACK

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

The Commander may be attached to his own Command Section (complete with a platoon if desired) or may operate independently.

0-1 CAPTAIN

	CHAMPION 10			HERO 40			MAJOR HERO 90					
PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	4	4	4	3	1	4	1	7	7	7	7
HERO	4	5	5	4	4	2	5	2	8	8	8	8
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9



BASIC EQUIPMENT
 KNIFE OR COMBAT ACCESSORY
 FLAK ARMOUR
 LASPISTOL PHOTO VISOR
 INFRA-RED VISOR COMMUNICATOR

OPTIONAL UPGRADES
STANDARD EQUIPMENT: 5 points
 LASGUN
 CONVERSION FIELD CHAINWORD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

The Captain must be accompanied by a Command Section and must command a platoon of 0-4 Tactical, Support or Assault Squads, or any mix of such squads.

1-3 LIEUTENANTS

	CHAMPION 10			HERO 40			MAJOR HERO 90					
PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	4	4	4	3	1	4	1	7	7	7	7
HERO	4	5	5	4	4	2	5	2	8	8	8	8
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9



BASIC EQUIPMENT
 KNIFE OR COMBAT ACCESSORY
 FLAK ARMOUR
 LASPISTOL
 PHOTO VISOR COMMUNICATOR

OPTIONAL UPGRADES
STANDARD EQUIPMENT: 5 points
 LASGUN CHAINWORD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

The Lieutenant must be accompanied by a Command Section and must command a platoon of 0-4 Tactical, Support or Assault Squads, or any mix of such squads.

0-D6 ADEPTUS MECHANICUS at 15 points each

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
AD. MECHANICUS	4	3	3	3	3	1	3	1	7	7	7	7



BASIC EQUIPMENT
 POWER ARMOUR REFRACTOR FIELD
 EXPLOSIVE COLLAR DETONATOR
 HUMAN BOMB DETONATOR
 FRENZON CONTROLLER

OPTIONAL UPGRADES

STANDARD EQUIPMENT: 5 points
 POWER AXE LASPISTOL

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

An Adeptus Mechanicus is required for each Land Speeder, Land Raider or maniple of robots in the force. An Adeptus Mechanicus is required if bombots, Penal troops or Human Bombs are used. An Adeptus Mechanicus may act as a Spotter for Off-Table Support Fire.

0-3 SERVITORS per Adeptus Mechanicus at 8 points each

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SERVITOR	4	3	4	3	4	1	4	1	7	7	7	7



BASIC EQUIPMENT
 KNIFE OR COMBAT ACCESSORY
 MESH ARMOUR



There must be at least 1 Adeptus Mechanicus present to control and direct Servitors. The player may have up to 3 Servitors for each Adeptus Mechanicus in the force.

D6-2 COMMISSARS at no points cost

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9



BASIC EQUIPMENT
 LASPISTOL
 CONVERSION FIELD

OPTIONAL UPGRADES

STANDARD EQUIPMENT: no points cost
 LASGUN CHAINWORD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

Players must roll to determine how many Commissars are present in the force. If available, Commissars must be included, but at no points cost. Each Commissar accompanies a Guard officer, starting with the most senior and working down. If there are more Commissars than officers, the remaining Commissars each accompany a sergeant of the player's choice (one Commissar per sergeant).



0-5 SANCTIONED PSYKERS at 40 points each

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



BASIC EQUIPMENT
 KNIFE OR COMBAT ACCESSORY
 FLAK ARMOUR
 PHOTO VISOR FRAG GRENADES

OPTIONAL UPGRADES

STANDARD EQUIPMENT: 1 point
 LASPISTOL

SPECIAL EQUIPMENT CHARTS
 Each Sanctioned Psyker may pay 15 points and then make D6-1 rolls on the *Special Equipment Charts* (except the *Heavy Weapons Chart*); the player may choose which chart each roll is taken on.

ADDITIONAL EQUIPMENT

FORCE SWORD40
 FORCE ROD40

PSYCHIC POWERS

MASTERY LEVEL 1 PSI LEVEL 3D6 PSI POINTS ABILITIES 1D6 ABILITIES
 Psychic abilities are randomly determined from the following list by rolling a D10 for each ability.

D10	LEVEL 1 PSYCHIC ABILITY	D10	LEVEL 1 PSYCHIC ABILITY
1	AURA OF RESISTANCE	6	STEAL MIND
2	CURE INJURY	7	TELEKINESIS 1
3	HAMMERHAND	8	TELEPATHY 1
4	IMMUNITY FROM POISON	9	TELEPORT 1
5	MENTAL BLOW	10	WIND BLAST

CHAOS ATTRIBUTES

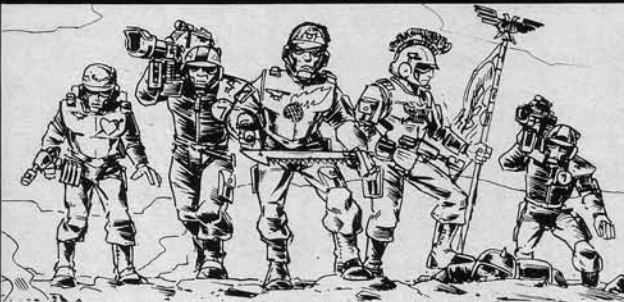
Each Sanctioned Psyker may have D6-2 rolls on the *Personal Attributes Table* in *Slaves to Darkness*.

Sanctioned Psykers must be attached to Command Sections; any number may be attached to any Command Section.

1-4 COMMAND SECTIONS at 280 points per section

1 MEDIC, 1 SERGEANT, 1 ORDERLY AND 2 GUARDSMEN

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEDIC	4	5	5	4	4	2	5	2	8	8	8	8
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
ORDERLY	4	3	3	3	3	1	3	1	7	7	7	7
GUARDSMAN	4	3	3	3	3	1	3	1	7	7	7	7



Command Sections must be accompanied by an officer (Commander, Captain or Lieutenant).

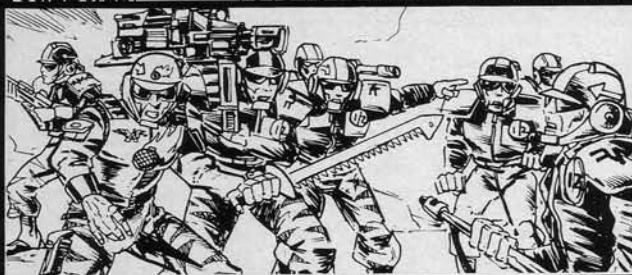
BASIC EQUIPMENT
 KNIFE OR COMBAT ACCESSORY
 FLAK ARMOUR
 PHOTO VISOR
 FRAG GRENADES

STANDARD EQUIPMENT
MEDIC MEDIKIT, ENERGY AND BIO-SCANNERS, WEB SOLVENT, LASPISTOL
SERGEANT LASPISTOL, CHAINWORD
ORDERLY LASPISTOL
2 GUARDSMEN LAS-CANNON

4-12 TACTICAL SQUADS

at 200 points per squad 1 SERGEANT AND 9 GUARDSMEN

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
GUARDSMAN	4	3	3	3	3	1	3	1	7	7	7	7



Squads must fight in complete 10 man units - they may not be split up.

BASIC EQUIPMENT
 KNIFE OR COMBAT ACCESSORY
 FLAK ARMOUR
 PHOTO VISOR
 FRAG GRENADES

STANDARD EQUIPMENT
SERGEANT LASPISTOL AND CHAINWORD
7 GUARDSMEN LASGUN
1 GUARDSMAN LAS-CANNON
1 GUARDSMAN GRENADE LAUNCHER WITH FRAG, CRACK AND TOXIN GRENADES

0-2 SUPPORT SQUADS

at 445 points per squad 1 SERGEANT AND 9 GUARDSMEN

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
GUARDSMAN	4	3	3	3	3	1	3	1	7	7	7	7



Squads must fight in complete 10 man units - they may not be split up.

BASIC EQUIPMENT
 KNIFE OR COMBAT ACCESSORY
 FLAK ARMOUR
 PHOTO VISOR
 FRAG GRENADES

STANDARD EQUIPMENT
SERGEANT LASPISTOL AND CHAINWORD
4 GUARDSMEN LASGUN
4 GUARDSMEN LAS-CANNON
1 GUARDSMAN MISSILE LAUNCHER WITH FRAG, CRACK AND MELTA MISSILES

0-4 ASSAULT SQUADS

at 110 points per squad 1 SERGEANT AND 9 GUARDSMEN

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
GUARDSMAN	4	3	3	3	3	1	3	1	7	7	7	7



Squads must fight in complete 10 man units - they may not be split up.

BASIC EQUIPMENT
 KNIFE OR COMBAT ACCESSORY
 FLAK ARMOUR
 PHOTO VISOR
 FRAG GRENADES
 CRACK GRENADES

STANDARD EQUIPMENT
SERGEANT LASPISTOL AND CHAINWORD
7 GUARDSMEN 2 LASPISTOLS EACH
2 GUARDSMEN PLASMA GUN



● ADDITIONAL EQUIPMENT

Each Imperial Guard platoon is uniformly equipped. If additional equipment is used, the Command Section, the Tactical, Support and Assault Squads of each platoon must be equipped with the same additional equipment. If an option is selected, the whole platoon must be upgraded. Since a platoon comprises a variable number of squads, points costs given are per squad; the same points cost is paid by all squad types and by Command Sections.

● Alternative Armament

Certain weapons may be replaced with other weapons at the points cost per squad listed below. The item replaced and its replacement must be the same throughout the entire platoon.

ITEM TO BE REPLACED	REPLACEMENT	PTS/SQD
LASPISTOL*	CHAINSWORD	5
LASPISTOL*	HAND FLAMER	10
LASPISTOL*	BOLT PISTOL	10
KNIFE OR COMBAT ACCESSORY	CHAINSWORD	10
LASGUN	BOLT GUN	5
LAS-CANNON	CONVERSION BEAMER	0
GRENADE LAUNCHER	HEAVY BOLTER	0
GRENADE LAUNCHER	CONVERSION BEAMER	35
GRENADE LAUNCHER	HEAVY PLASMA GUN	60
GRENADE LAUNCHER	MULTI-LASER	25
GRENADE LAUNCHER	MULTI-MELTA	35
GRENADE LAUNCHER	D-CANNON	25
GRENADE LAUNCHER	HEAVY WEBBER	5
MISSILE LAUNCHER	CONVERSION BEAMER	20
MISSILE LAUNCHER	HEAVY PLASMA GUN	45
MISSILE LAUNCHER	MULTI-LASER	10
MISSILE LAUNCHER	MULTI-MELTA	20
MISSILE LAUNCHER	D-CANNON	10
MISSILE LAUNCHER	HEAVY WEBBER	0
PLASMA GUN	MELTA GUN	5

* An Assault Squad may replace both laspistols with the same weapons or may replace each laspistol with a different weapon, paying separately for each weapon.

● Additional Equipment for Sergeants

All sergeants in the platoon must be identically equipped. Points costs are per grenade.

ADDITIONAL EQUIPMENT	PTS/SQD	ADDITIONAL EQUIPMENT	PTS/SQD
PLASMA GRENADE	1	VORTEX GRENADE	25
VIRUS GRENADE	1		

● Additional Equipment for Platoons

The entire platoon must be identically equipped.

ADDITIONAL EQUIPMENT	PTS/SQD	ADDITIONAL EQUIPMENT	PTS/SQD
HORSE (converting squad into Rough Riders)	50	POWER SHIELD	10
EXPLOSIVE LANCE (Rough Riders only)	20	AUXILIARY GRENADE LAUNCHER (AGL)	10

* Auxiliary grenade launchers may be issued to all Guardsmen in a platoon armed with laser rifles. Each grenade launcher is equipped with one grenade which is loaded before battle and launched by a single charge of gas; the grenade launcher cannot be reloaded during the battle. The grenade may be of any type that the Guardsman is carrying, chosen from the list below.

● Grenades and Missiles

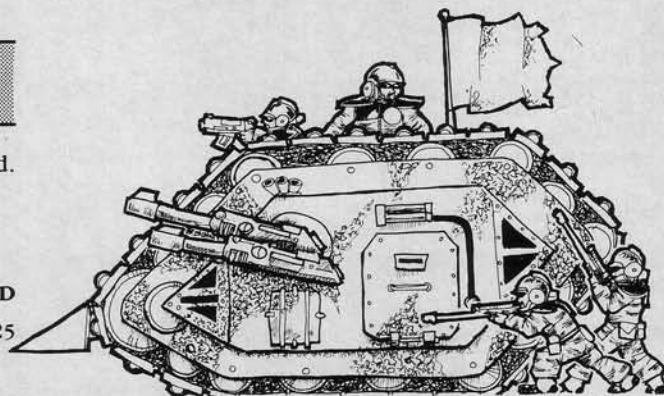
The entire platoon must be equipped the same.

GRENADES/ MISSILES	PTS/SQD	GRENADES/ MISSILES	PTS/SQD
ANTI-PLANT	5	PLASMA (1)*	10
BLIND	10	RAD	40
CHOKER	5	SCARE GAS	10
CRACK GRENADE	10	SMOKE	5
CRACK MISSILE	20	STASIS	40
FRAG	10	STUMM	5
HALLUCINOGEN	20	TANGLEFOOT	10
HAYWIRE	40	TOXIN GAS	5
KNOCK-OUT	5	VIRUS (1)*	10
MELTA-BOMB	40	VORTEX (1)*	25
PHOTON	10		

* Points cost per grenade

● Jump Packs

One entire Assault Platoon may be given jump packs at 20 points per squad or Command Section.



0-4 BEASTMAN ATTACK SQUADS

at 75 points per squad

1 PACKMASTER AND 9 BEASTMEN

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PACKMASTER	4	4	3	3	4	1	3	1	7	6	7	6
BEASTMAN	4	4	3	3	4	1	3	1	7	6	7	6



Beastman Platoons consist of 1-4 Beastman Attack Squads and a Human Command Section; they are subject to the normal platoon organisation.

BASIC EQUIPMENT MESH ARMOUR 2 HAND WEAPONS

OPTIONAL UPGRADES

If an option is selected, all the Beastman Squads in the platoon must be upgraded and identically equipped.

Beastman squads may be fitted with Frenzon dispensers at 5 points per squad.

Beastmen may replace one or both hand weapons with one of the following; the points cost is per replacement for the whole squad.

REPLACEMENT	PTS/SQD
POWER SHIELD AND FLAMER*	30
CHAINSWORD	30
SAWN-OFF SHOTGUN	30

*This option replaces both hand weapons at a total cost of 30 points.

Packmasters may replace one or both hand weapons with one of the following; the points cost is per replacement.

REPLACEMENT	PTS/SQD
POWER SHIELD AND FLAMER*	10
CHAINSWORD	10
SAWN-OFF SHOTGUN	10
PLASMA PISTOL	10
POWER AXE	10
POWER GLOVE	10
POWER SWORD	10

* This option replaces both hand weapons at a total cost of 10 points.

0-4 RATTLING MARKSMAN SQUADS

at 75 points per squad 5 MARKSMEN

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HALFLING	3	2	4	2	2	1	5	1	6	7	6	8



Ratling Marksman Squads are not subject to normal platoon organisation and may operate as independent squads.

BASIC EQUIPMENT
KNIFE OR COMBAT ACCESSORY
FLAK ARMOUR
PHOTO VISOR
FRAG GRENADES
SNIPER RIFLE WITH TARGETER

STANDARD EQUIPMENT
ORTHOXIN AMMUNITION FOR SNIPER RIFLE

OPTIONAL UPGRADES

Additional poison ammunition for sniper rifle at 2 points per type. All types are race specific.

POISON TYPES	PTS/SQD
ELDROTOXIN	2
ORKOTOXIN	2
SLANOTOXIN	2
TYRANOTOXIN	2
RODOTOXIN	2
FERROTOXIN	2
HAEMOTOXIN	2

0-4 PENAL BATTALION SQUADS

at 70 points per squad 10 PENITENTS

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



Penal Squads are subject to normal platoon organisation but no Command Section is required. A force including Penal Squads must include at least one Adeptus Mechanicus to control the explosive collars.

BASIC EQUIPMENT
EXPLOSIVE COLLAR
FLAK ARMOUR
LASGUN

OPTIONAL UPGRADES

The entire platoon must be identically equipped.

ADDITIONAL EQUIPMENT	PTS/SQD
FRENZON DISPENSER	5

0-4 OGRYN SQUADS

at 300 points per squad

LEADER AND 4 OGRYNS

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEADER	6	6	5	5	6	5	6	4	7	6	7	9
OGRYN	6	3	2	4	5	3	3	2	5	4	5	7



BASIC EQUIPMENT
HAND WEAPON OR HAFTED WEAPON
OGRYN FRAG GRENADES

STANDARD EQUIPMENT
LEADER FLAK ARMOUR, COMMUNICATOR
4 OGRYNS PRIMITIVE ARMOUR (SAVING THROW 6)

OPTIONAL UPGRADES

LEADER MAY HAVE
MESH ARMOUR 1
RIPPER GUN 1

0-4 HUMAN BOMBS at 5 points each

REDEEMED SINNERS

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



A force including Human Bombs must include at least one Adeptus Mechanicus to control the explosive harnesses.

BASIC EQUIPMENT
EXPLOSIVE HARNESS FLAK ARMOUR



EQUIPMENT PROFILES

VEHICLES

Vehicle	Land		Air		TRR	Cp	T	D	Sv	Eq	W	Equipment/Armament	Crew	PV	
	Max	Acc/Dec	Max	Min											Acc/Dec
BIKE	32	16	—	—	—	1/2	1	5	1	5	4	4	2 bolt guns (including targeter) - forward firing only at same target	1	80
SIDECAR COMBINATION	24	12	—	—	—	1	2	5	2	5-6	6	8	2 bolt guns - forward firing only at same target, multi-melta (including targeter), auto-aim	2	140
JET CYCLE	30	10	300	10	30	1/2	1	4	1	6	4	4	2 bolt guns (including targeter) - forward firing only at same target	1	110
LAND SPEEDER	24	8	—	—	—	1	2	7	15	6	8	6	Melta-gun (including targeter) - forward firing only at same target, multi-melta (including targeter), auto-drive, auto-aim, communicator	2	200
GRAY ATTACK	20	6	—	—	—	1	5	7	22	5-6	8	8	Multi-laser (including targeter), 2 bolt guns (including targeters) - forward firing only at same target, auto-drive, auto-aim, energy scanner	5	240
RHINO	16	4	—	—	—	1	12	8	40	4-6	12	10	2 bolt guns (including targeters), provision for 8 weapons points, 1" radius power field, power field synchroniser, auto-drive, auto-aim, auto-fac, ejector seats, communicator, sensor package (bio-scanner, energy scanner, rad-counter), medi-pack	2	370 (12)
LAND HAIDER	20	7	—	—	—	1	12	8	50	2-6	14	12	2 twin las-cannons (including targeters) - synchronised fire, 2 heavy bolters, 2 1" radius power fields, 2 power field synchronisers, auto-drive, auto-aim, auto-fac, ejector seats, communicator, sensor package (bio-scanner, energy scanner, rad counter), medi-pack	2	750 (12)

SUPPORT WEAPONS

Weapon Type	Short Range	Long Range	Shooting to Hit		S	D	Sv	C	Type				Tech Level	Crew	PV
			Short	Long					H	S	F	Area			
MOLE MORTAR	6-24	24-48	-1	-2	6	1	—	—	2"	X	—	3"	6	2	60
THUDD GUN	0-12	12-36	—	-1	6	1	-2	—	4"	X	—	1"	5	1	50

Weapon Type	Land		Air		TRR	Cp	T	D	Sv	Eq	W	Equipment/Armament	Crew	PV	
	Max	Acc/Dec	Max	Min											Acc/Dec
RAPIER	24	6	—	—	—	1/2	2	8	15	6	4	4	Auto-drive, targeter, multi-laser	2	180

Weapon Type	M	BS	S	T	D	I	Equipment/Armament	Crew	PV
TARANTULA	6	5	5	5	5	5	Auto-aim, 2 targeters, 2 las-cannons	2	60

ROBOTS

(The cost of the selected program must be added to the points value.)

Class	M	WS	BS	S	T	D	I	A	Sv	HP	E	Equipment/Armament	PV
CASTELLAN	4	8	6	0	10	15	6	2	3-6	4	4	2 power gloves, heavy bolter, cortex, 1" power field, power field synchroniser	140
CATAPHRACT	6	6	6	5	8	11	6	2	2-6	4	4	Las-cannon, bolt gun, flamer, cortex, 1" power field, power field synchroniser	190
COLOSSUS	4	4	8	0	10	17	4	1	2-6	4	4	Bolt gun, melta-gun, siege hammer, cortex, 1" power field, power field synchroniser	110
CONQUEROR	6	3	6	5	8	13	6	1	2-6	5	4	2 power swords, las-cannon, cortex, 1" power field, power field synchroniser	160
CRUSADER	8	8	5	0	8	8	6	2	4-6	4	1	2 power swords, las-cannon, cortex	170

NEW EQUIPMENT

Weapon Type	Short Range	Long Range	Shooting to Hit		S	D	Sv	C	Type				Tech Level	
			Short	Long					H	S	F	Area		
AGL	0-10"	10-20"	—	—	—	—	—	—	As ammo	—	—	—	—	4
LANCE	—	Close combat only	—	—	+2	1	-2	X	—	—	—	—	—	4
RIPPER GUN	0-4"	4-8"	Always hits	—	-2	4	1	—	—	—	—	X	1/2"	6
SNIPER RIFLE	0-12"	12-24"	+1	—	3	1	+1	—	*	—	—	—	—	6

*Sniper rifles only count as Heavy Weapons when used by Ratlings

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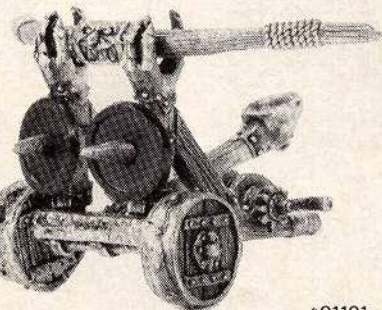


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ORC STONE THROWER

By Kevin Adams



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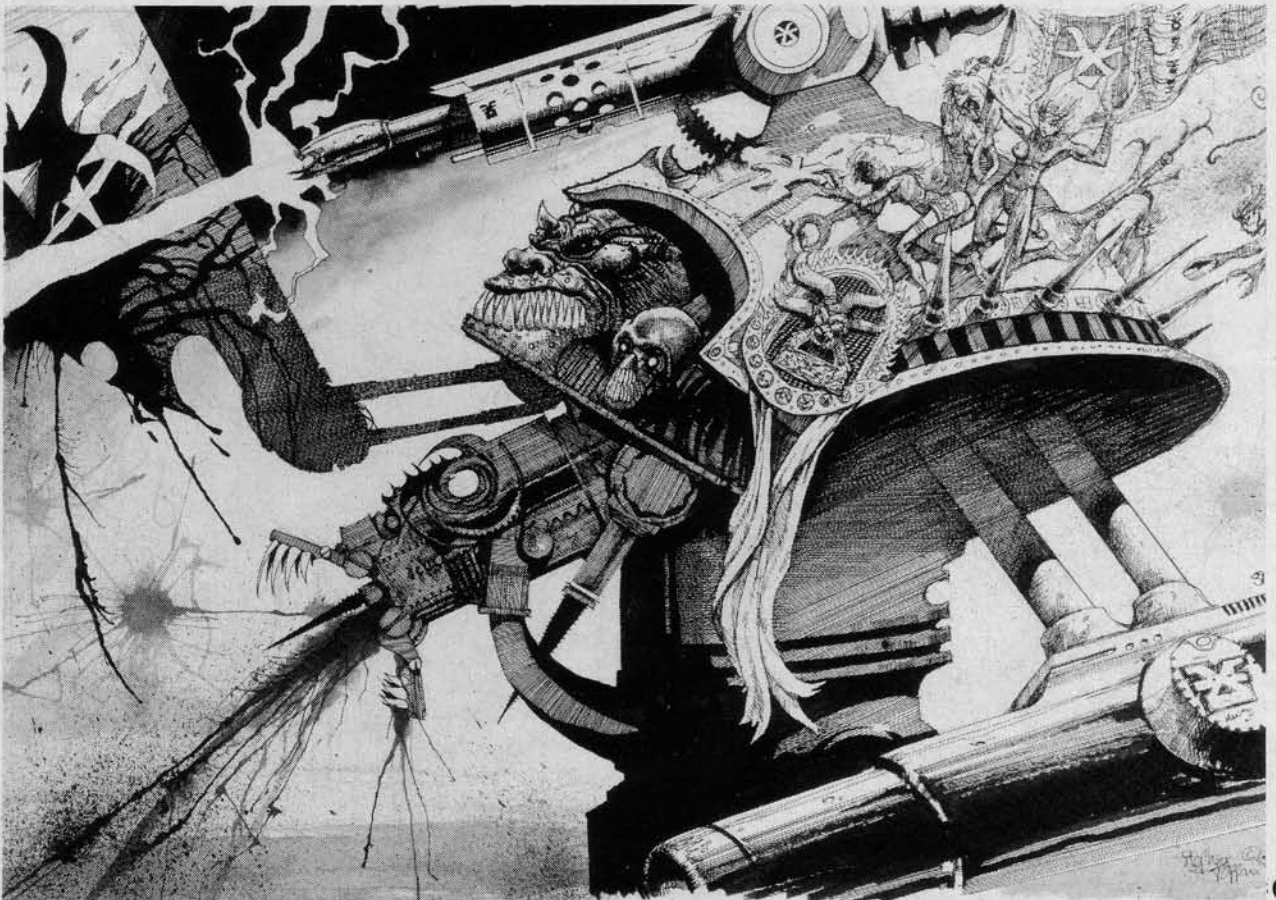
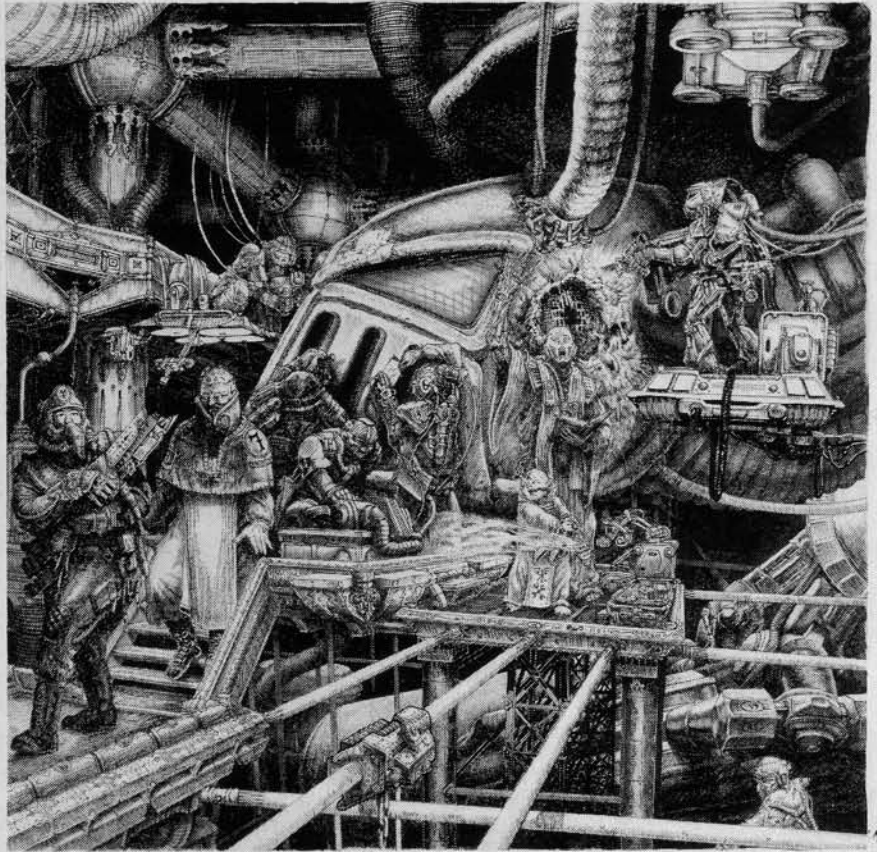
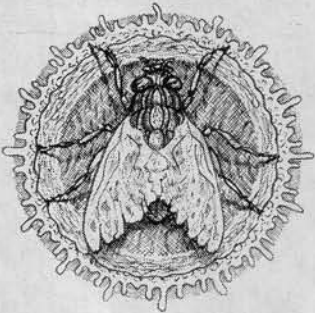
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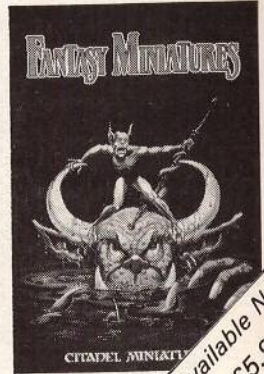


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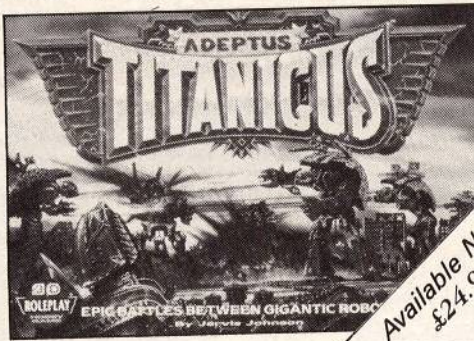
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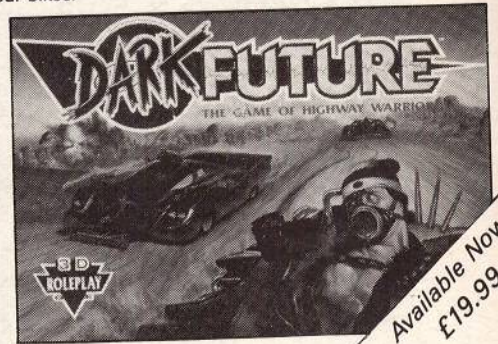
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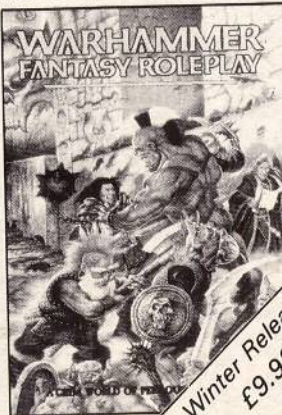
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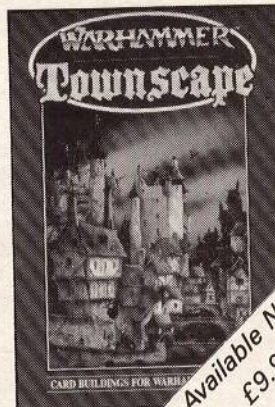
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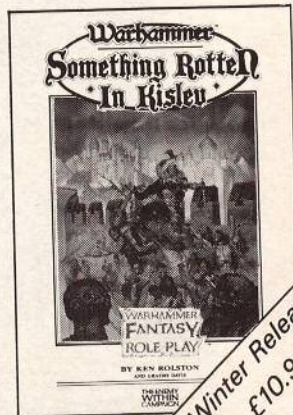
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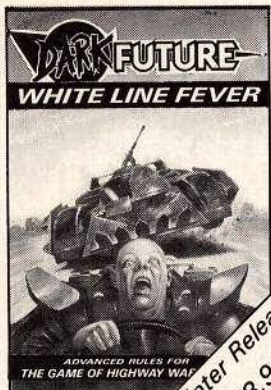
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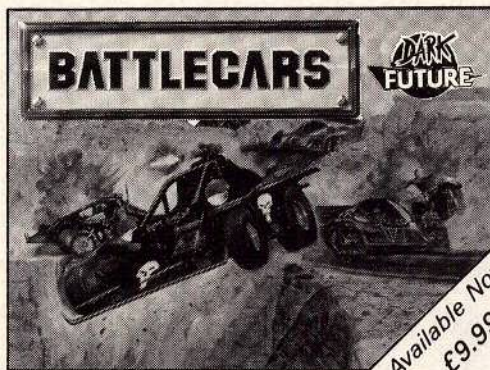
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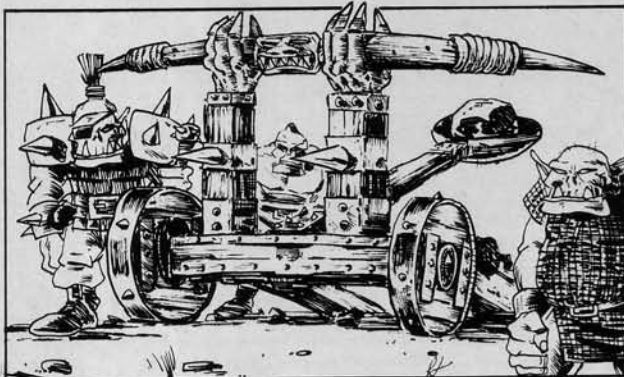
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ORC STONE THROWER



Ulgrakh Gutripper pulled back the flap and crawled inside the tent. In the gloom, he could just make out the sleeping shape of Raggob the Loon, his chieftain and Lord of the Wolf's Head tribe. Then he was flat on his back with a knife at his throat, and Raggob's tiny, bloodshot eyes were staring down at him.

"Urk! Da machines...iz...finished," he croaked, trying to keep his adam's apple away from the blade as he spoke.

"So wotcher come sneakin' in fer?"

'Erm - ter tell yer.' Raggob thought for a moment, and then allowed Ulgrakh to regain his feet.

"Jus' don't come sneakin' up on me, tha's all," he grated. "Wotcher machines do, then?"

'Dey frows roks. Yerkl!' The knife was taken away. Ulgrakh fingered his throat carefully, making sure it was all still there.

"Roks. Hummm. Big fins, roks."

"Defnutley big, Boss." Ulgrakh had dropped one on his foot earlier in the day.

"Yerr. Big. Large. Massif. Not small. Yooge grate fevvery gits wi' big beeks and stuff. Dey carries orf eff'lumps and eats 'em like grate big wurmy nibbles."

"But..." Ulgrakh started to look nervous.

"Coorrr! Weed put da wind up a few stunties if we frew roks at 'em! 'Ere, tho, how comes da roks don' fly orf? Are dey spesh'lly trained? Like 'omin' roks or summink?"

"Erm..." Ulgrakh was now looking almost shifty. He had a problem with what he was hearing.

"Still, 'spect yer fort o' dat. All dem roks mus' eat loadsafood, tho - yer get eff'lumps in fer 'em, or wot?"

Ulgrakh stopped shuffling towards the tent flap. Escape didn't seem possible. "Well - erm - no, Boss."

"Pity. Never seen an eff'lump. 'Ere' - he was struck by a sudden thought - "Not dead roks yer usin', is it?"

"Dey are..."

"Bash me danglies flat! 'Ow yer carry a dead rok abart den? I means, a fing dat size, fevvers fallin' out all over the place..."

Ulgrakh took his life in his hands. "Not rok chukkas, Boss, rok chukkas. Roks. Stones. Bitz ov hill-stuff. 'Eavy pebbles."

"...an' yooge grate feet draggin' along...Aaaah." Raggob turned a greeny-blue embarrassed sort of colour. "Not eff'lump-eatin' roks, den? Stony kind o' roks, roks-as-in-stones, an' no eff'lumps?"

"Norras such, no," said Ulgrakh. "Only when the eff'lumps is da targits. And dat meanz dead eff'lumps. Sorree, Boss."

Raggob was suddenly impressed, the roks-as-in-legendary-birds forgotten. He knew eff'lumps were really big because his father had once seen one - and he'd told Raggob the pointless tale three hundred and two times.

"Deez 'ere rokky-pebble-stone chukkas is dat good? Come on, den. Letz 'av a look arrem..."

Tweet!!!!

And so it came to pass that the Orcs adopted and mastered a new weapon, the Stone Thrower, despite the sudden and dramatic disappearance of Ulgrakh, Raggob the Loon, and his tent. All were carried off in the beak of a dark bird of stupendous dimensions and evil aspect. Strange to relate, it had a large, grey beast with a long nose hanging in its claws. But that's coincidence for you.

Orc Stone Throwers should be added to the *Orc and Goblin* army list in *Warhammer Armies*.

0-8 ORC STONE THROWERS

	M	WS	BS	S	T	W	I	A	Id	Int	Cl	WP
ORC CREW (3)	4	3	3	3	4	1	2	1	7	6	7	7
	RANGE		TEMPLATE		STR		SAVE		WINDS			
	MIN	MAX					MOD.		PER	HIT		
STONE THROWER	12"	48"	1" Radius		5		-2		D4			

MODELS PER UNIT:

1-4

POINTS (inc crew):

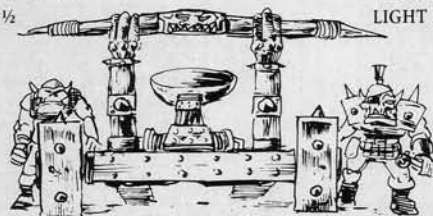
42½

WEAPONS:

HAND WEAPON

ARMOUR:

LIGHT ARMOUR



This is a light stone thrower constructed with similar cunning to the renowned Orc spear chukka. Batteries of such stone throwers augment the array of war engines which are the pride of many an Orc or Goblin warlord.

GOBLIN WAR CHARIOT



Bulg was starting to get desperate. His normal sales pitch wasn't working. By now, any customer should have been begging, grovelling even, to pay for a chariot. And this one should have sold itself a dozen times over. It was beautiful. He ran his finger along the side of the new chariot and tried for the last time. "Look, I'll chuck in a go-fasta hack-cessry f'yer."

"Wot?" The Shaman (they never gave their names) was suspicious.

"Dis," Bulg held up a large, clubby stick. "'Ere - belt da wulluffs wiv dis, an' dey'll run fasta. Loads fasta"

The wolves didn't look entirely convinced by this idea. "An' belt wun ov 'em really 'ard on da 'ead, and ya got instant wolluf ars-is-ted brakin'. Dis fing'll stop 'fore ya can say *sesquipedalianism*."

This time the Shaman looked unconvinced. "Wot?"

"Erm, 'fore yer can say very long wurd's."

"Yoo shure yer a Goblin?" The Shaman's baleful eye bored into Bulg.

"Yer. Yer, course I am," said Bulg. What he didn't admit was that he could read. There were some things that you didn't talk about in polite company, or before a religious personage. The Shaman didn't notice the pathetic reply. He had been kicking the legs on the wolves, much to their annoyance. Bulg pressed on.

"Luk at the luvly levv'ry bitz, an' dis bit is quality wood, yer kno'. Loadsa spiky bitz, nice birra carvin', lo-profile wheelie-bitz. It all sez summink abart da owna..."

"Dun. I'll take it," said the Shaman. "Da wulluffs 'av a few hun'red leagues lef' in 'em."

"...sty-ul, it sez. An' da yellor paintwurk matches yer fangs, if ya don't minds me sayin' so, yer wershship, m'lord. We can 'av dat changed if yer wants, no problems..."

"Dun, I sed."

"...and I'll chuck in a ten battle war-rune-tee on da wulluffs fer nothin' as well."

"Dun! 'Ow much?"

"Four bitz o' gold, a freshly boiled 'ooman an' a bag o' charms fer toofaches."

Bulg watched the Shaman drive off in his new vehicle. "Yer made a good choice. Happy battlin'!"

He turned and went inside. He put the money under the bed, then pulled out his secret box. With trembling fingers, he took the book out of the box and opened it.

Once upon a time, in a land far, far away, beyond the big green river where the crocodiles live... Bulg sighed. He had always liked the one about the crok'idles.

Goblin War Chariots should be added to the *Orc and Goblin* army list in *Warhammer Armies*.

0-6 GOBLIN WAR CHARIOTS

LIGHT CHARIOT	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GOBLIN CREW (2)	4	2	3	3	3	1	2	1	5	5	5	5
GIANT WOLF (2)	9	4	0	3	3	1	3	1	3	4	4	4

MODELS PER UNIT:
1-6 Chariots
POINTS (inc. crew):
42



WEAPONS:
HAND WEAPONS
ARMOUR:
NONE

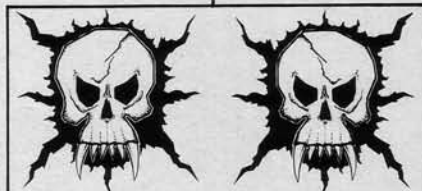
OPTIONS

ANY CHARIOT MAY HAVE:
SCYTHED WHEELS.....20
MAGIC STANDARD.....50

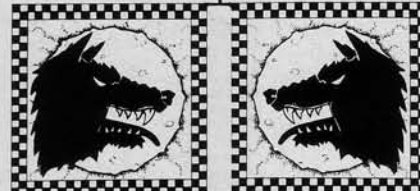
ANY CREW MEMBER MAY HAVE:
BOWS.....2
SHIELDS.....2
LIGHT ARMOUR.....2

Goblin warlords and shamans often ride in ornate and awesome chariots. This does much to enhance their prestige among their followers and inspires fear and respect in their enemies. Chariots also provide the battlefield mobility which is vital to commanders of such numerous and unruly hordes. Chariots ridden by Goblin shamans often carry a magic standard.

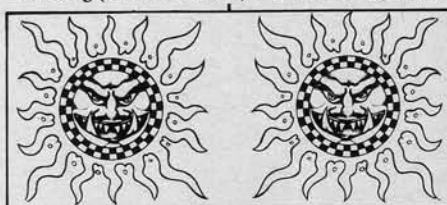
These banners (or a photocopy) can be cut out and coloured - using Citadel Colour acrylic paints - and then mounted on your models. Each standard should be folded round a suitable pole; the Goblin war chariot comes with its own standard pole, but if you want to mount a standard on a model without a pole, you can easily make one from a piece of wire or a cocktail stick. Alternatively, you can cut the standard into eight individual banners and use them on standard bearer models.



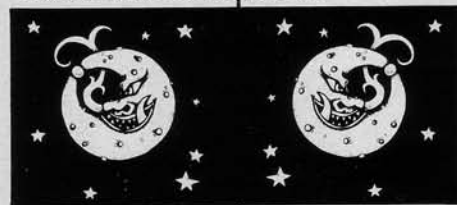
Bossflag (Chief's standard) of the Black Skull tribe.



Standard of the Wolf's Head tribe.



The Snarling Sun Standard



Standard of the Howling Moon tribe.



IMPERIAL GUARD



COMMANDER
401005



SERGEANT
401006



CAPTAIN
401007



ORDERLY
401008



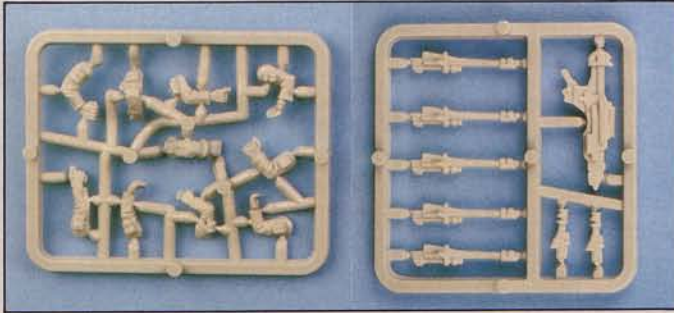
PENITENT
401009



GUARDSMAN
401010



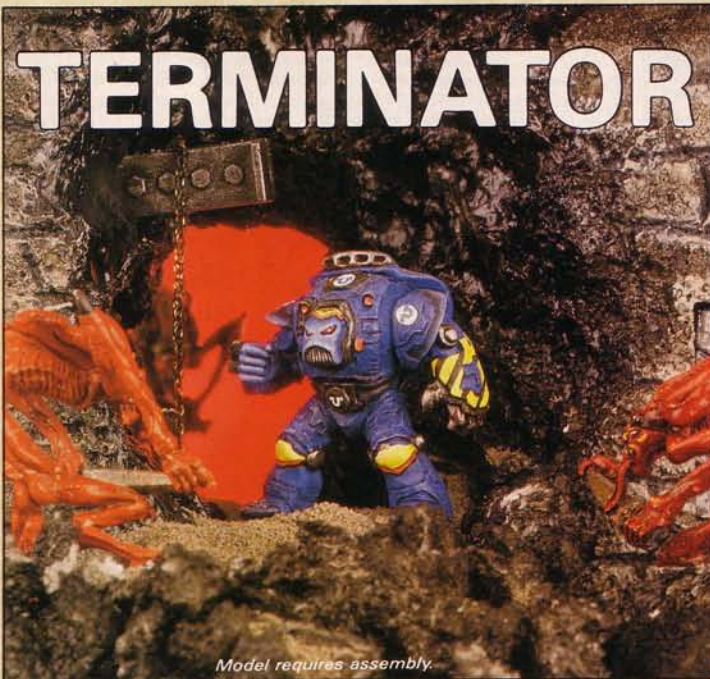
Models require assembly. Note that banner is not supplied.



These Imperial Guard metal miniatures are supplied with separate plastic arms and weapon sprues. These allow a wide variety of finished models to be built. For example, the two Penitents illustrated use the same metal body casting, but different arms and weapons. The Guardsmen models are also based on a single body casting.

Figures by Mark Coplestone

TERMINATOR



Model requires assembly.

410610

MARINE

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Even when faced by unnatural Daemons and other wicked manifestations of darkness from warp-space, Terminator Squads may prevail...

Figure by Bob Naismith



Figures supplied unpainted. **WARNING!** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 12 years of age.

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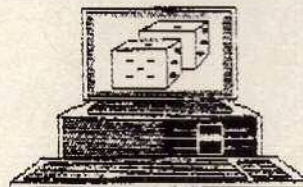
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EA VY METAL

This month's *Eavy Metal* spotlights the forces of the Chaos Lords Tzeentch and Nurgle, the two great Powers described in *The Lost and the Damned*, the second volume of *Realm of Chaos*. And we take another look at useful conversion techniques for all *Realm of Chaos* miniatures.

The possibilities for creative modelling of *Realm of Chaos* miniatures are endless: the martial dress of Khorne, the subtle pastels of Slaanesh, the sombre garb of Nurgle, and the bright colours of Tzeentch, combined with the limitless varieties of Chaos mutants... There's something here for every modelling and painting style!



A putrescent Lesser Daemon of Nurgle brandishes his sword. Painted by Darren Matthews.*



A Slaaneshi Champion of Chaos with a zoological mutation (snake) and multiple arms mutation. Figure painted by Mike McVey.



A Slaaneshi Chaos Warrior with the Face of a Daemonette reward, painted in typical colours by Bruce Attley.*



The dread Beast of Nurgle unleashed. Painted by Mike McVey.*



A Multi-Melta wielding Renegade in Tzeentchian colours (note the symbol on the shoulder). Painted by Darren Matthews.



A Chaos Warrior of Slaanesh with Crab Claw reward. Figure painted by Darren Matthews.*



The Pink Horrors are coming! This one was painted by Darren Matthews.*



A Tzeentchian Renegade/Flamer crossbreed. Fine painting by Darren Matthews.*



Colin Dixon painted this Champion of Slaanesh. Note Slaanesh's symbol in the polearm.



Mike McVey's careful blending and shading bring out fine detail on this Greater Daemon of Tzeentch.

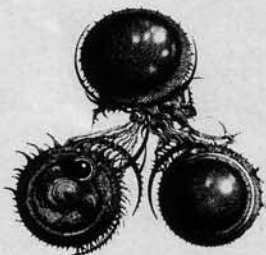


* Denotes figures not yet released.

NURGLE

Nurgle is the Chaos Lord of Pestilence and Decay. His warriors are leprous and diseased, with torn, rotting clothing and rusted, ichor-dripping weaponry. Colours tend to be sombre and neutral, and they can be easily rendered with simple dry-brushing techniques. You won't require subtle blending or decorative patterns for the Bloated One's troopers, so it's a simple job to paint large numbers of figures.

However, you don't want to end up with a bland, scruffy army: Nurgle's forces may be scabby and wretched, but they have their own diseased sense of style none the less! Use brighter and cleaner colours to pick out areas of importance on the figures: hair, eyes, face, claws, horns, wings, armour, sores, open wounds etc. Banners and shields should be festooned with colourful Nurglesque icons, with designs based upon the fly predominating. Study the photographs to see how contrasting areas of colour and texture make even a simple paint-job impressive.



TZEENTCH

In striking contrast to the forces of Nurgle are the armies of Tzeentch, the Changer of the Way, and an implacable foe of entropy and decay. Tzeentchian troops express their loyalty to the Changing One with their baroque and stylish armour and highly decorated robes or tunics. No two armies are alike - though all are colourful and vibrant, with yellows, blues, and purples predominating.



CHAOS CONVERSIONS

Never Throw Anything Away!

All old figures, bits of figures, and remains of plastic models, whatever their original intended use, can be employed to make Creatures of Chaos. Spare weapons and lengths of chain (available from model shops) have proved to be very useful, in particular guns from the **Dark Future** cars. Also, spears (after suitable filing) make effective horns and tentacles. In fact, when making **Realm of Chaos** conversions, I have discovered that the best way to work is to start out with a pile of random pieces and figures in front of me, and then simply see what looks good together.

Joints and Cracks

Joints are pinned and glued; that is, a small rod of wire is glued into holes that have been drilled in the two parts to be joined. Generally, I use superglue as it is quick and convenient, but quick-drying epoxy can be stronger.

Cracks are filled with epoxy modelling putty, which is also used to build new parts, such as hair, robes, armour etc. Don't be concerned about gaps and holes: with a bit of patience and a cocktail stick, you will be surprised how easily you can create an armour plate, pouch, or length of tunic to cover even large holes!

Conversion 1 - Daemon Prince

These creatures are featured in **Realm of Chaos**, but are not currently available as miniatures. A Champion of Chaos who has served his patron Chaos Lord faithfully and victoriously may be elevated to the rank of Daemonhood, eventually attaining the exalted rank of Daemon Prince. You can make an effective Daemon Prince from any of the large humanoid figures Citadel Miniatures produce; wings and tails from monsters or Dragons are a must, but arms, armour, and mutations are optional.

I used a Minotaur model for this Daemon Prince. First, the weapon and left arm were removed, then the arm of a Great Unclean One (Nurgle's Greater Daemon) was pinned to the torso, a Titan chainfist glued to the right hand, and Chimera wings pinned and glued to the shoulder-blades. To complete the conversion, the Chimera's mace-tipped tail and Minotaur's head were added, and all cracks and gaps filled with Milliput.

After undercoating, the figure was painted black. For contrast, eyes, nostrils, horns, teeth and the wing-tips were picked out in creams, yellows and reds. The figure was then highlighted with drybrushing.

The Nurglesque arm was painted in graduated colours, from black to green, and the open wounds and claws were painted red (again for maximum contrast). Finally, the Daemon Prince's weapon was painted black and dry-brushed with silver for the metallic effect. All in all, a relatively simple figure to build and paint, but imposing and dynamic none the less.

Figure converted by John Blanche; painted by Mike McVey.

Conversion 2 - Chaos Spawn

Another creature featured in **Realm of Chaos** but not yet available from Citadel, a Chaos Spawn can be great fun to create. Chaos Spawn are the most degenerate followers of Chaos, warped and mutated beyond all recognition. Letting your imagination run riot is entirely appropriate with these critters!

The base figure is a Chaos Beastman with arms and legs removed. The new legs and left arm came from a Giant Scorpion model; the head from an old *Dr Who* figure in my bits box; and the tentacles were built from two bent and filed spears. Putty was used to hide the joints and strengthen the bonds. After the putty dried thoroughly overnight, a fur and hair texture was etched into it.

The model was painted tan/orange and then coated with brown ink washes and highlighted with light dry-brushing. Contrast was added by painting the horns and claws red, teeth white, and tentacles pale green.

Note the dynamic, three-dimensional quality of the completed figure. This is hard to find in store-bought models (because of limitations of the casting process), but can be attained relatively easily through conversions.

Figure converted by John Blanche; painted by Mike McVey.

Conversion 3 - Flying Chaos Champion

The donor figures for this model were as follows: head, torso, and claws from a Chaos Champion; wings from a Carrion; Bloodletter's legs; Chaos Champion's claw; the tail of a Small Dragon; and a **Dark Future** gun.

Powerbelt and holsters were modelled to complete the WH40K look (and to hide joints).

Tans, creams, and greens were used to make a refreshingly subtle paint-job. Note particularly the modelled sunglasses and grimoire at the base of the figure - a nice touch.

Figure converted by John Blanche; painted by Mike McVey.

Conversion 4 - Mounted Chaos Champion of Nurgle

The donors for this figure were a Chaos Champion for the body and head, with a Nurglesque arm and the legs of a cavalryman added. The torso join was disguised by modelling on an 'open' stomach; putty was pressed onto the head and flanks and then modelled into cloth with holes in it. Finally, a Nurgling (one of the Pestilential One's Daemonic Servants) was glued to the horse's back, and the whole thing painted in a suitably sombre colour (with the odd dash of red thrown in for effect).

Figure converted by John Blanche; painted by Colin Dixon.

Conversion 5 - Mounted Chaos Champion of Tzeentch

A combination of mounted Chaos Warrior, Slaaneshi Champion, Tzeentchian Champion's arm, and **Dark Future** weapon, with a chain used to make the reins. The extra limb was pinned in place; glue alone might have held it, but it certainly wouldn't have stood up to rough handling - the added structural support is well worth the time and hassle!

Figure converted by John Blanche; painted by Mike McVey.

Conversions 5 and 6 - Chaos Champions

These two figures were based on the same Chaos Champion donor. Figure Six was given a chain, a **Dark Future** weapon and a flamer for a WH40K warband look.

Figure Seven was equipped with a Chaos Traitor Marine backpack and the arms of a Pink Horror (one of Tzeentch's Lesser Daemons), with pins and putty shoulder pads to strengthen the join.

Figures converted by John Blanche; figure 6 painted by John Blanche, figure 7 by Darren Matthews.

Conversion 8 - Champion of Chaos

The simple addition of a **Dark Future** weapon and the tongue of a Nurglesque Daemon makes this a suitably monstrous figure.

Figure converted and painted by John Blanche.

Conversion 7 - WH40K Plague Monk

The **Dark Future** weapon and Tzeentchian hand take this Plague Monk straight into the WH40K universe.

Figure converted and painted by John Blanche.

Conversion 10 - Nurglesque Mechanoid

Dead easy, this one. Just remove the hand weapon and add a **Dark Future** gun. Obviously, any WH40K weapon would be equally suitable - the bolters and lasguns from the plastic WH40K sets are probably the most convenient.

Figure converted by John Blanche; painted by Mike McVey.

Conversion 11 - Chaos Champion

A Chaos Champion with the head and arm of a Plaguebearer (Nurgle's Lesser Daemon) and Nurgling familiar.

Figure converted by Phil Lewis; painted by Mike McVey.

Conversions 9 and 10 - WH40K Beastmen

A pair of simple conversions showing how easy it is to convert fantasy figures to WH40K by adding futuristic weapons.

Figures converted and painted by John Blanche.

Conversion 14 - Traitor Marine

A very easy Traitor Marine conversion using a Chaos Champion as the basis of the figure and adding plastic Space Marine parts.

Figure converted by Rich Hodgkinson; painted by Colin Dixon.



Nurgle Traitors and Land Raider utilizing plastic marines and metal miniatures. Conversions by Rich Hodgkinson.

IMPERIAL GUARD COMMISSARS



401001



401002



401003



401004

Designed by Mark Copplestone



GIANT OGRE

Designed by Bob Olley

GREAT UNCLEAN ONE

Greater Daemon of Nurgle



Designed by Aly Morrison

Model requires assembly

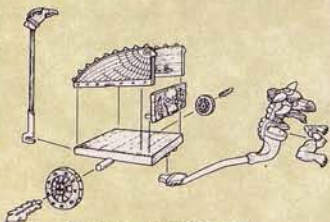
CHANGER OF THE WAYS Greater Daemon of Tzeentch



Designed by Mike Perry

Model requires assembly

GOBLIN WAR CHARIOT



Chariot supplied with
2 crew and 2 Wolves

Designed by Bob Olley



Model requires assembly

Note banner is a paper conversion, not included in kit.

Figures supplied unpainted. **WARNING!** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 12 years of age.



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Gilcrus looked across at his tactical display. Out of sight behind the buildings of the ruined city, a single white Titan icon was pinned against a ruin by a flock of red points denoting Traitor forces.

It could be a trap - the Traitors had sent out false maydays from captured Loyalist Titans before - but the Loyalist code-phrase at the end of the message made that unlikely. And if the Titan had been captured, it was his duty to destroy it.

REAYER CLASS BATTLE TITAN

The Reaver Class Battle Titan is one of the most common of the front-line Combat Titans, similar in many respects to its slightly larger cousin, the Warlord Titan. Reaver Titans, however, have only three weapon locations: Left Arm, Right Arm, and a single Carapace mount.

REAYER HIT LOCATION TABLE

D6	Location
1	Left Arm
2	Right Arm
3	Carapace
4-5	Body
6	Legs

DESIGNING REAYER CLASS TITANS

A Reaver has *three* weapon mounts: Right Arm, Left Arm and Carapace. Each mount can hold four *hard points* worth of weapons.

A Reaver may have a maximum of 5 Void Shields.

Use the *Reaver Movement Rate Table* to determine a Reaver Titan's *Advance* and *Charge* movement rates.

REAYER MOVEMENT RATE TABLE

Number of Barrels	Advance Move Rate	Charge Move Rate
1-4	12cms*	24cms*
5-8	10cms	20cms
9-12	8cms	16cms

* Reaver class Titans with fewer than 5 barrels are *highly manoeuvrable*. If they have *Charge* orders, they may make *two* 45° turns; both turns may be made together if desired.

SUPPORT MISSILES

A Reaver class Titan may carry one Support Missile as long as it does not have any carapace-mounted weapons.



REAVERS AND WARHOUNDS

"Flame Group, this is Flame One. I shall investigate. Proceed with standing orders, but stand ready to assist. Acknowledge."

The white icons representing Flame Group flashed gold once.

"Hunter Seven, this is Flame One. I have received your mayday, and am proceeding to assist. Pro bello sacro."

"Acknowledged, Flame One. Pro bello justo." If the signal was from a Traitor, he knew the latest Divisio responses. Gilcrus stepped his Vandal's plasma reactor up to Battle pitch, and turned away from the other Reaver Class Titans of Flame Group, taking a wide sweep around the buildings.

"Moderati - Yöllen? Roddick? Alea jacta sit?"

"Ready, Gil. Just let me at 'em."

"Position ready, Princesps." said Roddick's voice, with a hint of disapproval. Gilcrus smiled. The boy was just out of training, and still applied the full rituals to every situation. He had trouble with the lack of formality between Gilcrus and Yöllen, who had fought together all the way from the start of the Scouring.

Gilcrus' thoughts of Merren, the Moderatus whom Roddick had replaced, were interrupted as the Vandal cleared the buildings. A single Warhound Scout Titan, bearing the insignia of the Imperial Hunters Order, was backed against a ruin by what looked like a full company of Traitor infantry. Four Land Raiders, daubed in the rebel red and black, were pounding it with their las-cannon, and its single void shield was down - every shot was hurting.

*Perfidii purgendi,
Fideles purgator,
Let death be the lot of the Traitor,
Glory to the Emperor,
May the fire of my weapon strike justly,
May the Rebel be no more.*

Roddick's double las-cannon was firing in time as he sang the battle hymn of the Firebrands, and by the time he reached the end of the verse, two of the Land Raiders were reduced to smoking hulks. A squad of Traitor infantry was crushed underfoot as the Vandal advanced - Yöllen's las-cannon was cutting swathes through their comrades.

A missile flared from the Vandal's shields, and the Warhound's double plasma gun spat once. A Traitor Dreadnought staggered crazily away from the roiling plasma, firing missiles blindly into its own infantry and crushing others before it exploded. A Traitor infantry squad scuttled forward, and one raised a missile launcher - a fraction too late. The missile shot straight up into the air as the launcher crewman flew back under a hail of shells from the Warhound's auto-cannon.

"A timely intervention, indeed, Flame One."

"Tempus fugit, what is your shield status?"

"Burnt out. Ejector negative. We need escorting out, I'm afraid."

"Shouldn't be a problem, provided these Traitors don't have any..." Gilcrus' signal was interrupted as a red Titan icon appeared on the holo. Less than a second later, the yellow beam of a defence laser flared against his shields.

In the cabin of Hunter Seven, Tarrant had seen the Traitor Titan a fraction of a second before it fired. It was a Deathbringer Warlord, with two plasma cannon and a powerfist beside the defence laser. It was tougher than both the Loyalist machines put together. And it was unlikely to be alone. He powered the Warhound into life, running in a semi-random evasion pattern towards Flame One. The Mastiff was one of the more agile of the Warhound variants, and agility was his only hope now.

"Opportunity fire!" he yelled into the comm, "That Deathbringer will be well shielded." Three more red icons appeared, behind the first.

"Flame One!" he yelled.

WARHOUND CLASS SCOUT TITAN

Scout Titans, as their name implies, are mainly used for reconnaissance missions. However, their speed and manoeuvrability make them highly suited to carrying out lightning raids behind enemy lines, and it is in this role that they achieved a fearsome reputation during the campaigns of the Horus Heresy and the Great Scouring that followed.

Warhounds are the most common Scout Titans used by the Imperial Forces. They have a high degree of manoeuvrability and adequate firepower, with a weapon mount on either side of the body. Unlike Reaver or Warlord Class Titans, they have no carapace-mounted weapons, but this is more than compensated by their additional speed.

WARHOUND HIT LOCATION TABLE

D6	Location
1	Left Arm
2	Right Arm
3-5	Body
6	Legs

MANOEUVRABILITY AND EVADING

Warhound Titans are *extremely manoeuvrable*. The number of 45° turns per move this allows them is listed in the *Warhound Manoeuvrability Table* (several 45° turns may be made at the same point in the move).

An extremely manoeuvrable Titan that has *Charge* orders may *evade*. This should be declared when the Titan is moved. Titans that evade may only move up to their *Advance* rate, but any attacks upon them in the *combat phase* suffer a -1 to *hit* modifier.

WARHOUND MANOEUVRABILITY TABLE

Orders	45° Turns/Move
Charge*	4
Advance	6
First Fire	1

* 4 turns per move even if evading

LIGHTWEIGHT

Warhound Class Titans are *lightweight*. Any *critical damage rolls* made against a lightweight Titan receive a +1 modifier, and the number of *critical hits* caused by a close combat weapon is increased by +1.

CLOSE COMBAT

A Battle Titan (eg a Warlord or Reaver Class Titan) has a +1 to *hit* modifier when attacking a Warhound Class Titan in close combat. A Warhound attacking a Battle Titan in close combat has a -1 to *hit* modifier.

VOID SHIELDS

The Warhound does not come mounted on a base that will hold a Void Shield Wheel. However, since it can only have a maximum of 2 Void Shields, you can either keep track of the number of operating shields on a piece of scrap paper, or place a blank counter on the Warhound's base for each shield that is knocked down.

DESIGNING WARHOUND CLASS TITANS

A Warhound has *two* weapon mounts; Left Arm and Right Arm. Each mount can hold three *hard points* worth of weapons.

A Warhound may have a maximum of 2 Void Shields.

Use the *Warhound Movement Rate Table* to determine the *Advance* and *Charge* movement rates.

The *points multiplier* for a Warhound is 5 rather than 6.

WARHOUND MOVEMENT RATE TABLE

Number of Barrels	Advance Move Rate	Charge Move Rate
1-3	14cms	28cms
4-6	12cms	24cms

All Warhound class Titans are *extremely manoeuvrable*.

SUPPORT MISSILES

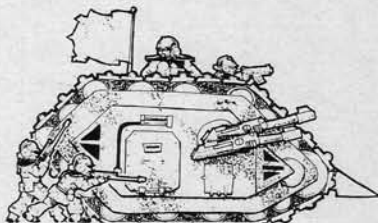
Support Missiles may not be mounted on Warhound class Titans.

ERRATA

The following notes and errata refer to the rulebook in *Adeptus Titanicus* - photocopy the errata and glue them over the relevant paragraphs in the rulebook.

HITS ON WEAPON LOCATIONS

If a weapon location that does *not hold any weapons* is hit by an attack, the damage is applied to the *body* instead. For example, a Titan does not have any weapons mounted on its *left carapace* weapon location; any hits to the left carapace will be applied to the body instead.

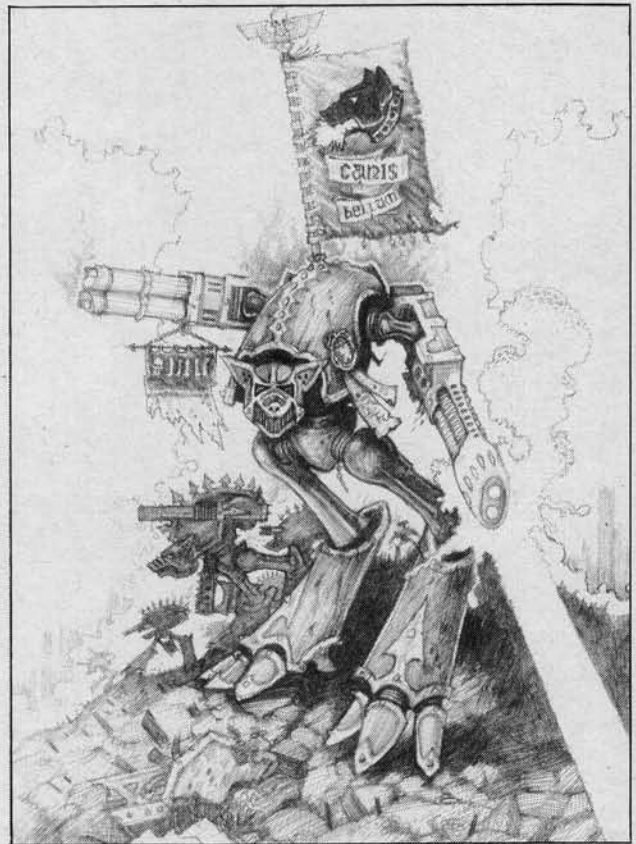


BARRELS

A Close Combat Weapon counts as *two barrels*, not three as currently noted in the rulebook.

Errata: replace the second paragraph of the *Speed* section on page 35 with the following.

To find out the move rates for your Titan, add up the number of weapon *barrels* it is carrying. Remember to add up *barrels*, not just the number of *weapons*. Each Close Combat Weapon counts as 2 barrels; each Very Heavy Weapon counts as 3 barrels. Then refer to the *Movement Rates Table* below.



"I see them, Hunter." the Firebrand's voice was calm - he was used to serious fights rather than scouting and raiding. "I'll umbrella you out if I can. Flame Group - to me! Perfidii Purgendi!" Seven gold icons appeared, in a broad arc at the edges of the holo.

There was a yellow flash from the first Traitor as the Mastiff's auto-cannon downed a shield. Both loyalist Titans were firing with all weapons, hoping to knock down the Deathbringer's multiple VSGs and maybe do some damage - or at least ruin its aim.

A tonne of live plasma splashed into the ground behind the Mastiff as it loped forward. On instinct, Tarrant wrenched it back and aside - and the shot from the second plasma cannon came down in front, exactly where he would have been. His own plasma gun fired - a mere spit by comparison - but was rewarded by another yellow flare of a void shield going down. Four hundred metres to go.

The Reaver was standing still, channelling all power to shields and weapons. Twin las-cannon blazed from both its arms, flaring against the massive Traitor's void shields.

The Deathbringer advanced slowly, bringing its full weaponry to bear on the Reaver. Two hundred metres to go.

The massive plasma cannon fired almost together, and smeared across the Reaver's void shields. It spun desperately on one foot as the beam from the big defence laser grazed its carapace. The next hit would be serious.

"Falder," he snapped into the comm, "Set your plasma gun to maximal. If we are to survive, it's imperative we hit the Traitor now." He twisted the Mastiff round, to give the Moderatus a clear shot.

Then everything happened at once. The Deathbringer was lit up by a barrage of laser fire and missiles. It began to stagger, the defence laser fell away from its right arm, then one of its legs fell away and it toppled into the rubble. Its head shot away from the falling body, and erupted into a ball of flame as laser fire straddled it from three directions.

"Good timing, Flame Group." the relief was obvious in Gilcrus' voice. "Flame Seven and Eight, run escort on our Hunter friend here. Two through Six, move to engage."

Scout Titan
Warhound · Mastiff
 CLASS VARIANT



Right Arm
PLASMA GUN (2)

Left Arm
AUTO-CANNON (2)

Speed
12/24

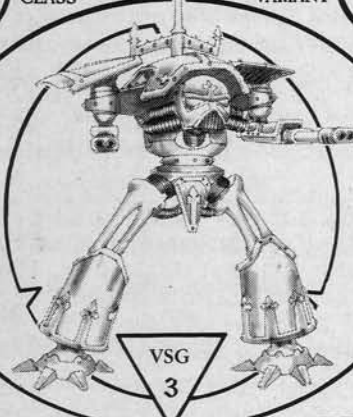
Battle Rating
350

VSG 2

REMARKS: EXTREMELY MANOEVRABLE LIGHTWEIGHT

MSTW62/21

Battle Titan
Reaver · Vandal
 CLASS VARIANT



Carapace
NONE

Right Arm
LAS-CANNON (2)

Left Arm
LAS-CANNON (2)

Speed
12/24

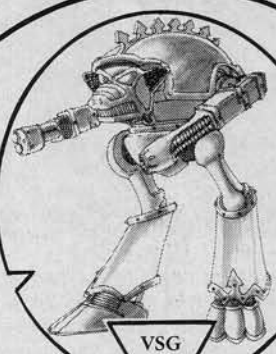
Battle Rating
540

VSG 3

REMARKS: HIGHLY MANOEVRABLE

MBTR43/066

Scout Titan
Warhound · Mastiff
 CLASS VARIANT



Right Arm
LAS-CANNON (2)

Left Arm
PLASMA GUN (2)

Speed
12/24


Battle Rating
300

VSG 1

REMARKS: EXTREMELY MANOEVRABLE LIGHTWEIGHT

MSTW61/16

Battle Titan
Reaver · Hun
 CLASS VARIANT



Carapace
MULTI-LAUNCHER (2)

Right Arm
CHAINFIST

Left Arm
MULTI-MELTA (2)

Speed
10/20

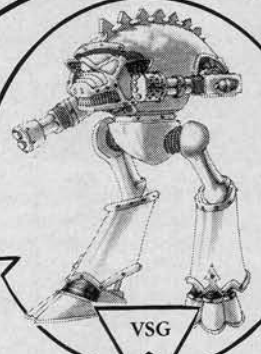
Battle Rating
540

VSG 4

REMARKS: EXTREMELY MANOEVRABLE LIGHTWEIGHT

MBTR84/AEX

Scout Titan
Warhound · Wolf
 CLASS VARIANT



Right Arm
LAS-CANNON (1)

Left Arm
MULTI-MELTA (2)

Speed
14/28

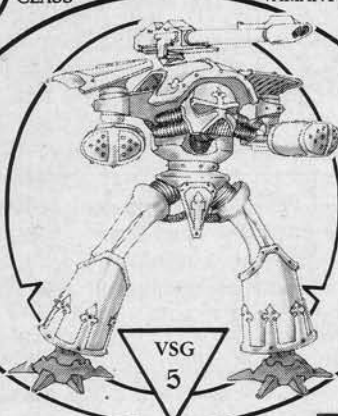
Battle Rating
225

VSG 2

REMARKS: EXTREMELY MANOEVRABLE LIGHTWEIGHT

MSTW32/E5

Battle Titan
Reaver · Goth
 CLASS VARIANT



Carapace
DEFENCE LASER

Right Arm
MULTI-LAUNCHER (4)

Left Arm
MULTI-LAUNCHER (4)

Speed
8/16

Battle Rating
1200

VSG 5

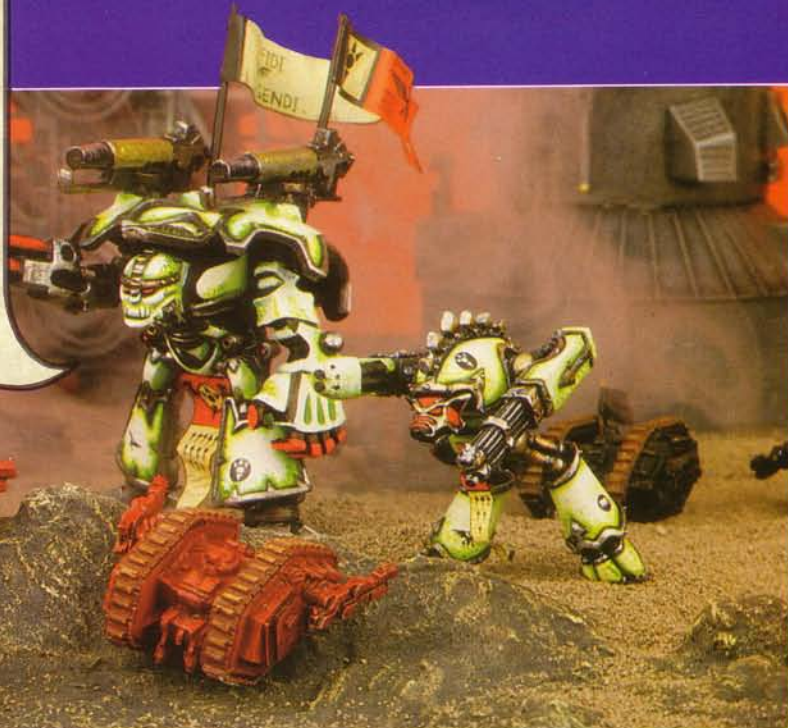
REMARKS: EXTREMELY MANOEVRABLE LIGHTWEIGHT

MBTRC5/LCC

Each Titan Class, and each variant within a class, was designed to fulfil a certain role. Therefore, each class and variant of Titan has strengths, which relate to its performance within its ideal role, and limitations, which relate to its performance outside its ideal role.

It is the sovereign duty of each Grand Master of a Titan Order, and of each field commander of Titans, to be aware of these matters, and to use each Titan to its greatest effect in any given situation.

- Lemar Russ, *Meditations*, Book XLIV



Top

A Warlord and a Warhound of the Imperial Hunters Order, engage Traitor Land Raiders. Titan models painted by Darren Matthews.

Middle

A Reaver Titan of the Warp Runners Order showing its elaborate colour scheme. Painted by Mike McVey.

Bottom

Two Reavers of the Tiger Eyes Traitor Order, advance in support of Traitor Land Raiders across the ruins of Paramar V's station 3. Titans and scenery by Tony Cottrell.





Siege by Ivan Bartleet