IMPERIAL ARMOUR VOLUME 2
SPACE MARINES AND FORCES OF THE INQUISITION

RULES UPDATE (Version 1.3)

This document is an update to all the rules in our Imperial Armour volume 2 book to bring them in line withthe current edition of Warhammer 40,000 and Warhammer 40,000 apocalypse and is intended to provide official sets of rules for your Forge World models for use in your games.

Special note should be made of the Deathstorm Drop Pod, (formerly the Deathwind Drop Pod) and the inclusion of the Lucius Pattern Dreadnought Drop Pod as the rules for these have changed substantially from those previously published.

RHINO ....**35 Points**

			Armour	
	BS	**F**	**S**	**R**
Rhino	4	11	11	10

Unit Composition:
- 1 Rhino

Unit Type:
- Vehicle (Tank)

Fire points:
- Two models can fire from the Rhinos top hatch

Wargear:
- Storm bolter
- Smoke launchers
- Searchlight

Transport Capacity:
- Ten models

Special Rules:
- Repair

Options:
- May take any of the following:
  - a storm bolter ....+10 pts
  - a hunter-killer missile ....+10 pts
  - a dozer blade ....+5 pts
  - extra armour ....+15 pts

The Rhino is a dedicated transport vehicle for numurous squads in Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

PREDATOR DESTRUCTOR ....**60 Point**

			Armour	
	BS	**F**	**S**	**R**
Predator Destructor	4	13	11	10

Unit Composition:
- 1 Predator Destructor

Unit Type:
- Vehicle (Tank)

Wargear:
- Autocannon
- Smoke launchers
- Searchlight

Options:
- May take side sponsons with heavy bolters for ....+25 pts
  or with lascannons for ....+60 pts
- May take any of the following:
  - a storm bolter ....+10 pts
  - a hunter-killer missile ....+10 pts
  - a dozer blade ....+5 pts
  - extra armour ....+15 pts

The Predator Destructor is a Heavy Support choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

PREDATOR ANNIHILATOR ....**105 Points**

			Armour	
	BS	**F**	**S**	**R**
Predator Annihilator	4	13	11	10

Unit Composition:
- 1 Predator Annihilator

Unit Type:
- Vehicle (Tank)

Wargear:
- Twin-linked lascannon
- Smoke launchers
- Searchlight

Options:
- May take side sponsons with heavy bolters for ....+25 pts
  or with lascannons for ....+60 pts
- May take any of the following:
  - a storm bolter ....+10 pts
  - a hunter-killer missile ....+10 pts
  - a dozer blade ....+5 pts
  - extra armour ....+15 pts

The Predator Annihilator is a Heavy Support choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

BAAL PREDATOR ....**100 Points**

			Armour	
	BS	**F**	**S**	**R**
Baal Predator	4	13	11	10

Unit Composition:
- 1 Baal Predator

Unit Type:
- Vehicle (Tank)

Wargear:
- Twin-linked assault cannons
- Over-charged Engines
- Smoke launchers
- Searchlight

Options:
- May take side sponsons with heavy bolters for ....+25 pts
  or with heavy flamers for ....+25 pts
- May take any of the following:
  - a storm bolter ....+10 pts
  - a hunter-killer missile ....+15 pts
  - extra armour ....+15 pts

The Baal Predator is a Heavy Support choice for a Blood Angels Space Marine army.

RAZORBACK ....40 Points

		Armour		
	BS	F	S	R
Razorback	4	11	11	10

Unit Composition:
• 1 Razorback

Unit Type:
• Vehicle (Tank)

Wargear:
• Twin-linked heavy bolter
• Smoke launchers
• Searchlight

Transport Capacity:
• Six models

Options:
• Replace twin-linked heavy bolters with:
  - twin-linked multi melta..*free*
  - twin-linked heavy flamer...*+25 pts*
  - twin-linked assault cannon...*+35 pts*
  - twin-linked lascannon..*+35 pts*
  - lascannon and twin-linked plasma gun:................*+35 pts*
• May take any of the following:
  - a storm bolter...*+10 pts*
  - a hunter-killer missile...*+10 pts*
  - a dozer blade...*+5 pts*
  - extra armour..*+15 pts*

The Razorback is a dedicated transport vehicle for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

WHIRLWIND ....85 Points

		Armour		
	BS	F	S	R
Whirlwind	4	11	11	10

Unit Composition:
• 1 Whirlwind

Unit Type:
• Vehicle (Tank)

Wargear:
• Whirlwind multiple missile launcher
• Smoke launchers
• Searchlight

Options:
• May take any of the following:
  - a storm bolter...*+10 pts*
  - a hunter-killer missile...*+10 pts*
  - a dozer blade...*+5 pts*
  - extra armour..*+15 pts*

The Whirlwind is a Heavy Support choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

WHIRLWIND HYPERIOS ....115 Points

		Armour		
	BS	F	S	R
Whirlwind Hyperios	4	11	11	10

Unit Composition:
• 1 Whirlwind Hyperios

Unit Type:
• Vehicle (Tank)

Wargear:
• Twin-linked Hyperios anti-aircaft missile launcher
• Smoke launchers
• Searchlight

Options:
• May take any of the following:
  - a storm bolter...*+10 pts*
  - a hunter-killer missile...*+10 pts*
  - a dozer blade...*+5 pts*
  - extra armour..*+15 pts*

Special Rules:
• Hyperios Missile Launcher

Range	Str.	AP	Type
48"	8	3	Heavy1/AA mount

The Whirlwind Hyperios is a Heavy Support choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

VINDICATOR ....115 Points

		Armour		
	BS	F	S	R
Vindicator	4	13	11	10

Unit Composition:
• 1 Vindicator

Unit Type:
• Vehicle (Tank)

Wargear:
• Demolisher cannon
• Storm bolter
• Smoke launchers
• Searchlight

Options:
• May take any of the following:
  - a storm bolter...*+10 pts*
  - a hunter-killer missile...*+10 pts*
  - a dozer blade...*+5 pts*
  - a siege shield...*+10 pts*
  - extra armour..*+15 pts*

The Vindicator is a Heavy Support choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

DAMOCLES RHINO...60 Points

	Armour		
	BS	F	S	R
Damocles Rhino	4	11	11	10

Unit Composition:
- 1 Damocles Rhino

Unit Type:
- Vehicle (Tank)

Wargear:
- Improved Communications
- Teleport Beacon
- Orbital Bombardment
- Storm bolter
- Smoke launchers
- Searchlight

Special Rules:

Improved Communications: The Space Marine player may re-roll a single Reserve Roll once per turn.

Teleport Beacon: If a Damocles is deployed on the table, then any teleporting troops may re-roll the deep strike scatter dice.

Orbital Bombardment: In Apocalypse battles the Damocles gives the Space Marine player the Orbital Bombardment strategic asset. In Warhammer 40,000 battles the rules are as follows.

Orbital Bombardment: A Damocles Rhino has the authority to call down a bombardment from a Strike Cruiser. This ability can be used once per game in its Shooting phase, providing that the Damocles Rhino did not move in the preceding Movement phase. Calling down an orbital bombardment otherwise counts as firing a ranged weapon and uses the following profile:

Range	Str.	AP	Type
Unlimited	10	1	Ordnance1, Barrage

Note that if an arrow is rolled on the scatter dice an orbital bombardment will always scatter the full 2D6" – the Damocles Rhino's Ballistic Skill makes no difference.

The Damocles Rhino is a HQ choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

LAND RAIDER...250 Points

	Armour		
	BS	F	S	R
Land Raider	4	14	14	14

Unit Composition:
- 1 Land Raider

Unit Type:
- Vehicle (Tank)

Wargear:
- Twin-linked heavy bolter
- Two twin-linked lascannons
- Smoke launchers
- Searchlight

Transport Capacity
- Ten models

Special Rules:
- Power of the Machine Spirit
- Assault Vehicle

Options:
- May take any of the following:
  - a storm bolter...+10 pts
  - a hunter-killer missile.......................................+10 pts
  - a multi-melta..+10 pts
  - extra armour..+15 pts

The Land Raider is a Heavy Support choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex..

LAND RAIDER CRUSADER...250 Points

	Armour		
	BS	F	S	R
Land Raider Crusader	4	14	14	14

Unit Composition:
- 1 Land Raider Crusader

Unit Type:
- Vehicle (Tank)

Wargear:
- Twin-linked assault cannon
- Two Hurricane Bolters
- Frag Assault Launcher
- Smoke Launchers
- Searchlight

Transport Capacity
- Sixteen models

Special Rules:
- Power of the Machine Spirit
- Assault Vehicle

Options:
- May take any of the following:
  - a storm bolter...+10 pts
  - a hunter-killer missile.......................................+10 pts
  - a multi-melta..+10 pts
  - extra armour..+15 pts

The Land Raider Crusader is a Heavy Support choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

LAND RAIDER HELIOS ....**260 Points**

	BS	F	S	R
		⌐ Armour ¬		
Land Raider Helios	4	14	14	14

Unit Composition:
- 1 Land Raider Helios

Unit Type:
- Vehicle (Tank)

Wargear:
- Two sponsons each with twin-linked lascannons
- Whirlwind missile launcher
- Smoke Launchers
- Searchlight

Transport Capacity
- 6 models

Options:
- May take any of the following:
  - a storm bolter...+10 pts
  - a hunter-killer missile..................................+10 pts
  - extra armour...+15 pts

Special Rules:
- Power of the Machine Spirit
- Assault Vehicle

The Land Raider Helios is a Heavy Support for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

LAND RAIDER PROMETHEUS ....**270 Points**

	BS	F	S	R
		⌐ Armour ¬		
Land Raider Prometheus	4	14	14	14

Unit Composition:
- 1 Land Raider Prometheus

Unit Type:
- Vehicle (Tank)

Wargear:
- Two sponsons each with two twin-linked heavy bolters
- Smoke Launchers
- Searchlight

Transport Capacity
- Ten models

Options:
- May take any of the following:
  - a storm bolter...+10 pts
  - a hunter-killer missile..................................+10 pts
  - extra armour...+15 pts

Special Rules:
- Power of the Machine Spirit
- Assault Vehicle
- Battle Auspex

> **Battle Auspex:** *The Prometheus has the Night Vision special rule, and reduces any enemy cover saves by -1 (i.e. 4+ becomes 5+ etc) against attacks from the Prometheus.*

The Land Raider Prometheus is an Elite choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

LAND SPEEDER SQUADRON ....**50 Points per mode**

	BS	F	S	R
		⌐ Armour ¬		
Land Speeder	4	10	10	10

Unit Composition:
- 1-3 Land Speeders

Unit Type:
- Vehicle (Fast, Skimmer)

Wargear:
- Heavy bolter

Special Rules:
- Deep Strike

Options:
- Any Land Speeder may replace its heavy bolter with:
  - heavy flamer..*free*
  - multi-melta...+10 pts
- Any Land Speeder may be upgraded with one of the following:
  - a Typhoon missile launcher........................*+40 point*
  - a Tornado pattern:
    - heavy flamer...+10 pts
    - heavy bolter..+10 pts
    - multi-melta..+20 pts
    - assault cannon...+40 pts

A Land Speeder Squadron is a Fast Attack choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

LAND SPEEDER STORM..50 Points

| | BS | Armour | | |
		F	S	R
Land Speeder Storm	3	10	10	10

Unit Composition:
- 1 Land Speeder Storm

Unit Type:
- Vehicle (Fast, Skimmer, Open-topped)

Wargear:
- Heavy bolter
- Jamming beacon
- Cerberus launcher

Transport Capacity:
- Five models (Scouts only)

Special Rules:
- Deep Strike
- Scouts

Options:
- Replace heavy bolter with:
  - heavy flamer...+10 pts
  - multi-melta..+15 pts
  - assault cannon..+35 pts

The Land Speeder Storm is a Fast Attack choice for a Space Marine army.

LAND SPEEDER TEMPEST...120 Points

| | BS | Armour | | |
		F	S	R
Land Speeder Tempest	4	11	10	10

Unit Composition:
- 1-3 Land Speeder Tempests

Unit Type:
- Vehicle (Fast, Skimmer)

Wargear:
- Assault cannon
- Twin-linked missile launcher with frag and krak missiles on AA mount

Special Rules:
- Deep Strike

A Land Speeder Tempest squadron is a Fast Attack choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

VENERABLE DREADNOUGHT..165 Points

| | WS | BS | S | Armour | | | I | A |
				F	S	R		
Venerable Dreadnought	5	5	6	12	12	10	4	2

Unit Composition:
- 1 Venerable Dreadnought

Unit Type:
- Vehicle (Walker)

Wargear:
- Multi-melta
- Dreadnought close combat weapon (with built in storm bolter)
- Smoke launchers
- Searchlight

Special Rules:
- Venerable

Options:
- Replace storm bolter with heavy flamer:.......................+10 pts
- Replace multi-melta with:
  - twin-linked heavy flamer.................................*free*
  - twin-linked heavy bolter................................+5 pts
  - twin-linked autocannon..................................+10 pts
  - plasma cannon or assault cannon.........................+10 pts
  - twin-linked lascannon...................................+30 pts
- Replace Dreadnought close combat weapon with
  - twin-linked autocannon or missile launcher:.............+10 pts
- Take extra armour..+15 pts

Dedicated Transport:
- May select a Drop Pod.

A Venerable Dreadnought is an Elites choice for a Space Marine army.

DREADNOUGHT ....**105 Point**

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Dreadnought	4	4	6	12	12	10	4	2

Unit Composition:
• 1 Dreadnought

Unit Type:
• Vehicle (Walker)

Wargear:
• Multi-melta
• Dreadnought close combat weapon (with built in storm bolter)
• Smoke launchers
• Searchlight

Options:
• Replace storm bolter with heavy flamer ....*+10 pts*
• Replace multi-melta with:
  - twin-linked heavy flamer ....*free*
  - twin-linked heavy bolter ....*+5 pts*
  - twin-linked autocannon ....*+10 pts*
  - plasma cannon or assault cannon ....*+10 pts*
  - twin-linked lascannon ....*+30 pts*
• Replace Dreadnought close combat weapon with:
  - twin-linked autocannon or missile launcher ....*+10 pts*
• Take extra armour ....*+15 pts*

Dedicated Transport:
• May select a Drop Pod.

A Dreadnought is an Elites choice for a Space Marine army.

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FURIOSO DREADNOUGHT ....**100 Point**

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Furioso Dreadnought	4	4	6	12	12	10	4	2(3)

Unit Composition:
• 1 Furioso Dreadnought

Unit Type:
• Vehicle (Walker)

Wargear:
• Two Dreadnought close combat weapons, one with built-in storm bolter and one with built-in meltagun
• Smoke launchers
• Searchlight

Options:
• Upgrade to a Venerable Furioso Dreadnought ....*+20 pts*
• Upgrade to a Death Company Dreadnought ....*+25 pts*
• Replace storm bolter with heavy flamer ....*+5 pts*
• Take extra armour ....*+15 pts*

Dedicated Transport:
• May select a Drop Pod.

A Furioso Dreadnought is an Elites choice for a Blood Angels Space Marine army.

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MORTIS DREADNOUGHT ....**115 Point**

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Mortis Dreadnought	4	4	6	12	12	10	4	2

Unit Composition:
• 1 Mortis Dreadnought

Unit Type:
• Vehicle (Walker)

Wargear:
• Two missile launchers
• Smoke launchers
• Searchlight

Options:
• Replace both missile launchers with:
  - two twin-linked heavy bolter ....*+10 pts*
  - two twin-linked autocannon ....*+20 pts*
  - two twin-linked lascannon ....*+50 pts*
• Take extra armour ....*+15 pts*

Dedicated Transport:
• May select a Drop Pod.

A Mortis Dreadnought is an Elites choice for a Dark Angels army (or any Dark Angel's successor chapter).

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DREADNOUGHT DROP POD (Lucius pattern) ....**50 Points**

	BS	Armour F	S	R
Drop Pod	-	12	12	12

Unit Composition:
• 1 Deadnought Drop Pod

Wargear:
• None

Unit Type:
• Vehicle (Open-topped once landed)

Options:
• Take a locator beacon ....+10 pts

Transport Capacity:
• One Dreadnought

Special Rules:
• Inertial Guidance System
• Immobile
• Drop Pod Assault
• Assault Vehicle

A Dreadnought Drop Pod is a dedicated transport choice for any type of Space Marine Dreadnought in Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

Drop Pod Assault: Drop Pods always enter play using the Deep Strike special rules. At the Beginning of the first turn, you must choose half of your Drop Pods (combining all types of Drop Pod if more than one is present and rounding up), to make a Drop Pod Assault. Units Making a Drop Pod Assault arrive on a Player's first turn. The arrival of the remaining Drop Pods is rolled for as normal.

In Apocalypse: Drop Pods should always be placed in the owning player's Strategic Reserve, with half arriving on the first turn as stated previously, and the remainder arriving normally according to the Strategic Reserve rules.

Inertial Guidance System: Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe) then reduce the scatter distance by the minimum required in order to avoid the obstacle.

Immobile: A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an immobilised result (that cannot be repaired).

Assault Vehicle: A Dreadnought disembarking a Lucius Pattern Dreadnought Drop Pod can launch an assault the turn it does so. (Note this differs from the rules for normal drop pods).

DROP POD ....**35 Points**

	BS	Armour F	S	R
Drop Pod	4	12	12	12

Unit Composition:
• 1 Drop Pod

Wargear:
• Storm bolter

Unit Type:
• Vehicle (Open-topped), once landed

Options:
• Replace storm bolter with
  deathwind missile launcher ....+20 pts
• Take a locator beacon ....+10 pts

Transport Capacity:
• Ten models, one Dreadnought
  or one Thunderfire Cannon

Special Rules:
• Inertial Guidance System
• Immobile
• Drop Pod Assault

A drop pod is a dedicated transport choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

DEATHSTORM DROP POD ....**75 Points**

| | BS | ⌐ Armour ⌐ | | |
		F	S	R
Deathstorm Drop Pod	2	12	12	12

Unit Composition:
• 1 Deathstorm Drop Pod

Wargear:
• Whirlwind launchers

Unit Type:
• Vehicle (Open-topped), once landed

Options:
• May replace Whirlwind launcher with assault cannons ....+20 pts

Special Rules:
• Inertial Guidance System
• Immobile
• Drop Pod Assault
• Automated Weapons

Automated Weapons: When a Deathstorm drop pod lands it opens fire indiscriminately. After landing, each unit (enemy or friendly) within 12" of the Deathstorm and in line of sight comes under attack in its shooting phase as a hail of fire sweeps the surrounding area. Roll to hit using the Deathstorm's BS2 for either D3 Whirlwind attacks or D3 assault cannon attacks against each targeted unit.

In subsequent turns the Deathstorm may continue to fire a single weapon, picking a enemy target and resolving the firing as normal.

Weapon	Range	Str.	AP	Type
Whirlwind launcher	48"	5	4	Ord1/Barrage
Assault cannon	24"	6	4	Heavy4/Rending

A Deathstorm Drop Pod is a Heavy Support choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

THUNDERHAWK GUNSHIP ....**900 Points**

| | BS | ⌐ Armour ⌐ | | |
		F	S	R
Thunderhawk Gunship	4	12	12	10

Unit Composition:
• 1 Thunderhawk Gunship

Unit Type:
• Super Heavy Flyer

Structure points
• 3 Structure points

Transport Capacity:
• 30

Access points:
• One access hatch on each side and a forward assault ramp (units disembarking from a Thunderhawk may assault on the same turn).

Wargear:
• Hull-mounted Thunderhawk cannon
• Four sponson-mounted twin-linked heavy bolters
• Two hull-mounted lascannons
• Six bomb pylons. For each bombing run the thunderhawk may drop two pylons, which is resolved as an Apocalyptic barrage (6) weapon. This can be done three times per game, after which the Thunderhawk is out of bombs

Options:
• May upgrade Thunderhawk cannon with a turbo-laser destructor...................+20 pts
• May replace its 6 bomb pylons with 6 Hellstrike missiles..................*Free*

Special Rules:
• Hover Mode
• Ceramite Shielding

Ceramite Shielding: In order to resist the heat of atmospheric entry a Thunderhawk has thick ceramite shielding. Weapons with the 'Melta' special rule never roll an extra dice for armour penetration against the Thunderhawk.

Weapon	Range	Str.	AP	Type
Thunderhawk cannon	72"	8	3	Ordnance 1, 7" blast, Primary Weapon
Turbo-laser Destructor	72"	D	2	Heavy 1, 5" blast, Primary Weapon
Bomb	Bomb	6	4	Apocalypse Barrage (6)
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1
Hellstrike Missile	72"	8	3	Ordnance 1, One use

1-3 Thunderhawk Gunships are a war machine detachment for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

SENTRY GUN ....15 pts

	BS	F	S	R
		⌐ Armour ⌐		
Sentry Gun	2	10	10	10

Unit Composition:
- 1-3 Sentry Guns

Unit Type:
- Artillery (Immobile)

Wargear:
- Twin-linked heavy bolters

Options:
- May replace twin-linked heavy bolters with one of the following:
  - a single multi-melta..*Free*
  - a Twin-linked lascannons............................*+15 pts*

Special Rules:
Firing Modes: A sentry gun can fire in one of two modes. You must decide which mode the sentry gun will be set in before the start of the game. You cannot change the mode once you have decided, it remains in that mode for the rest of the game.
- **Point Defence Mode:** The sentry gun is set up with a fixed fire arc, usually to provide covering fire over a particular area. In this mode, the gun will engage enemy targets up to 36" away which are within a fixed 90° arc.

- **Sentry Mode:** In this mode, the gun is set up to fire at any enemy which comes near, and will always turn to fire at the nearest enemy target within range to which it can draw a line of sight. It can fire all around.

Targeting: Which enemy unit a sentry gun will target is dictated by its armament. A heavy bolter equipped sentry gun will fire at the nearest non-vehicle within its firing mode. Lascannon or multi-melta equipped sentry guns will fire at the closest enemy vehicle or large monster within its firing mode. If there is no preferred target, then the nearest other target will be engaged. Only destroyed vehicles are ignored, immobilised vehicles will still continue to be targeted.

Damage: As it is a remote vehicle a sentry gun is destroyed by any glancing or penetrating hit.

A Sentry Gun battery is a Heavy Support choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.. These guns do not have to be deployed together.

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HYPERIOS AIR DEFENCE BATTERY ....10 pts +25pts per Hyperios platform

	BS	F	S	R
		⌐ Armour ⌐		
Command platform	-	10	10	10
Hyperios platform	2	10	10	10

Unit Composition:
- 1 Command platform and
  1-4 Hyperios platforms

Unit Type:
- Vehicle (Immobile)

Wargear:
- Twin-linked Hyperios missile launcher
- Command platform is unarmed

Special Rules:
Firing Mode: Unlike other sentry guns, the Hyperios platform only has one firing mode, Air Defence. The command platform scans the skies whilst the missile launchers remain inactive. When an incoming aircraft is detected the control console selects the nearest platforms and relays targeting information. The Hyperios then activates, spins, tracks and fires.

Targeting: A Hyperios platform will fire a single missile in its own Shooting phase at any enemy aircraft whose flight path takes it within 36" of a platform. If an aircraft's flight path takes it within 36" of more than one platform then each platform will fire once.

Damage: As it is a remote vehicle a platform is destroyed by any glancing or penetrating hit. If the command platform is destroyed then all the other platforms stop functioning and can no longer be fired.

Hyperios Anti-Aircraft Missile Launcher:

Range	Str.	AP	Type
48"	8	3	Heavy1, AA mount

The platform mounted Hyperios can only be fired at aircraft, it cannot engage ground targets.

A Hyperios air defence battery is a single Heavy Support choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex. All platforms must deploy within 36" of the command platform.

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INQUISITOR LAND RAIDER ....**250 Points**

	BS	F	S	R
		⌐Armour¬		
	BS	F	S	R
Land Raider	4	14	14	14

Unit Composition:
• 1 Land Raider

Unit Type:
• Vehicle (Tank)

Wargear:
• Twin-linked heavy bolter
• Two twin-linked lascannons
• Smoke launchers
• Searchlight

Transport Capacity
• Ten models

Options:
• May take any of the following:
  - a storm bolter...+10 pts
  - a hunter-killer missile......................................+10 pts
  - a dozer blade...+10 pts
  - extra armour...+15 pts

Special Rules:
• Power of the Machine Spirit
• Assault Vehicle

The Land Raider is a transport choice for an Inquisitor and their retinue.

INQUISITOR LAND RAIDER PROMETHEUS ....**270 Points**

	BS	F	S	R
		⌐**Armour**¬		
	BS	F	S	R
Land Raider Prometheus	4	14	14	14

Unit Composition:
• 1 Land Raider Prometheus

Unit Type:
• Vehicle (Tank)

Wargear:
• Two sponsons each with two twin-linked heavy bolters
• Smoke launchers
• Searchlight

Transport Capacity
• Ten models

Options:
• May take any of the following:
  - a storm bolter...+10 pts
  - a hunter-killer missile......................................+10 pts
  - a dozer blade...+10 pts
  - extra armour...+15 pts

Special Rules:
• Power of the Machine Spirit
• Assault Vehicle
• Battle Auspex

> **Battle Auspex:** *The Prometheus has the Night Vision special rule, and reduces any enemy cover saves by -1 (i.e. 4+ becomes 5+ etc) against attacks from the Prometheus.*

The Land Raider Prometheus is a transport choice for an Inquisitor and their retinue.

INQUISITOR RHINO ....**35 Points**

	BS	F	S	R
		⌐Armour¬		
	BS	F	S	R
Rhino	4	11	11	10

Unit Composition:
• 1 Rhino

Unit Type:
• Vehicle (Tank)

Fire points:
• Two models can fire from the Rhinos top hatch

Wargear:
• Storm bolter
• Smoke launchers
• Searchlight

Transport Capacity:
• Ten models

Options:
• May take any of the following:
  - a storm bolter...+10 pts
  - a hunter-killer missile......................................+10 pts
  - a dozer blade...+5 pts
  - extra armour...+15 pts

Special Rules:
• Repair

The Rhino is a dedicated transport vehicle for an Inquisitor and their retinue or Inquisitorial Storm Troopers.

INQUISITOR CHIMERA ARMOURED TRANSPORT ....55 Points

| | BS | ⌐ Armour ¬ | | |
		F	S	R
Chimera	3	12	10	10

Unit Composition:
• 1 Chimera

Unit Type:
• Vehicle (Tank)

Fire points:
• Five models can fire from the chimera's top hatch

Wargear:
• Multi-laser
• Heavy Bolter
• Smoke launchers
• Searchlight

Transport Capacity:
• 12 models

Access Points
• 1 (rear hatch)

Options:
• Replace multi-laser with:
   - Heavy flamer or heavy bolter ....*free*
   - Autocannon ....*+5 pts*
   - Twin-linked heavy bolter ....*+10 pts*
• Replace heavy bolter with:
   - Heavy flamer ....*free*
• May take any of the following:
   - Pintle-mounted storm bolter or heavy stubber ....*+10 pts*
   - Hunter-killer missile ....*+10 pts*
   - Dozer blade ....*+5 pts*
   - Extra armour ....*+15 pts*
   - Camo netting ....*+20 pts*

Special Rules:
• Amphibious
• Mobile Command Vehicle

The Chimera is a dedicated transport choice for an Inquisitor and his retinue or Inquisitorial Storm Troopers.

INQUISITOR VALKYRIE ....100 Points

| | BS | ⌐ Armour ¬ | | |
		F	S	R
Valkyrie	3	12	12	10

Unit Composition:
• 1 Valkyrie

Unit Type:
• Vehicle (fast, skimmer)
• Flyer*

Transport Capacity:
• 12 models.

Wargear:
• Multi-laser
• 2 Hellstrike missiles
• Searchlight
• Extra Armour

Special Rules:
• Deep strike
• Scout
• Grav Chute Insertion

Options:
• Any Valkyrie may replace its multi-laser with:
   - Lascannon ....*15 pts*
• Any Valkyrie may exchange both its Hellstrike missiles for:
   - Two multiple rocket pods ....*30 pts*
• Any Valkyrie may take a pair of sponsons armed with:
   - Heavy bolters ....*10 pts*

> **Grav Chute Insertion**
> If the Valkyrie has moved flat out, passengers may still disembark, but they must do so as follows. Nominate any point over which the Valkyrie or Vendetta moved over and deploy the squad as if it were deep striking onto that point. If the unit scatters, every model must immediately take a dangerous terrain test. If any of the models cannot be deployed, the unit is destroyed as described in the 1-2 result on the Deep Strike Mishap table.

*In games of Apocalypse the Valkyrie is treated as a Flyer with Hover mode.

GREY KNIGHTS LAND RAIDER ....250 Points

| | BS | ⌐ Armour ¬ | | |
		F	S	R
Land Raider	4	14	14	14

Unit Composition:
• 1 Land Raider

Unit Type:
• Vehicle (Tank)

Wargear:
• Twin-linked heavy bolter
• Two twin-linked lascannons
• Smoke launchers
• Searchlight

Special Rules:
• Power of the Machine Spirit
• Assault Vehicle

Transport Capacity
• Ten models

Options:
• May exchange twin-linked heavy bolters for twin-linked psycannons: ....*+10 pts*
• May take any of the following:
   - a storm bolter ....*+10 pts*
   - a hunter-killer missile ....*+10 pts*
   - a dozer blade ....*+10 pts*
   - extra armour ....*+15 pts*
   - blessed ....*+10 pts*
   - psycannon bolts ....*+10 pts*
   - sacred hull ....*+15 pts*

The Grey Knights Land Raider is a Heavy Support choice for a Daemon Hunters army.

GREY KNIGHTS LAND RAIDER CRUSADER ....250 Points

	BS	F	S	R
		⌐Armour⌐		
Land Raider Crusader	4	14	14	14

Transport Capacity
- Sixteen models

Special Rules:
- Power of the Machine Spirit
- Assault Vehicle

Unit Composition:
- 1 Land Raider Crusader

Unit Type:
- Vehicle (Tank)

Wargear:
- Two Hurricane bolters
- Twin-linked assault cannons
- Frag grenades
- Smoke launchers
- Searchlight

Options:
- May take any of the following:
  - a storm bolter ....+10 pts
  - a hunter-killer missile ....+10 pts
  - a dozer blade ....+10 pts
  - extra armour ....+15 pts
  - blessed ....+10 pts
  - psycannon bolts ....+10 pts
  - sacred hull ....+15 pts

The Grey Knights Land Raider Crusader is a Heavy Support choice for a Daemon Hunters army.

GREY KNIGHTS THUNDERHAWK GUNSHIP ....900 Points

	BS	F	S	R
		⌐Armour⌐		
Thunderhawk Gunship	4	12	12	10

Unit Composition:
- 1 Thunderhawk Gunship

Unit Type:
- Super Heavy Flyer

Structure points
- 3 Structure points

Transport Capacity:
- 30

Access points:
- One access hatch on each side and a forward assault ramp (units disembarking from a Thunderhawk may assault on the same turn).

Wargear:
- Hull-mounted Thunderhawk cannon
- Four sponson -mounted twin-linked heavy bolters
- Two hull-mounted lascannons
- Six bomb pylons. For each bombing run the thunderhawk may drop two pylons, which is resolved as an Apocalyptic barrage(6) weapon. This can be done three times per game, after which the Thunderhawk is out of bombs

Options:
- May upgrade Thunderhawk cannon with a turbo-laser destructor ....+20 pts
- May replace its 6 bomb pylons with 6 Hellstrike missiles ....*Free*
- May exchange all twin-linked heavy bolters to pyscannons ....+20 pts

Special Rules:
- Hover Mode
- Ceramite Shielding

Ceramite Shielding: In order to resist the heat of atmospheric entry a Thunderhawk has thick ceramite shielding. Weapons with the 'Melta' special rule never roll an extra dice for armour penetration against the Thunderhawk.

Weapon	Range	Str.	AP	Type
Thunderhawk cannon	72"	8	3	Ordnance 1, 7" blast, Primary Weapon
Turbo-laser Destructor	72"	D	2	Heavy 1, 5" blast, Primary Weapon
Bomb	Bomb	6	4	Apocalypse Barrage (6)
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1
Hellstrike Missile	72"	8	3	Ordnance 1, One use
Pyscannons	36"	6	4	Heavy 3, Ignores Invlnerable Saves

1-3 Thunderhawk Gunships are a war machine detachment for a Daemon Hunters army.

GREY KNIGHT DREADNOUGHT ....**120 Points**

	WS	BS	S	Armour F	S	R	I	A
Grey Knight Dreadnought	5	4	6	12	12	10	4	2

Unit Composition:
- 1 Grey Knight Dreadnought

Unit Type:
- Vehicle (Walker)

Wargear:
- Multi-melta
- Dreadnought close combat weapon (with built in storm bolter)
- Smoke launchers
- Searchlight

Options:
- Replace storm bolter with incinerator:...............................+15 pts
- Replace multi-melta with:
  - twin-linked heavy bolter...+5 pts
  - twin-linked autocannon...+10 pts
  - plasma cannon..+10 pts
  - psycannon...+10 pts
  - assault cannon...+10 pts
  - twin-linked lascannon...+30 pts
- May take one of the following:
  - Blessed...+10 pts
  - Extra armour...+15 pts
  - Hunter killer missile..+15 pts
  - Psycannon bolts...+10 pts
  - Sacred hull..+15 pts

Dedicated Transport:
- May select a Drop Pod.

A Grey Knight Dreadnought is a Heavy Support choice for a Daemon Hunters army..

SISTERS OF BATTLE RHINO ....**35 Points**

	BS	Armour F	S	R
Rhino	4	11	11	10

Unit Composition:
- 1 Rhino

Unit Type:
- Vehicle (Tank)

Fire points:
- Two models can fire from the Rhinos top hatch

Wargear:
- Storm bolter
- Smoke launchers
- Searchlight

Transport Capacity:
- Ten models

Options:
- May take any of the following:
  - a storm bolter..+10 pts
  - a hunter-killer missile..+10 pts
  - a dozer blade..+5 pts
  - extra armour..+15 pts
  - blessed ammunition...+10 pts
  - holy promethium..+10 pts
  - holy icon...+10 pts
  - laud hailer...+10 pts

Special Rules:
- Repair

A Rhino is a dedicated transport choice for the following Sisters of Battle squads; Battle Sisters squad, Celestian squad, Dominion squad, Adeptus Sororitas Heroine and retinue.

IMMOLATOR ....65 Points

		Armour		
	BS	F	S	R
Immolator	4	11	11	10

Unit Composition:
• 1 Immolator

Unit Type:
• Vehicle (Tank)

Transport Capacity:
• 6 models

Wargear:
• Twin-linked heavy flamers
• Smoke launchers
• Searchlight

Options:
• May upgrade twin-linked heavy flamers to:
  - Twin-linked multi-melta...+20 pts
  - Twin-linked heavy bolters..+5 pts
• May take any of the following:
  - a storm bolter..+10 pts
  - a hunter-killer missile..+10 pts
  - a dozer blade..+5 pts
  - extra armour...+15 pts
  - blessed ammunition...+10 pts
  - holy promethium...+10 pts
  - holy icon..+10 pts
  - laud hailer...+10 pts

Special Rules:
Twin heavy flamers: The Immolator's twin heavy flamers are fired like an ordinary heavy flamer. However, any failed rolls to wound or to penetrate a vehicle's armour may be re-rolled. Because accurate aiming is not essential for the weapon's effectiveness, the Immolator may move 12" and still fire its twin heavy flamers.

A Immolator is a Heavy choice for a Witch Hunters army it is also a dedicated transport for the following Sisters of Battle squads; Retributor squad, Celestian squad, Dominion squad, Adeptus Sororitas Heroine and retinue squad.

EXORCIST ....135 Points

		Armour		
	BS	F	S	R
Exorcist	4	13	11	10

Unit Composition:
• 1 Exorcist

Unit Type:
• Vehicle (Tank)

Wargear:
• Exorcist launcher
• Smoke launchers
• Searchlight

Options:
• May take any of the following:
  - a storm bolter..+10 pts
  - a hunter-killer missile..+10 pts
  - a dozer blade..+5 pts
  - extra armour...+15 pts
  - holy promethium...+10 pts
  - holy icon..+10 pts
  - laud hailer...+10 pts

Special Rules:
Exorcist Launcher: The multiple barrels of the Exorcist launcher can fire a hail of missiles at the enemy, obliterating a target with a single salvo. Each turn nominate a target for the Exorcist, roll a D6 to see how many missiles are launched. Roll to hit as normal for each missile.

Range	Str.	AP	Type
48"	8	1	Heavy D6

A Exorcist is a Heavy choice for a Witch hunters army.

REPRESSOR ....50 Points

	Armour			
	BS	F	S	R
Repressor	4	11	11	10

Unit Composition:
• 1 Repressor

Unit Type:
• Vehicle (Tank)

Transport Capacity:
• 10

Wargear:
• Storm Bolter
• Pintle-mounted Heavy Flamer
• Smoke launchers
• Searchlight
• Dozer blade

Options:
• May take any of the following:
  - a hunter-killer missile...+10 pts
  - extra armour..+15 pts
  - blessed ammunition*...+10 pts
  - holy promethium*..+10 pts
  - holy icon*..+10 pts
  - laud hailer*..+10 pts

  * Sisters of Battle vehicles only

Special Rules:
Fire Points: Up to six passengers may fire their basic weapons from the repressor' fire points. Additionally one model may fire any weapon from the top hatch. All models using the fire points must engage the same target, although they may engage a different target to the Repressor itself.

A Repressor is a dedicated transport choice for the following Sisters of Battle squads; Battle Sisters squad, Celestian squad, Dominion squad, Retributors squad, Adeptus Sororitas Heroine and retinue.

It may be taken as a dedicated transport vehicle for Inquisitorial Storm Troopers or Adeptus Arbites squads.

APPENDICES
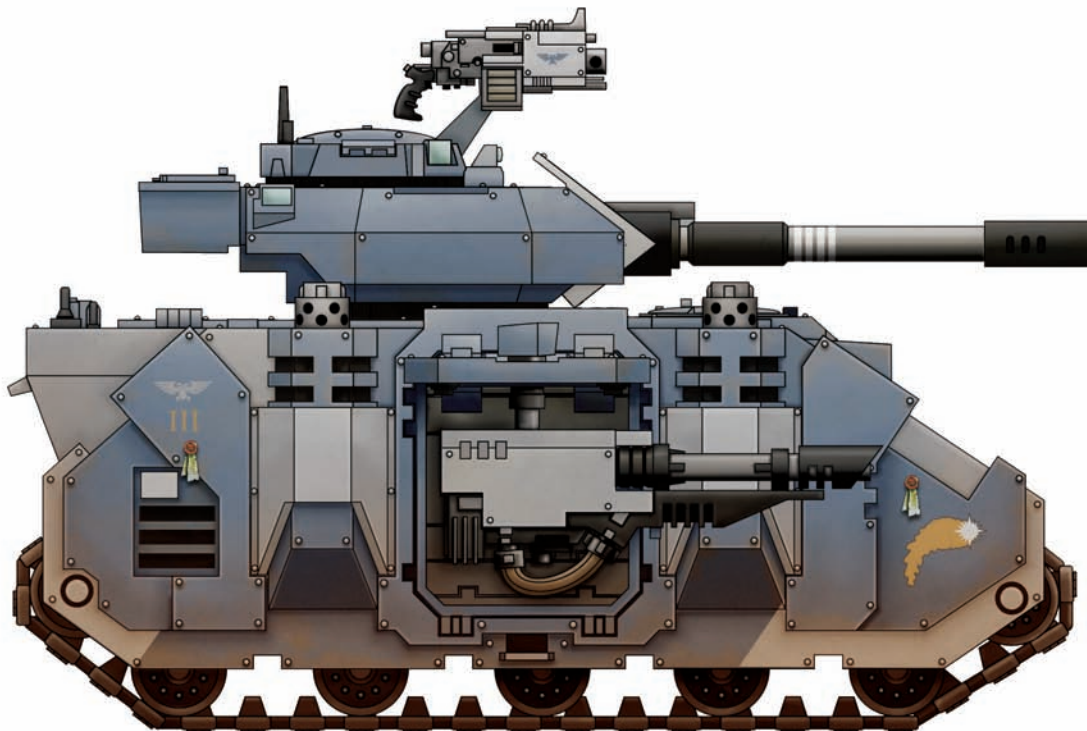
A Predator Destructor equipped with reinforced armour of the Marines Errant Chapter.
This vehicle is attached to the third company, part of Rogue Trader
Milos Baral's expedition into the Prath-Veil.

APPENDIX I
SUPER-HEAVY VEHICLES

From the lumbering Baneblade tanks of the Imperial Guard to the clunky Gargants of the Orks and the elegant Revenant Titans of the Eldar, all war engines that fall into this category are huge armour-clad constructs, carrying enough firepower to vapourize, smash or incinerate an entire army.

Super-heavy vehicles behave on the battlefield like all other vehicles, with the exceptions given below. The main difference is that they have Structure points, which work similarly to Wounds for other models.

MOVEMENT PHASE
Super-heavy vehicles are slower than normal vehicles – they can only move up to 6" in the Movement phase, unless specified.

Super-heavy vehicles are affected by difficult and dangerous terrain like other vehicles, but can always re-roll a result of 1. In addition, if their second roll is another 1, they are not immobilised, but suffer a Drive Damaged result, as described in their Damage tables later.

SHOOTING PHASE
Super-heavy vehicles may fire all of their weapons, regardless of how far they moved. Each weapon may be fired at a different target (each target must be within the weapon's fire arc).

Because super-heavy vehicles greatly vary in size, for the purposes of establishing line of sight from a super-heavy vehicle, always use real line of sight, working this out from the barrel of the weapon they are firing. The rules for area terrain apply as normal.

In the same way, always use the real line of sight when enemy units are targeting super-heavy vehicles. Again, the rules for area terrain apply as normal.

ASSAULT PHASE
Super-heavy vehicles follow the same rules as normal vehicles, depending on their type (see Vehicle Types, later).

STRUCTURE POINTS
To represent the great amount of damage a super-heavy can withstand before being knocked out, in their datasheets they are assigned a number of Structure points (sometimes shortened to "SP"). Glancing and penetrating hits have a chance of inflicting the loss of Structure points, and only by reducing their Structure points to 0 can a super-heavy vehicle model be destroyed.

Against super-heavy vehicles, enemies roll to hit and to penetrate armour exactly as with normal vehicles. If a glancing or penetrating hit is scored, the player must then roll a dice and consult the Super-heavy Damage table. If a glancing hit is scored, subtract 2 from the dice score, and when a destroyer weapon scores a hit (see page 96), add 1 to the dice score.

If a result reduces the target super-heavy vehicle to 0 Structure points, it is destroyed – immediately roll one dice on the Catastrophic Damage table and apply the result.

It is a good idea to record the damage results suffered by each super-heavy vehicle on a sheet of paper (a photocopy of the datasheet is perfect!), as these huge war engines can accumulate a great amount of secondary damage before finally being knocked out. This is great fun, as you can imagine the crew desperately trying to contain or even repair the damage their vehicle has suffered in the heat of battle!

SUPER-HEAVY VEHICLE TYPES
All super-heavy vehicles belong to one (or more) vehicle types, just like normal vehicles. Super-heavy vehicles can be open-topped, fast, tanks, skimmers and walkers.

These vehicles follow the rules attached to their vehicle type given in the Warhammer 40,000 rulebook, with the exceptions below for each type.

Super-heavy open-topped vehicles
No extra clarification needed.

Super-heavy fast vehicles
These vehicles may move up to 12" and fire all of their weapons in the ensuing Shooting phase, or they may move up to 24" and fire no weapons.

Super-heavy tanks
A unit that is tank shocked by a super-heavy tank takes its Morale test with an extra -1 to its Leadership.

Super-heavy skimmers
No extra clarification needed.

Super-heavy walkers
Instead of following the movement rules for super-heavy vehicles, super-heavy walkers move 12", exactly as if they were gargantuan creatures (see earlier), except that their maximum movement may be reduced by Drive Damaged results, as normal for super-heavy vehicles.

In the Assault phase, super-heavy walkers once again follow the same rules as gargantuan creatures (including ignoring armour saves, extra armour penetration, dealing ordnance-level damage, stomp special attacks, the 'Terrifying' special rule, etc).

Super-heavy Transports
Some super-heavy vehicles have a transport capacity, often allowing them to transport multiple friendly units and even other friendly vehicles!

These vehicles' transport capacity is expressed as a number of models (30 for example) and friendly infantry models normally count as one (so the vehicle in the example could carry up to 30 infantry models). Larger friendly models will take up proportionally more space (Terminators count as two, a Dreadnought counts as ten models, for example), as shown in the Super-heavy Transport chart on page 198 of the Apocalypse rulebook.

Unless otherwise specified, each access point on a super-heavy transport vehicle allows a separate unit to embark/disembark in a turn. If the vehicle is open-topped, all transported units may disembark at once.

Transported models are forced to disembark from a super-heavy transport only if the enemy reduces the vehicle to 0 Structure points. In this case, transported units must immediately perform an emergency disembarkation. Any units that may not disembark (not enough access points, for example), are destroyed.

SUPER-HEAVY DAMAGE TABLE

D6	Result
1 or less	Gun Crew Shaken
2	Driver Stunned
3	Weapon Destroyed
4	Drive Damaged
5	Structural Damage
6+	Chain reaction!

Modifiers

Glancing hit:	-2
Penetrating hit:	0
Destroyer hit (see special rule):	+1

Modifiers are cumulative, so a destroyer hit that has been downgraded to a glancing hit would have a total modifier of -1 when rolling on the table.

CATASTROPHIC DAMAGE TABLE

D6	Result
1	Wrecked
2	Wrecked
3	Wrecked
4	Explosion
5	Explosion
6	Apocalyptic Explosion!

PSYCHIC POWERS

Because of their sheer size, large crews and multiple back-up systems, super-heavy vehicles are less susceptible to psychic powers. Just like gargantuan creatures, they are not affected by psychic powers (either friendly or enemy) with the exception of those that have attacks with a given Strength value, which affect them normally.

DAMAGE RESULTS

Gun Crew Shaken. One weapon (chosen by the attacker) cannot fire in the next turn. If all gun crews have been shaken, treat this result as a Driver Stunned.

Driver Stunned. Until the end of its next turn, the vehicle may not move, has its Attacks reduced by 1 (to a minimum of 1) and may not use its stomp special attack. If the driver is already stunned, treat this result as a Gun Crew Shaken.

Weapon Destroyed. One weapon (chosen by the attacker) cannot shoot for the rest of the game. If all weapons have been destroyed, treat this result as Drive Damaged.

Drive Damaged. The vehicle's maximum movement is permanently halved (normally to 3", but Walkers are reduced to 6", and Fast vehicles are reduced to either move 6" and shoot or move 12" and not shoot). If a second Drive Damaged result is suffered, the vehicle is Immobilised. An Immobilised super-heavy walker has its Attacks reduced by 1 (to a minimum of 1) and may not use its stomp special attack. If already Immobilised, treat this result as Weapon Destroyed.

Structural Damage. The vehicle loses 1 Structure point.

Chain Reaction! The vehicle loses 1 Structure point and the enemy rolls again on this table (applying the same modifiers).

Note: If a vehicle suffers a Weapon Destroyed or Drive Damaged result, and is already Immobilised and has no weapons left, it suffers a Structural Damage result instead.

CATASTROPHIC DAMAGE RESULTS

Wrecked. The vehicle is destroyed. The model is left in place and will count as a wreck from then on.

Explosion. All models within 2D6" suffer a wound on a 4+. Saves apply as normal. Vehicles are unaffected. The super-heavy vehicle is removed from the table and replaced by a crater or area of rubble of appropriate size, if such a terrain piece is available.

Apocalyptic Explosion! All models within 3D6" suffer a Strength 9 AP2 hit! Vehicles within range are hit on their side armour. The super-heavy vehicle is removed from the table, along with any removable terrain feature touched by the blast and replaced by a crater or area of rubble of appropriate size, if such a terrain piece is available.

DAMAGE CONTROL

At the beginning of any of his turns, the controlling player may announce that a super-heavy vehicle is diverting all resources to damage control. This means that the vehicle is doing absolutely nothing for the duration of the turn (no moving, shooting or assaulting). This cannot be attempted by a super-heavy walker that is engaged in combat with another super-heavy walker or a gargantuan creature.

In return, the player immediately rolls a dice for each Structure point the vehicle has left. For each result of a 5+, the player can repair one weapon that suffered a Weapon Destroyed result or repair a drive, cancelling the effect of the Drive Damaged result.

Note that this cannot be used to restore Void shields (see page 96), which are rolled for separately.

APPENDIX II
FLYERS

Flyers were introduced in Apocalypse because normal games of Warhammer 40,000 represent too small an area for these incredibly fast-moving units. Rather than dealing with high-level bombers that are flying way out of range of any weapon on the battlefield (such things are better represented by strategic assets), we decided to concentrate on attack craft that are employed in close support of friendly troops on the battlefield.

A flying model follows the normal rules for its unit type given in the *Warhammer 40,000 rulebook*, with the following exceptions.

MOVEMENT

Flyers always begin the game in strategic reserve.

When the flyer arrives from reserve, it can be placed anywhere on the table except on top of other models. It can be placed over any piece of terrain, but never counts as being inside it. Note that this is not a Deep Strike, and the model does not scatter.

In each of its subsequent Movement phases, the flyer can be placed anywhere on the table, facing any direction, but the new position must be more than 36" away from its former position.

A flyer may disengage instead of moving, and is removed from the table. It may return in any following turn, and is placed anywhere on the table. If, at the end of the game, the flyer has disengaged and is not on the table, it is not considered destroyed.

FLYERS SHOOTING

Flying models always count as stationary for the purposes of firing their weapons. When hitting a non-flyer vehicle, flyers always attack the target's side armour, regardless of the relative positions (representing hits against the top armour of the target). When shooting other flyers, armour aspects are used as normal.

When determining line of sight from flyers, always ignore all intervening terrain and models, as the flyer will be higher up than anything on the battlefield. The only exception is area terrain occupied by the target, which is not ignored.

SHOOTING AT FLYERS

When shooting at a flyer, all models need a 6 to score a hit, regardless of their Ballistic Skill. In addition, when measuring the range to a flyer, all weapons' maximum range is reduced by 12", to represent the elevation of the shot (this means that weapons with a maximum range of 12", like pistols, cannot hit flyers).

Weapons using any teardrop-shaped template cannot hit flyers.

Weapons that do not roll to hit using Ballistic Skill (like ordnance weapons) cannot hit flyers, unless these weapons also have the anti-aircraft mount special rule (see the Special Rules section on page 96 for more details).

When shot at, flying vehicles follow the same rules as skimmers moving over 12", so all penetrating hits against them are always downgraded to glancing hits. However,

against flyers, Stunned results always count as Shaken, and if flyers are Immobilised, they are automatically destroyed.

A flyer that suffers a destroyed result or worse (explosions, etc), is always removed and does not damage models on the ground.

When determining line of sight and cover to flyers, always ignore all intervening terrain and models, as the flyer will be higher up than anything on the battlefield.

ASSAULTS

Flyers may never assault nor be assaulted.

VICTORY

Flyers never count as scoring units.

SUPER-HEAVY FLYING VEHICLES

Flyers that are super-heavy treat Driver Stunned results as Gun Crew Shaken, and Drive Damaged results as Chain Reaction.

Super-heavy flyers cannot use the Damage Control rule.

HOVER MODE

Some vehicles combine the features of a skimmer and a flyer, having the ability to land vertically, hover very close to the ground or fly at high speed and height. These extremely flexible vehicles have the Hover Mode special rule on their datasheet.

When you are about to move such a vehicle, you must decide to move it either as a skimmer or as a flyer for that turn. The model will follow all the rules for either flyers or skimmers (depending on how you chose to move it) until the beginning of your next turn. For example, if a vehicle moves as a skimmer that turn, transported troops can disembark normally, the vehicle may not execute a bombing run, and the vehicle does count as a scoring unit if it is the last turn of the game!

Vehicles with the Hover Mode special rule can start the game in strategic reserve or be set up normally as a skimmer during deployment. If kept in strategic reserve, when they become available they can choose to enter the game either moving as a flyer (ie, appearing anywhere on the table) or as a skimmer (ie, moving onto the table from the appropriate table edge).

BOMBING RUNS

In order to use a weapon with the Bomb special rule, a flyer must execute a special manoeuvre called a bombing run. The player must announce this when he moves the flyer. Flyers on a bombing run are always moved at the end of the Movement phase, so that their bombs hit the ground immediately at the beginning of the ensuing Shooting phase.

Leave a marker in the original position of the flyer and then move the flyer as normal.

Draw an imaginary line between the marker and the flyer's final position. This is the flyer's bombing run corridor.

At the beginning of the Shooting phase, pick any one point along the bombing corridor as the target point. If the flyer just entered the table, the target point can be anywhere on the table.

Place the Apocalyptic Barrage template (see page 97) centred on the target point, and then resolve the hits as described in the appropriate model's datasheet.

Inferno!

Some bombs are not designed for precision bombing, but saturate an area with incendiary liquids or lethal gases.

If a weapon has the Inferno! special rule, it uses the special Hellstorm template.

Execute a bombing run as described above and then place the Hellstorm template anywhere along the bombing corridor, with the large end towards the flyer (see diagram). The template is then moved 3D6" forward along the bombing corridor towards the flyer. Once the template is in place, hits are determined as described in the flyer's datasheet (no cover saves apply).

FLYING TRANSPORTS

Models transported in a flyer may disembark only if they are jump infantry, in what is called a 'drop run'. This is worked out in the same way as a bombing run, but instead of dropping bombs, any number of transported jump infantry units may Deep Strike, choosing a target point anywhere along the bombing corridor (much in the same way as a bomb), and then rolling for scatter. Normaly infantry may only embark or disembark from a flyer using the Hover Mode rule (see page 94 of the Apocalypse rulebook).

Needless to say, if a flying transport is destroyed, all transported troops are also destroyed!

BOMBING RUN – The flyer in the diagram moves from position A to position B at the end of the Movement phase. Immediately afterwards, at the start of the Shooting phase, the player places the Apocalyptic Barrage template on the point shown. Finally, he rolls the appropriate number of dice to determine where each bomb hits the ground (as explained overleaf).
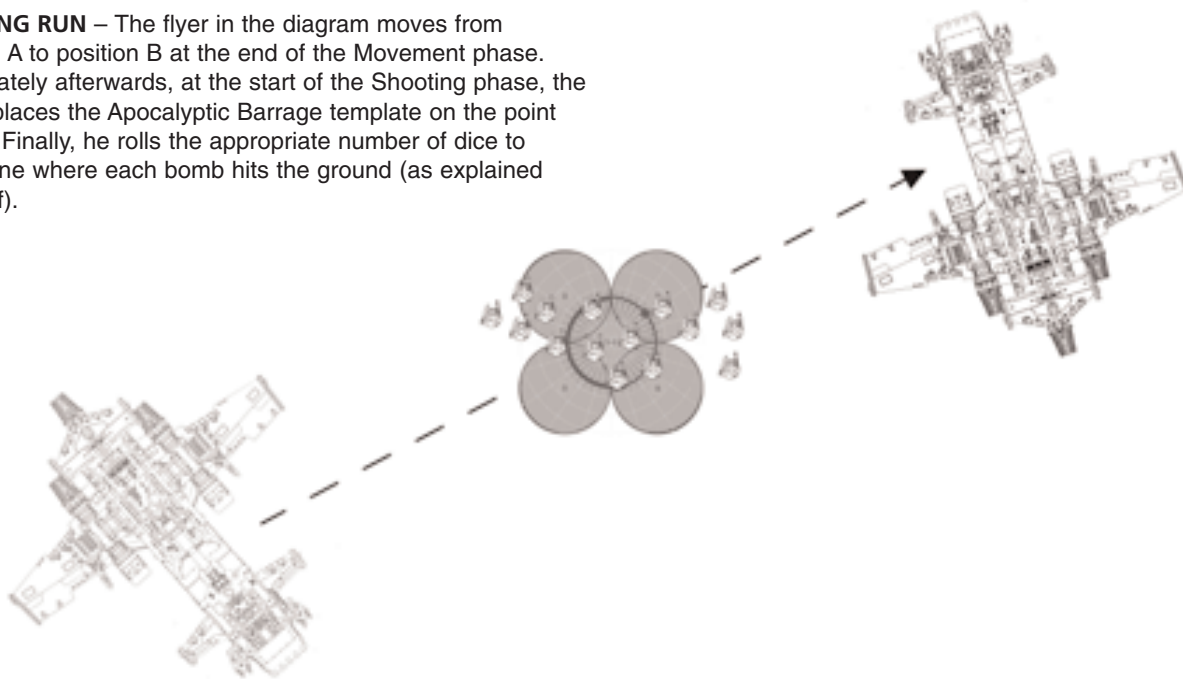
INFERNO! – The flyer in the diagram moves from position A to position B at the end of the Movement phase. Immediately afterwards, at the start of the Shooting phase, the player places the Hellstorm template on the point shown. Then, he rolls 3D6 and moves the template that many inches towards its final position along the bombing corridor to determine where the template ends.
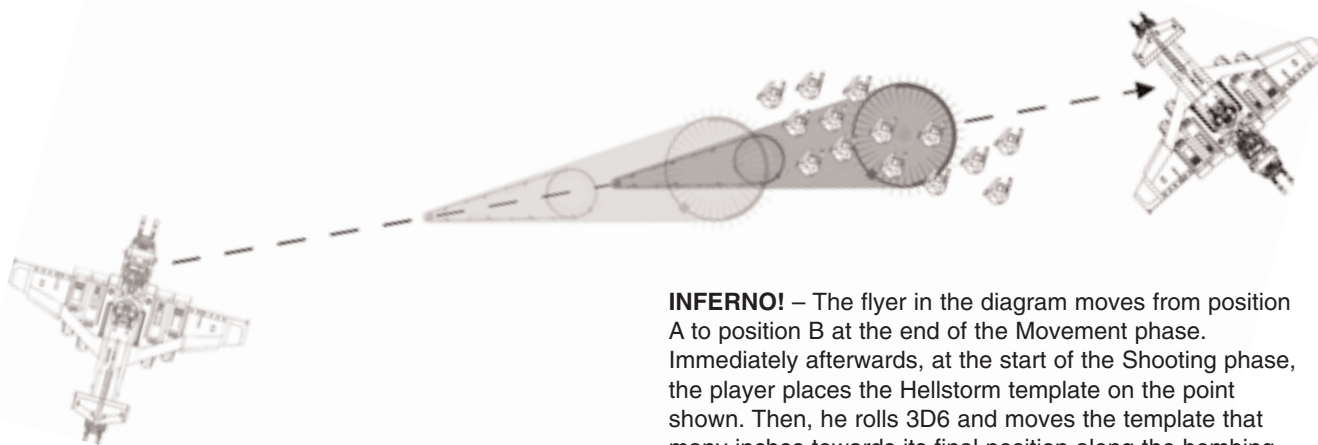
APPENDIX III
SPECIAL RULES

ANTI-AIRCRAFT MOUNT

These weapons are designed to track fast-flying targets. Weapons with this special rule on their profile (often shortened to 'AA mount') can hit flyers using their normal Ballistic Skill, rather than on a 6. If a weapon that normally does not roll to hit (like an ordnance weapon) is mounted on an anti-aircraft mount, it will now roll to hit against flyers, hitting them on the roll of a 6. If it misses, do not work out any scatter – just discard the shot.

Note that all weapons that are described as pintle-mounted also automatically have the AA mount special rule.

BOMB

See Bombing Runs on page 94 of the Apocalypse rulebook for details.

CO-AXIAL WEAPON

These weapons share the same mount with a larger gun, and are designed to fire tracer rounds against the target, making the main gun's fire more accurate. Weapons that are defined as co-axial in their description must be fired at the same target as the main weapon (ie, the weapon they are attached to), and any Damage result that affects the main weapon affects them as well. On the other hand, if the player fires the co-axial weapon before the main weapon and scores at least one hit on the target unit, he may re-roll missed rolls to hit with the main weapon (or re-roll the Scatter dice in the case of ordnance).

DESTROYER

Also known as Titan-killers, weapons with this special rule on their profile deliver an immense amount of damage to their target. If a weapon has a 'D' instead of a Strength value in its profile, it means it is a destroyer. If a destroyer weapon hits a vehicle (including partial hits from a destroyer weapon using a blast marker), there is no need to roll for armour penetration – it automatically scores a penetrating hit.

This hit can still be downgraded to a glancing hit by rules that have that effect (smoke launchers, fast moving skimmers etc), with the exception of cover, which cannot obscure the vehicle as the destroyer weapon just blasts its way right through.

In addition, when rolling on the appropriate vehicle damage chart, add +1 to the result.

If a destroyer weapon hits a non-vehicle model, there is no need to roll to wound – it automatically scores a wound. If the target fails to save this wound (no cover saves are allowed, as described above, but Invulnerable saves do apply) the weapon always inflicts Instant Death, regardless of the target's Toughness. If the target is immune to Instant Death, then the destroyer will cause one Wound as normal.

HOVER MODE

See the Flyers section on page 94 of the Apocalypse rulebook.

INFERNO!

See the Flyers section on the previous page for details.

PRIMARY WEAPON

Primary weapon is a weapon characteristic of very large guns, often carried by super-heavy vehicles and gargantuan creatures.

Primary weapons always count as ordnance for the purposes of rolling for armour penetration and on Vehicle Damage charts.

In addition, because of the extra shielding and powerful back-up systems, whenever a primary weapon is affected by a Gun Crew Shaken or Weapon Destroyed result, the controlling player must roll a dice. On a result of 1-3 the primary weapon is shaken/destroyed as normal, but on a 4-6 the hit has no effect.

TITAN CLOSE COMBAT WEAPON

Some super-heavy walkers have the option of exchanging one of their arms' long range weaponry with a gigantic close combat weapon, often surrounded by a crackling energy field.

Titan close combat weapons confer three extra close combat Attacks to the profile of the super-heavy walker. They also confer the Destroyer rule to all of the walker's close combat attacks. Note that the Stomp special attack is not affected by either of these bonuses, as it is carried out with the vehicle's legs.

The enemy may apply a Weapon Destroyed result against a Titan close combat weapon, which counts as a primary weapon. If the roll to avoid being destroyed is failed, the Titan close combat weapon is destroyed – the walker loses the three extra Attacks and the Destroyer rule in close combat.

POWER FIELDS

Some Ork super-heavy vehicles are protected by a number of energy barriers called power fields. Each hit scored against such vehicles from a distance of 12" or more will instead hit a power field. Close combat attacks, and ranged attacks from a distance of less than 12", come from inside the field and therefore are not stopped at all. Power fields are the equivalent of Armour 12. Each glancing or penetrating hit scored against the fields causes one field to collapse. After all of the fields have collapsed, further hits are resolved against the vehicle's real Armour value as normal.

VOID SHIELDS

Certain super-heavy vehicles of the Imperium are surrounded by a number of protective energy fields called void shields, which utilise warp technology to displace incoming attacks. These work exactly like power fields, with the exception that collapsed void shields can be raised again. This process is slow and requires vast quantities of energy, supplies of which can be quite erratic in combat conditions. To represent this, at the end of any of its turns, roll a dice for each Structure point the vehicle has left. Any result of 5+ immediately restores one collapsed shield.

ELDAR TITAN HOLO-FIELDS

Eldar Titans have holo-fields that are even more effective than the ones the Eldar use on its smaller vehicles. Every time a hit is scored against an Eldar Titan that moved in the previous turn, the Eldar player rolls a dice. On a result of 4 or more, the hit is discarded. If a Titan did not move in the previous turn, it does not get this holo-field save.

NEW BLAST MARKERS AND TEMPLATES

Apocalypse uses some new (and much bigger!) blast markers and templates, whose names and rules are presented here.

Be aware that to save space in the Legendary Units' datasheets, we normally do not use their full name, but instead refer to them (as well as to the normal Large Blast) with their size in inches. So, for example, the 'Massive Blast' is referred to as the 7" Blast, etc.

HELLSTORM TEMPLATE

Weapons with the Hellstorm template rule use the large teardrop-shaped template and use the same rules as template weapons to determine which models are hit (no cover saves are allowed).

APOCALYPTIC BLAST MARKER

Weapons with the Apocalyptic Blast rule use a 10" diameter round blast marker and use the same rules as other blast weapons to determine which models are hit.

MASSIVE BLAST MARKER

Weapons with the Massive Blast rule use a 7" diameter round blast marker and use the same rules as other blast weapons to determine which models are hit.
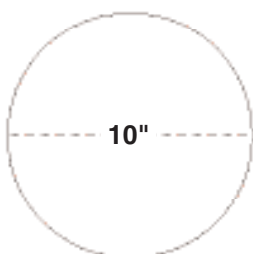
APOCALYPTIC BARRAGE TEMPLATE

Weapons with the Apocalyptic Barrage rule use the special multiple blast template. To use this blast template, place it with its centre on an enemy model anywhere in line of sight of the weapon firing and then measure the range (if applicable). If the centre is in range, the weapon has hit and the barrage is left in place, otherwise it is removed. The player may rotate it around its centre to any final position he wishes. Once this is done, roll a number of dice equal to the number in the brackets and compare the results with the numbers on the template. Each dice result indicates which one of the round areas making up the template has been covered by the explosion. Models completely or partially under the area covered by an explosion are hit at full strength (much in the same way as template weapons, except that cover saves apply as normal). Resolve the explosion on each area in turn, in any order chosen by the firer.

A weapon with Apocalyptic Barrage (4) is fired. The centre of the template is placed over the target model and found to be in range, so the template is left in place and rotated by the firing player until he is happy with its final position. Now four dice are rolled, and the results are 2, 3, 3 and 6. The areas 2 and 5-6 (see diagram) are hit once and area 3 is hit twice. The player resolves the effects of these explosions one at a time, in any order he likes.
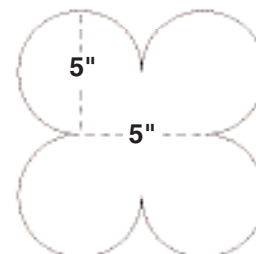

MASSIVE BLAST MARKER 7"	**APOCALYPTIC BLAST MARKER** 10"
HELLSTORM TEMPLATE 16.5" 5"	**APOCALYPTIC BARRAGE TEMPLATE** 5" 5"