

IMPERIAL ARMOUR



ORK, ELDAR AND DARK ELDAR
VEHICLES FOR WARHAMMER 40,000

WARHAMMER®
40,000



AIR SUPERIORITY. A squadron of three Nightwing fighters sweep through the skies of Lammas. The war against the Eldar on Lammas has been raging for 15 years now with no sign of abating. Whilst massive Imperial forces have been committed to defending the planet only small gains have been made due to the complete Eldar dominance in the air.



SNOW SPEEDER. Two Eldar Wave Serpent troop carriers race over the snows of Assyri. Fast, manoeuvrable, very well protected and capable of carrying up to ten Eldar troops, the Wave Serpent is regarded as the best troop carrier yet encountered by Imperial forces.

IMPERIAL ARMOURTM

**ORK, ELDAR AND DARK ELDAR VEHICLES
FOR WARHAMMER 40,000**

WRITTEN BY

Warwick Kinrade

INTRO' AND SUPER HEAVY VEHICLE RULES . *Jervis Johnson*

STORY *Gav Thorpe*

MASTER MODELS
Will Hayes
Brian Fawcett
Daren Parrwood
Tony Cottrell
Shane Hoyle

*and the invaluable help of GW
plastic kits*

MODEL PAINTERS
Juan Diaz
Matt Hutson
Graham Bailey
Mark Jones
Tony Cottrell
Stuart Witter
Guy Carpenter
Phil Yip
Seb Van Bruekelen
Stephane Langlois

PHOTOGRAPHS
Tony Cottrell
Warwick Kinrade
Paul Mooney

BLACK AND WHITE ARTWORK
Karl Kopinski

PRODUCTION *Warwick Kinrade*

INVALUABLE AID
Andy Chambers
Jes Goodwin

SPECIAL THANKS
Bob Brown and the guys at MDC
casting, and Nuala Kennedy for
the many hours lost to toy soldiers.



ForgeWorld®

IMPERIAL™ ARMOUR

PRODUCED BY
FANATIC FOR

GAMES WORKSHOP®

First published in Great Britain in 2001 by Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS, UK

Copyright © 2001 Games Workshop Ltd. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

All artwork in all Games Workshop products and the images contained therein have been produced either in-house or as work for hire. The copyright in the artwork and the images it depicts is the exclusive property of Games Workshop Ltd. © Copyright 2001 Games Workshop Ltd. 2001. All rights reserved.

Codex, Eldar, Forge World, Games Workshop, the Games Workshop logo, Warhammer 40,000, Baneblade, Fanatic, the Fanatic logo, Wave Serpent, Night Spinner, Scorpion, Cobra, Nightwing, Vampire Raider, Imperial Armour, Imperial Guard, Raven, Razorwing, Gunwagon, Battlewagon, Grot Bomb, Grot Bomb-Launcha, Fighta Bommer, Bommer, Land Raider Prometheus, Space Marine, Dark Eldar, Ork and White Dwarf are trademarks of Games Workshop Ltd.

British Catalogue-in-Publication Data: a catalogue record for this book is available from the British Library.

Printed in Great Britain.

INTERNET AND ONLINE STORE

<http://www.forgeworld.co.uk>

<http://www.games-workshop.com/fanatic>

<http://www.games-workshop.com>

PRODUCT CODE: 60 71 01 99 003

ISBN 1-84154-219-9

CONTENTS

Introduction	3
Fighta-Bommer	
Fiction by Gav Thorpe	3
Using Tanks in Warhammer 40,000 .	5
Super-Heavy Tank Rules	6
Flyer Rules	8
Eldar	
Wave Serpent	10
Night Spinner	12
Scorpion	14
Cobra	16
Nightwing	18
Vampire-Raider	20
Dark Eldar	
Raven	22
Razorwing	24
Orks	
Gunwagon	26
Battlewagon	28
Battlewagon variants	30
Grot Bomb Launcha	32
Bommer	34
Fighta Bommer	36
Know Your Enemy	38
Ordering Forge World Products ..	40
Colour Section	41

Front Cover

DOG FIGHT: Nightwings cover the descent of Vampire Raiders from intercepting Ork flyers. One Fighta is already hit and downed.

INTRODUCTION

by Jervis Johnson

Welcome to the second of what will be an ongoing series of books providing information to allow players to use the Forge World's range of 'Imperial Armour' resin kits in games of 40K.

This volume contains rules and background for the Eldar and Ork vehicles and flyers in the range, and so nicely compliments the first volume which concentrated on Imperial vehicles. This makes me think we should have called this book 'Imperial Armour II - The Aliens Strike Back'. Sadly no-one else in the office agrees with me, so I have been overruled and plain old Imperial Armour II the title remains. And they say *I'm* the mad one. Hump!

Aside from concentrating on alien vehicles, the other main 'theme' running through Imperial Armour II is one of aerial combat (although there are still plenty of tanks in this volume for all of you tread-heads!) If Imperial Armour I was a book inspired by a love of all things tanky, then Imperial Armour II is inspired by the visceral thrill imparted when a fighter aircraft

screams through the sky overhead. If you, like me, leapt from your seat in the cinema shouting 'Messerschmitts!' when taken to see 'The Battle Of Britain' film as your birthday treat, or you read all the Biggles books at least twice, or you still drag complaining spouses and children to air-shows and round air museums, then you will love this book.

Before I finish, I'll say a quick word about the team who have produced Imperial Armour II. Tony 'have you seen my machine gun' Cottrell, Warwick 'have you seen my axe' Kinraide and Gav 'have you seen my vodka & tonic' Thorpe, the same team behind Imperial Armour 'I', have really pulled out all the stops to bring you another superb volume. Tony and Warwick in particular have burnt many a gallon of midnight oil in order to get Imperial Armour II into print, making it truly a labour of love on their part. Well done to them, and all of the other people who contributed their time and effort to the project.

So, what are you waiting for? Chocks away lads, and remember, always check your six!

Best regards,

Jervis Johnson, Head Fanatic

FIGHTA-BOMMER

The screaming of engines and shrieking of the wind around the fighta-bomma's canopy was music to Krukfang's ears. With a massive grin splitting his face, he banked the aircraft over, enjoying the feeling of raw power as the control stick juddered wildly in his grasp. Gazing out of the scratched and cracked glass, his heart raced at the sight of the carnage being wrought below. Burning fields and woods spread across the horizon, torched by the Orks as they had advanced across this fertile world in search of battle.

Warboss Gutspur's plan had worked perfectly. As his Speed Kultists razed everything in their path, the Eldar had tried numerous counter-attacks, but without much success. Pushing the throttle to full speed, Krukfang nosed the fighta down for a closer look. The Gutspur's Speedas were closing in on the pointy-heads' village - a small gathering of towers and domes amongst a large swathe of forest that ran the length of the mountain valley Krukfang was currently speeding along. The woods were thin though, plenty of room for buggies and battlewagons to race towards their target. The pointies were not making for good sport though, part of Krukfang's speed-crazed mind lamented. A few boyz on big lizards, dashing in and out, not staying to fight properly. Still, he concluded, a fight's a fight, and if you're gonna win, who cares? The ground was hurtling up towards the pilot now, the deep green leaves of the forest getting closer and closer. Krukfang didn't care, he was the best pilot in all of Gutspur's Speedas and his fighta, Deffblaza, was the best too. As he continued to

pick up speed, the plane starting to shake violently all around him, the wings dipping him erratically from side to side in the gusting wind, Krukfang dared himself to pull up as late as possible. His plummeting descent continued, the Ork's grin turned into a chuckle, and then a guffaw and then a screeching laugh as the sheer exhilaration of the diving attack throbbed through his veins. Now, he thought, but left it another few heartbeats before pulling back sharply on the stick, wrenching the aircraft out of its near-suicidal plunge. The whole of Deffblaza was fighting against him and his laughs turned to a maddened roar as the descent levelled, his wingtips stripping leaves from the topmost branches of the trees and the afterburners setting a trail of fire in his wake. 'Waaaaaaaarrrrrrgh!' Krukfang screamed, barely hearing his own voice above the rattling, clanking and roaring of Deffblasta around him.

As he flew over the treetops, Krukfang realised something was different. He had made a couple of sorties over the pointy-head's settlement before, to soften them up, and something didn't seem right. Pulling Deffblasta up a few hundred feet for a better view, he banked to his right to circle the village before starting his attack run. Peering through the canopy, his elation momentarily quieted, he noticed several large shapes within the wide clearing around the Eldar community. They were big, even from high above Krukfang could make out their long-barrelled cannons, pointed out into the woods in the direction of Gutspur's approaching force. For a while Krukfang was confused.

How had the pointies built three bunkers since his last attack yesterday? He was soon answered when one of the supposed bunkers rose up off the ground and began to glide forwards, its turret swivelling effortlessly to track its as yet unseen target.

Realisation struck Krukfang like a slugga shell between the eyes. They were battlewagons! And they were huge, bigger even than the Kult's gunwagons and Gutspur's own bosswagon. Behind the massive Eldar tanks were squadrons of other vehicles, smaller than those at the front, but each easily bigger than a buggy or trukk. Krukfang realised he was now craning his neck to see and decided to level up and check on the position of Gutspur and the rest of the boyz as they raced through the woods. They had no idea what was waiting for them, and he had no way of warning them either. The Ork pilot shook with guttural laughter as he imagined the look on Gutspur's face when the blasts and explosions started tearing his proud Speed Freeks apart. Down amongst the trees, billowing clouds of oily smoke heralded the advance of the Kult. Diving once more, Krukfang could make out the blocky shapes of the bikes and buggies as they hared at breakneck speed along the winding trails, each driver attempting to outdo the others in daring skids and jumps. Behind them clanked the battlewagons, packed full of cheering and shouting Orks, who clung on for life as their vehicles swerved around trees and bounced over holes and over leaf-strewn slopes. Gunwagons were mixed amongst them, their cannons occasionally blasting away on the move, uprooting trees and carving great craters into the soft earth. Heart swelling with Orky pride, Krukfang banked around once again to start his attack on the pointy-heads.

As he made another low pass over the village, two of the vehicles opened fire. Strange looking guns pointed themselves skywards and unleashed what looked at first to be elongated black shells. However, as the wind caught the projectiles, they opened up, gradually unfurling into a web of fine wire, which expanded and expanded until it was just a shimmering mist drifting down into the trees. Bikers and buggy drivers tried to wrench their machines out of the descending cloud, many were too late, their crews diced by the deadly monofilament mesh. Then with a dazzling blast of light the foremost of the giant Eldar tanks fired, a huge bolt of energy screamed into the woods and a moment later Krukfang saw the flaming remnants of a gunfrukk being hurled through the branches, setting small fires in its burning wake. In reply, half a dozen grot bomb launchers screeched to a halt just inside the treeline. An erratic salvo followed, the piloted missiles hurled into the air on smoking trails, their diminutive pilots wrestling with the controls as they veered and spiralled down towards the pointy-heads. One of the grot bombs exploded in mid-air, showering debris down onto the village. Another impacted without exploding, ricocheting and skidding along the ground until it slewed to a mangled halt at the base of one of the Eldar buildings. The others detonated across the line of Eldar super-heavy tanks, punching through armour and sending pieces of shattered hull spinning through the air. Once more, Krukfang pushed the control stick forward and steered Deffblasta down into a strafing run. The words of Gobstikk came back to him, from when the Mekaniah had been teaching the young Krukfang how to fly. Long, uncontrolled bursts, the clever Mek had taught him. Peering through the crosshairs painted onto the front of his canopy, Krukfang lined up on a row of jetbikes sweeping

towards the left flank of Gutspur's attack. 'Eat dis!' he yelled triumphantly, pushing with his thumb on the big red button atop the control column. Nothing happened. 'Zoggin' useless fng!' cursed Krukfang, reaching behind his seat with one hand to pull out a battered wrench. He tapped it gently two times on the ammo feed that ran between his legs, and then delivered a monumental whack with the wrench. The cannons burst into fiery life, unleashing a hail of bullets towards the jetbikes. Krukfang wagged his plane left and right with the rudder pedals, the cannon shells cutting a visible zig-zag across the grass before ripping across the front two jetbikes. The lead one lost a stabilising fin and veered off uncontrollably into the sky before stalling and plummeting down to crash nose-first into the ground. The second burst into flames and pinwheeled forward, eventually ploughing into the thick trunk of a tree and exploding in a gratifying fireball.

'Dat's more like it!' Krukfang laughed, remembering to release the trigger before he used up all of his ammo. Groundfire began to spring up towards him, the flashes of lasers criss-crossing to his left and right as Eldar gunners tried to track his rapid progress towards them. He spotted a battery of guns in the courtyard of one of the buildings and rolled Deffblasta towards them, firing again. Shrapnel exploded from the wall into the pointy-ear gunners, a handful of them flung away from the blast their arms flailing. Krukfang pulled back out of his attack run and banked up into the skies to come around for another go.

Fire from the gunwagons was now falling on the settlement. Shells and missiles exploded in the streets and hurled fragments of pale stone from the elegant architecture. Bright green and orange bolts from the zap guns began to spit forth from the approaching kult, scoring livid scars across the white and green tanks of the Eldar. Krukfang watched another grot bomb as its pilot steered it around the shallow curve of a tree-lined boulevard before crashing it into the rear of one of the Eldar tanks, causing it to explode outwards. Its curved turret flew into the air and its passengers came tottering out of the wreckage, dazed and shocked. They were a perfect target.

Checking how much ammo he had left, Krukfang reckoned he had enough bullets for one last attack run before he'd have to head back to the dirt airstrip the grots had cleared for him a couple of days ago. Today had been a good day; plenty of firing, plenty of speed. Angling Deffblasta towards the wreckage of the Eldar transport, a sudden thought occurred to the Ork pilot. Where had all the pointy ears come from? They couldn't have hidden those massive battlewagons in the settlement. As he pondered this, a movement in the periphery of his vision caught his attention. Glancing to his right he saw a dark shape emerge from the clouds just above and behind him. It came in fast. Really fast, thought Krukfang, I wish I had one of dem. Krukfang barely had time to register the blue bolts of energy that were now zipping just behind him, he tried to evade, but the next salvo caught the engines square on. Fire engulfed Deffblasta and the ammo exploded around him. Ignoring the burns across his body, Krukfang watched the Eldar fighter zoom past. Krukfang had a moment of realisation.

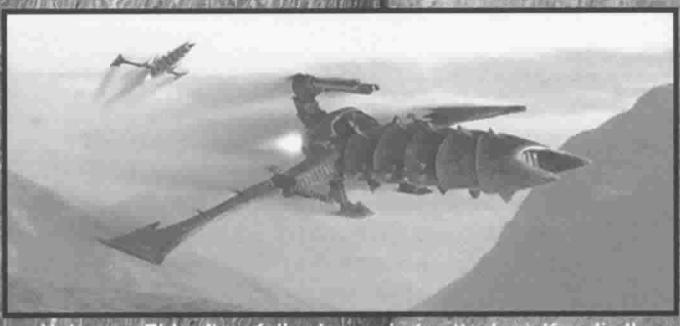
'Dere's always someone fasta dan yoo,' he told himself just before Deffblasta exploded into the ground and hurled his corpse through the shattered canopy.

Gav Thorpe

USING IMPERIAL ARMOUR VEHICLES IN WARHAMMER 40,000

All of the vehicles in this book can be used in games of 40K as part of an Eldar, Dark Eldar or Ork army, even if they are not included in the relevant codex. Each vehicle used counts as one of the choices for the army, of the type indicated below, with the points cost indicated in the rules that follow. The rules presented here replace any previously published rules in the Citadel Journal.

Name	Counts As
Wave Serpent	Eldar Transport Option
Night Spinner	Eldar Heavy Support
Scorpion	Eldar Super-Heavy Tank
Cobra	Eldar Super-Heavy Tank
Night Wing	Eldar Heavy Support
Vampire Raider	Eldar Super-Heavy Flyer
Raven	Dark Eldar Heavy Support
Raven variant	Dark Eldar Heavy Support
Ork Gunwagon	Ork Heavy Support
Ork Battlewagon	Ork Heavy Support
Ork Battle Fortress	Ork Super-Heavy Tank
Grot Bomb Launcha	Ork Heavy Support
Ork Bommer	Ork Heavy Support
Ork Fighta-Bommer	Ork Heavy Support



Unknown Eldar flyer following a pirate attack on Kovalic II.



A downed Ork fighta bommer in the Hellblade mountains, Rynn's World



An Ork Battewagon smashed its way into Acheron Hive, Armageddon.



SUPER-HEAVY TANK RULES

The battlefields of the 41st millennium are home to some truly awesome war machines. These huge vehicles tower over the battlefield and carry enough weapons to wipe out a typical 40K army in a round or two of shooting! I've yet to meet a 40K player who didn't secretly want to include such a vehicle in their own army, and the following rules allow you to do just that.

Be warned: Super-Heavy Tanks will dominate any game they are used in, and because of this should be saved up for special occasions, rather than being wheeled out willy-nilly for every game that is played.

Using Super-Heavy Tanks

Super-Heavy Tanks fight in their own 'army', fighting alongside another army as a separate detachment, as described in the 40K rules. In addition you may only include one Super-Heavy Tank detachment in your army for each 'normal' detachment that you field. This limits the use of Super-Heavy Tanks to large games of over 2000 points, as is appropriate for such rare and potentially devastating machines. Of course players that wish to may ignore this restriction and use Super-Heavy Tanks in smaller games, but only if they get their opponents consent first. Super-Heavy Tanks may only be used in tournament games if the tournament instructions specifically say they may be used.

Super-Heavy Tank detachments consist up to three machines of (more or less) the same type. Cobras and Scorpions are considered similar enough to be mixed into the same detachment.

Structure Points

Super-Heavy Tanks are so large that they can absorb damage that would destroy another vehicle. To represent this they must be given two or more structure points, which equate roughly to wounds for other models. Basically, the more structure points a vehicle has, the bigger it is.

Ordnance

Super-Heavy Tanks may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

Targeting

Super-Heavy Tanks can engage more than one target unit if desired. Instead of picking a target for the Super-Heavy Tank, pick a target for each weapon on the Super-Heavy Tank. You must declare all of the Super-Heavy Tank's targets before resolving any fire (you can't see how one of its weapons did before deciding what the others are firing at).

Super-Heavy Tank Shock

Enemy infantry must test at -1 to their leadership if they are Tank Shocked by a Super-Heavy Tank.

Lumbering Vehicles

Some Super Heavy Tanks are noted as being lumbering. Lumbering vehicles grind along at a slow and steady pace. These vehicles can move up to 6" a turn. They must always move straight ahead, but can pivot by up to 90 degrees at the end of the move. Lumbering vehicles can fire all of their weapons even if they move.

Super Heavy Tanks and Difficult Terrain

Super-Heavy Tanks treat difficult terrain differently to normal vehicles. For a start, they can ignore low walls, hedges, bushes and rubble – there's no need to test for these at all. Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the damage tables (see later). Super-heavy tanks which are skimmers may ignore terrain as they move, but will lose D3" from their move if end the move over difficult terrain and roll a 1.

Close Combat Attacks

Super-Heavy Tanks can tank shock an enemy in the movement phase. If the enemy pass the morale check then the Super-Heavy Tank moves into contact with the enemy unit and must fight a close combat against it in the assault phase. This is the only way that Super-Heavy Tanks can enter close combat (though they can be assaulted by enemy units in the enemies turn as normal). Being in close combat does not stop the Super-Heavy Tank shooting, and it may fire at the unit it's assaulting if desired.

Super-Heavy Tanks are allowed to 'barge into' enemy infantry units rather than stopping when they contact the first enemy model. Keep moving the super-heavy tank until it completes its move, moving enemy models out of the way as required. Any models moved out of the way should be placed back on the table so that they are touching the Super-Heavy Tank as close as possible to their starting location before they were 'barged'. Super-Heavy Tanks can't barge other Super-Heavy Tanks out of the way.

In the assault phase, a Super-Heavy Tank that tank shocked the enemy receives a number of bonus close combat attacks. These bonus attacks represent the chance of the victim either getting stomped upon or crushed under the tank tracks, wheels or what ever, and are only ever received in the Super-Heavy Tank's turn; if the Super-Heavy Tank is assaulted by the enemy in the enemy turn then it does not receive any bonus attacks.

The number of bonus attacks is equal to the number of



enemy models or vehicles that are in base contact with the Super-Heavy Tank (i.e. each enemy touching the war machine is attacked once). All bonus attacks count as having a WS of 1 and a strength of 6. Roll to hit and damage normally. All super-heavy tank close combat attacks ignore armour saves, and roll 2D6 for armour penetration.

Opponents that fight a round of close combat against a Super-Heavy Tank and fail to destroy it (quite a likely occurrence!) automatically fall back unless they are a vehicle or another Super Heavy Tank. Super-Heavy Tanks may never pursue or consolidate – they remain stationary.

Super-Heavy Tank Damage Tables

Roll on the following tables for glancing and penetrating hits on a Super-Heavy Tank. Ordnance also rolls on these tables, not the Ordnance damage tables.

New weapon rules

Coaxial Weapons: A 'coaxial' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret mounted autocannon with a coaxial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'coaxial' mount. Both weapons must fire at the same target unit, even if fitted to a Super Heavy Tank.

DAMAGE TABLES

GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

1 Gun Crew Shaken – One weapon may not shoot next turn (chosen by opponent).

2 Gun Crew Shaken – One weapon may not shoot next turn (chosen by opponent).

3 Driver Stunned – May not move next turn. (skimmers drift D6" straight ahead).

4 Engines Damaged – Knock D3" off the vehicles move (vehicles reduced to a move of '0' are immobilised, skimmers destroyed).

5 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

6 Major Damage – Lose one structure point and roll again on this table. If reduced to '0' damage points then roll on the Catastrophic Damage table instead.

PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Driver Stunned – May not move next turn. (skimmers drift D6" straight ahead).

2 Engines Damaged – Knock D3" off the vehicles move (vehicles reduced to a move of '0' are immobilised, skimmers destroyed).

3 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

4 Major Damage – Lose one structure point and roll again on the Glancing Hit table. If reduced to '0' damage points, roll on the Catastrophic Damage table instead.

5 Major Damage – Lose one structure point and roll again on the Glancing Hit table. If reduced to '0' damage points, roll on the Catastrophic Damage table instead.

6 Chain Reaction – Lose one structure point and roll again on this table. If reduced to '0' damage points, roll on the Catastrophic Damage table instead.

CATASTROPHIC DAMAGE HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Damage Control – The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, i.e. 7 for Imperial Guard.). If the Ld test is passed then the damage control systems on the super-heavy tank have contained the damage, and 1 structure point is 'repaired'. If the test is failed your opponent must roll again on this table (which may give you another damage control test, if you're lucky!).

2-3 Destroyed – The vehicle is wrecked. Mark the destroyed vehicle with cotton wool or remove it entirely.

4-5 Explosion – Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected. Otherwise, as above.

6 Huge Explosion – The tank is vapourised in a huge explosion. Roll 1D3 per original structure point to determine how far the explosion extends in inches. Models in range suffer a wound on a roll of 4+ (armour saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.



FLYER RULES

Flyers are similar to skimmers in that they are capable of flight. The main difference between a skimmer and a flyer is that fliers tend to make an 'attack run', flying on at one table edge and then hurtling in a straight line very fast over the table before zooming off another table edge, all in the course of less than a turn.

Flyers

Flying vehicles require rather a lot of special rules to cover their movement. They start the game off the table, and then basically carry out an 'attack run' by flying over the table in a straight line. The following rules explain how this works in a game of 40K.

Flyers always start the game in reserve, even in scenarios that do not normally allow reserves to be used. Roll a dice for them each turn, starting with the second turn, as you would normally for a reserve unit. When the flyer appears, place it on any table edge, facing in the direction you wish it to fly. It will not actually move until the opponent's turn, but placing it like this equates to the opposing army hearing and seeing the flyer appearing on the horizon! Because it's not really got to the table yet, the flyer may not shoot or be shot at until it makes its attack run.

A flyer makes its attack run after the opposing player's movement phase, but before their shooting phase – in effect you 'interrupt' their turn to let the flyer make its move. (If several flyers all arrive at the same time, make their moves in any order you like and then move onto the shooting phase.) Move the flyer in a straight line any distance you like across the table. The flyer will get to make its attack at the end of the opponent's shooting phase, after the opponent has had a chance to fire at it.

After making the move, play returns to the opponent's shooting phase. Enemy units shoot normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons. Measure the range to the flyer's base, or to any position the flyer occupied during its move before it reached its final position (i.e. the shots can be assumed to have taken place as the aircraft moved). Then add 12" to the range measured to the base to find the range to the flier. Roll to hit the flyer, but because it is moving so fast it will only be hit on a roll of 6, no matter what the BS of the model making the attack. Then roll for damage normally, counting the flyer as a fast-moving skimmer (i.e. all hits are glancing). Stunned and

shaken results stop the flyer from attacking but have no other effect. Immobilised results destroy the flyer. Note that the LOS can never be blocked between a flyer and a target, either when it attacks or when it is shot at.

Assuming the flyer isn't shot down or suffered a stunned or shaken result, then it can make its attacks after the opponent has finished his shooting phase. The flyer may pivot up to 45 degrees either before or after making the attack (but not both). A flyer may shoot all of its weapons, even though it has moved.

Measure the range from the flyer's base to the target, but do not add 12" to the range this time (the flyer's attack doesn't have to work against gravity!). Then make the attack using the normal shooting rules. After the flyer has made its attack, it flies in a straight line off the table.

The flyer can make further attack runs. Roll a D6 at the start of the next friendly player turn, and position the flyer on the table edge in the same manner as when it first appeared on a D6 roll of 2+. On a roll of 1 the flyer doesn't return this turn, but you may roll again for it in your next player turn.

New Weapons

These weapons may only be fitted to flyers.

Bombs: Bombs have the same effect as mortars (G48", S4, AP6, heavy 1 blast, may pin). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle.

Big Bombs: These work in the same manner as a normal bomb, but it has the same effect as a Griffon Mortar (G12-48", S6, AP4, Ordnance 1 blast).

Rockits: Rockits have the same effect as hunter-killer missiles (unlimited range, S8, AP3, heavy 1). Each rocket carried may be used once per battle.

Smart Bombs: A Smart Bomb works in the same way as a normal bomb, except you may reroll the scatter dice if you doesn't like the first result (you must accept the second roll though!). Orks refer to Smart Bombs as Grot Bombs.

Anti-Aircraft Mount

An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case.

An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a '6'. It also allows ordnance and barrage weapons to fire at fliers (you score a hit if the flyer is under the marker, but can't hit ground targets as well).

Weapons fitted in anti-aircraft mounts may not fire at all if the vehicle moved, and preclude the use of any other weapons on the vehicle in the turn that they fired, unless they are fitted to a war machine.



Super-Heavy Flyers

The Vampire Raider is a Super-Heavy Flyer, and all of the rules that apply to Super-Heavy Tanks apply to it also. Note that because the Vampire is a flyer it can't tank-shock enemy units or assault them! Because Vampire Raiders are super-heavy units they must be taken in their own 'detachment', as described for Scorpions and Cobras. A Vampire Raider detachment can consist of between 1-3 aircraft.

Super-Heavy Flyers Damage Tables

GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

1 Gun Crew Shaken – One weapon may not shoot (chosen by opponent).

2 Gun Crew Shaken – One weapon may not shoot (chosen by opponent).

3 Pilot Shaken – Roll 1D6 immediately. On a 1-3 the aircraft turns 45° left, On a 4-6 the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

4 Engines Damaged – From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two engine damaged result would suffer a -2 modifier, etc.

5 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

6 Major Damage – Loose one structure point and roll again on this table. If reduced to '0' damage points then roll on the Catastrophic Damage table instead.

PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Pilot Shaken – Roll 1D6 immediately. On a 1-3 the aircraft turns 45° left, On a 4-6 the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

2 Engines Damaged – From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two engine damaged result would suffer a -2 modifier, etc.

3 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

4 Major Damage – Lose one structure point and roll again on the Glancing Hit table. If reduced to '0' damage points, roll on the Catastrophic Damage table instead.

5 Major Damage – Lose one structure point and roll again on the Glancing Hit table. If reduced to '0' damage points, roll on the Catastrophic Damage table instead.

6 Chain Reaction – Lose one structure point and roll again on this table. If reduced to '0' damage points, roll on the Catastrophic Damage table instead.

CATASTROPHIC DAMAGE HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Damage Control – The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, i.e. 7 for Imperial Guard). If the Ld test is passed then the damage control systems on the super-heavy flyer have contained the damage, and 1 structure point is 'repaired'. If the test is failed your opponent must roll again on this table (which may give you another damage control test, if you're lucky!).

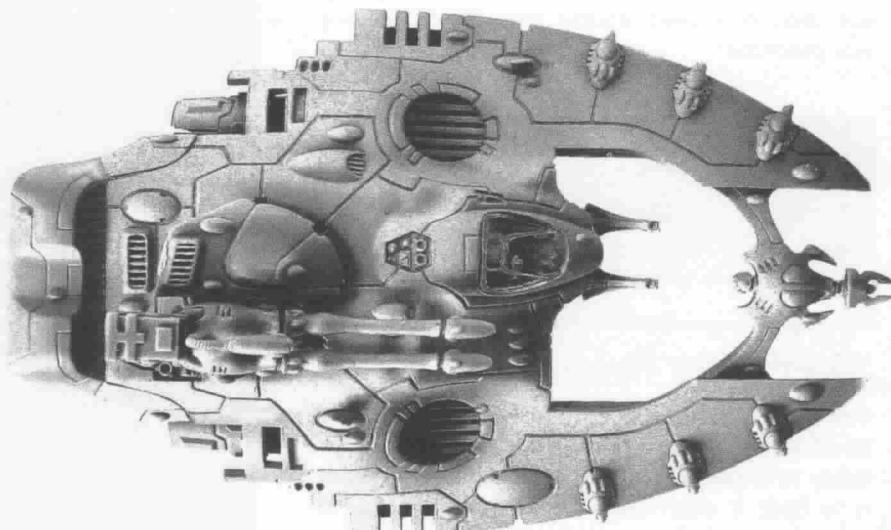
2-5 Crash – The flyer crashes into the table 2D6" away in a random direction and then explodes. Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected.

6 Huge Explosion – The flyer is vapourised in a huge explosion. This does not effect units on the ground, but other flyers within D6" suffer a glancing hit. Remove the flyer from play.

WAVE SERPENT

LENGTH: 11.25m
HEIGHT: 3.62m
WINGSPAN: 7.31m
ESTIMATED WEIGHT: 10 tonnes
BARREL LENGTH: This example: 2.5m
ARMOUR: 10-15mm material unknown
COMBAT SPEED: 80 kph
ESTIMATED MAX SPEED: 320 kph
CREW: 1 pilot
TRANSPORT: 10 troops
ARMAMENT: Varies. Example shown has twin linked Bright Lances and twin-linked Shuriken Catapults
MAIN AMMUNITION: Estimated at 4000 shots from powerpack. Other variants unknown.

All specifications taken from battlefield recovered vehicles



The Diary of Lieutenant Shtava, 187th Vassallan Regiment.

Being the third day since the death of Colonel Letchev, the fifth since the alien attack.

Our company has been reduced to just 60 men and the line is stretched thin. The rest of the regiment have withdrawn to new positions, leaving us to act as the rearguard. We have held only thanks to the fire of the Earthshaker battery and the alien dead lie scattered across the fields to our front. Two infantry attacks have been repulsed, barely...

Being the fourth day since the Colonel's death. The sixth of our ordeal.

The aliens attacked again, and our position is overrun. This time they attacked in fast moving skimming carriers. We called down Earthshaker fire again but the shells were ineffective against the enemy, whose assault was proceeded by a wall of energy, deflecting all shrapnel and disrupting our gunners aim. We could target nought beyond the force field, until it broke over our trenches. Our position was overrun by the alien warriors who rushed from inside the hulks, moving from dug out to dug out, and delivering bloody carnage with such...

...hand is reduced to 10 able bodied men. They hunt us like... we have are useless against these... It is only a matter of time until we are taken.

The Emperor save our souls.

ARTIFACT RECOVERY FROM
THE KARKOVA MASSACRE
UNPROVOKED ELDAR ATTACK



USING THE WAVE SERPENT

A The Wave Serpent is the main troop carrier of a Craftworld's army. Protected inside its hull and force field, Guardians and Aspect warriors can be transported in safety to any part of the battlefield. Its powerful anti-grav engines give it great speed, making it possibly the best troop transport in the galaxy.

WAVE SERPENT

	Points	Front Armour	Side Armour	Rear Armour	BS
Wave Serpent	110	12	12	10	3

Type: Tank, Skimmer, Fast

Crew: Eldar

Weapons: The Wave Serpent mounts twin linked shuriken cannons and twin linked shuriken catapults.

Options: You may upgrade the twin linked shuriken cannons with one of the following: twin linked scatter lasers at +5 pts; twin linked Eldar missile launchers at +20 pts; twin linked bright lances at +15 pts; twin linked star cannons at +15 pts. The twin linked shuriken catapults can be upgraded to a single shuriken cannon for +20 pts. A Wave Serpent may be given the following vehicle upgrades: crystal targeting matrix, spirit stone, vectored engines, star engines, scythes.

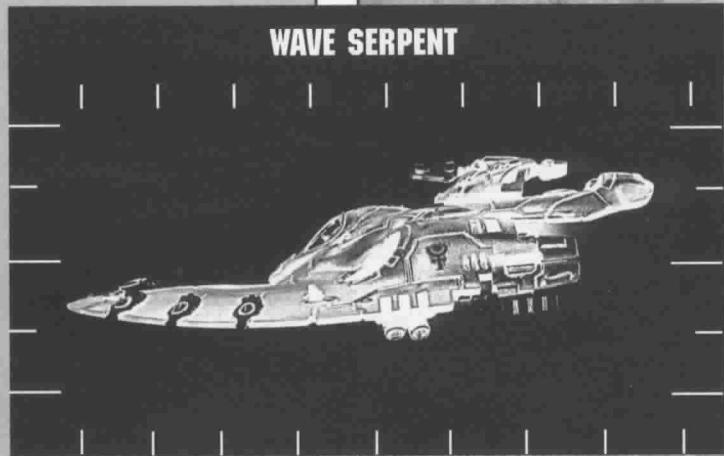
Transport: The Serpent can carry up to 10 models, or 5 Wraithguard and a warlock. It may not carry an Avatar or Wraithlord or a squad that has an anti-grav platform.

Transport Option: The Wave Serpent is a transport option for Striking Scorpions, Howling Banshees, Fire Dragons, Wraithguard, Guardian Storm squad, Dire Avengers, Guardian Defender squad or Dark Reapers.

SPECIAL RULES

Energy Field

The prow is protected by an energy field to ward off enemy shots. Any ranged attack against the Wave Serpent from the front or side arc with a strength greater than 8 counts as strength 8. In addition, any attacks against a wave Serpent never roll more than +1D6 for their armour penetration (for example, meltaguns at half range or ordnance only roll one dice). Attacks in close combat, or from the rear, are unaffected by the energy field and do not suffer these penalties.

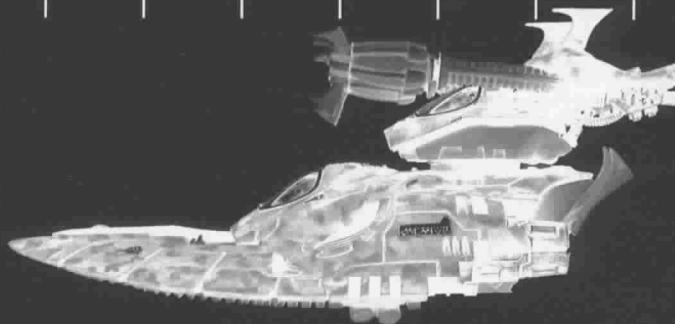


NIGHT SPINNER

LENGTH: 11.25m
HEIGHT: 5.62m
WINGSPAN: 7.31m
ESTIMATED WEIGHT: 11.5 tonnes
BARREL LENGTH: 5.3m
ARMOUR: 10-15mm material unknown
COMBAT SPEED: 80 kph
ESTIMATED MAX SPEED: 290 kph
CREW: 1 driver, 1 gunner
ARMAMENT: Two Night Spinners, twin linked Shuriken Catapults
MAIN AMMUNITION: Estimated 200 rounds. Unconfirmed

All specifications taken from battlefield recovered vehicles

NIGHT SPINNER

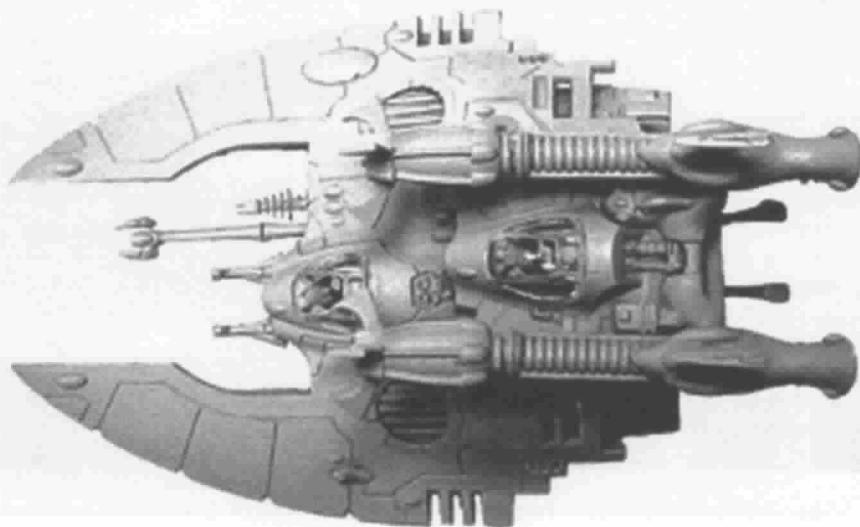


I posit that, like the Fire Prism and Wave Serpent, the Night Spinner is a specialised development of the more common Falcon grav tank. Field reports indicate that the Night Spinner is capable of giving long range supporting fire to the fast moving Eldar attacks. His Most Benign Emperor's forces have suffered for so long.

The vehicle's weapons launch a cloud of mono-filament web high into the atmosphere, this cloud then drifts down onto the target. The cloud's filaments are capable of slicing through armour and forcing any caught under it to scatter or risk being cut to ribbons in an agonising death. The disruptive effects of this attack make co-ordinated attacks against Night Spinner fire difficult. I have noted that many of our troops fear the effects of this web weaponry far more than of conventional attacks.

It has been noted that often the mono-filament barrage will presage an Eldar assault, pinning an enemy from long range whilst the rest of the Eldar forces sweep forwards into the attack. This mysterious and deviant technology is also utilised by the support weapons known as Shadow Weavers, but the Night Spinner weapons are of increased size and capacity.

Your humble scribe - Venerated Munitions-Adept, Albo Bede



USING THE NIGHT SPINNER

The Night Spinner is perhaps the most specialised of the Eldar grav tank variants. Its strange weaponry is effective against infantry units, and especially against targets with poor or average morale, like the Imperial Guard.

The main advantage a Night Spinner has over other Eldar vehicles is its range. Few Eldar weapons can cause casualties at such long distances. This makes it very useful in games played on a large table.

Night Spinners are best deployed as part of a wider plan, where 2 or 3 vehicles will be used to pin an enemy infantry force down whilst a strike force of Aspect Warriors in Wave Serpents sweep into the assault.

NIGHT SPINNER

	Points	Front Armour	Side Armour	Rear Armour	BS
Night Spinner	156	12	12	10	3

Type: Tank, Skimmer, Fast

Crew: Eldar

Weapons: The Night Spinner is armed with two turret-mounted Night Spinners and twin linked shuriken catapults.

Options: The tank may be given any of the following from the Eldar Codex: crystal targeting matrix, spirit stone, holo-field, vectored engines, star engines, scythes.

Heavy Support: The Night Spinner is a Heavy Support choice for an Eldar army.

SPECIAL RULES

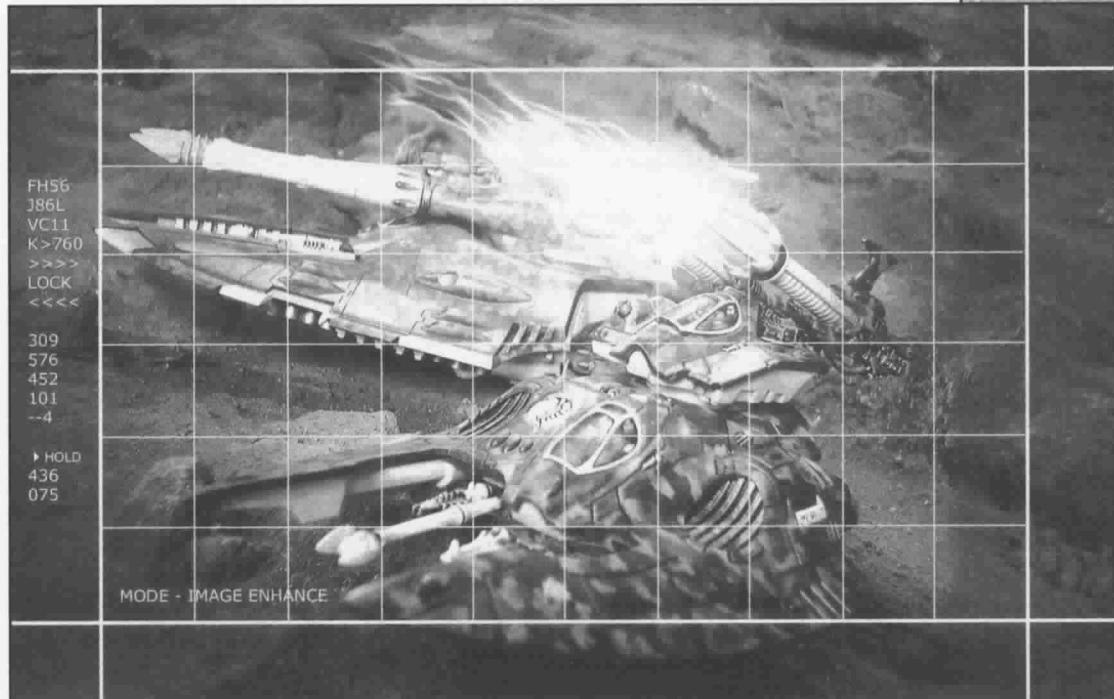
Night Spinner: The weapons mounted on the Night Spinner are larger versions of the Shadow Weaver support weapon. Like the Shadow Weaver it is a barrage weapon and the two Night Spinner weapons count as a battery. Follow the rules for multiple barrages on page 58 of the Warhammer 40,000 rulebook. As a barrage weapon it also uses the rules for pinning. It has the following profile.

Night Spinner

Range: Guess 72" **Strength:** 6 **AP:** - **Special:** Heav1, Blast

"Ugh! What happened to these guys. Looks like they've been sliced and diced..."

Private Joanus Finks, 356th Arcadian regiment.



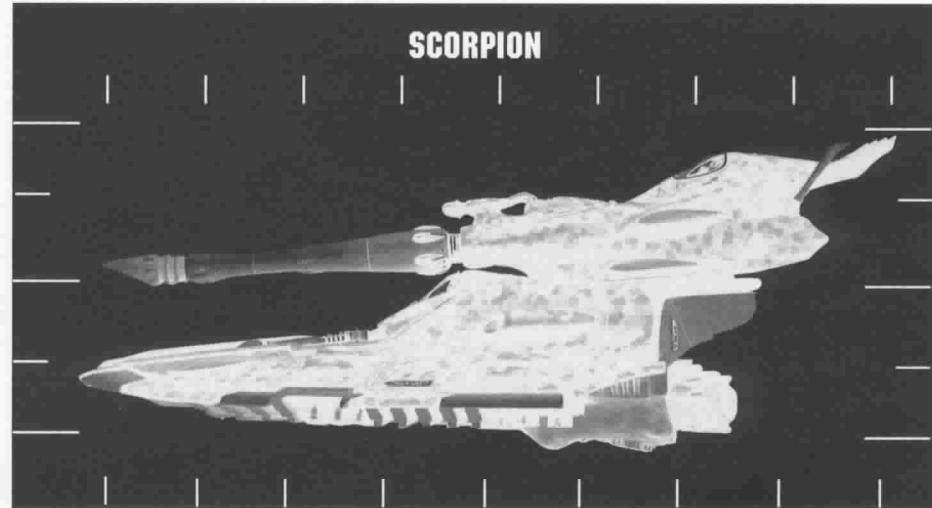
A Night Spinner is seen opening fire by an Imperial augur probe.

SCORPION

LENGTH: 18.43m
HEIGHT: 6.8m
WINGSPAN: 10.31m
ESTIMATED WEIGHT: 70 tonnes
BARREL LENGTH: 10.31m
ARMOUR: 12-15mm material unknown
COMBAT SPEED: 60 kph
ESTIMATED MAX SPEED: 280 kph
CREW: 1 driver, 1 gunner
ARMAMENT: Twin linked Pulsars, Bright Lance
MAIN AMMUNITION: Estimated 1000 shots. Unconfirmed.

All specifications taken from battlefield recovered vehicles

SCORPION



The Scorpion is known to the Eldar as an *Engine of Vaul*. The meaning of this name is not known, but it is believed to be a reference to an alien god figure.

The Scorpion super heavy grav-tank is amongst the largest vehicles recorded as capable of anti-gravitic movement. Their sophisticated and powerful weaponry is combined with manoeuvrability unmatched by our super heavy tanks. They are a unique combination of firepower and speed. The Eldar regard the huge machines of the Imperium or Orks as crude and ungainly when compared with the grace of a Scorpion as it skims into battle.

The Scorpion's hull is unnaturally resilient to damage but its main defence lies in its speed, manoeuvrability and the mysterious powers of its protective holo-field. The holo-field uses image distortion to protect it from direct hits.

A holo-field fatures the image of a moving Scorpion. To the naked eye an active holo-field will appear as a sudden swirl of colours. Gunners report that it is very hard to target a holo-field protected target with any degree of certainty of knowing if or where a shot will hit. Even the most blessed targeting and tracking devices can be blinded by the disruptive energies.

The Scorpion's Pulsars are huge weapons, using similar technology to that of a Bright Lance, but each weapon is 4 or 5 times the size. Each shot from a pulsar has been proved capable of cutting through the thickest armour, of slicing a Leman Russ battle tank clean in two, or destroying a building with a single shot. The Emperor's blessed tank commanders fear the weapon and have many nick-names for the Scorpion, like the Grave-maker or Death's Sled.

This fearsome firepower is enhanced by the Scorpion's advanced sensory and targeting equipment. Even whilst flying at high speeds, jinxing and weaving, popping up from cover for only the briefest second, the Scorpion can still lock onto a target and fire with lethal accuracy.

The Eldar have used the Scorpion to spearhead an all out attack, especially against strongly defended positions where its Pulsars are used to engage bunkers and hard points. Alternatively it has be deployed as long range support to a fast raiding force, where the Scorpion will use its weapons range and hitting power to eliminate the principle threats from a distance before the main Eldar forces move in.

Albo Bede

USING THE SCORPION

Because the Scorpion is a super heavy vehicle you will only be able to field it in larger games. Because of its immense fire power and the difficulty an enemy will have destroying it the Scorpion will dominate the game. Often the result of the battle will simply revolve around whether the Scorpion survives or not, and with so many points in one place if it is destroyed then the enemy have just gained enough victory points to be almost certain of winning.

To avoid this all or nothing situation try fielding a Scorpion in games where the scenario has its own victory conditions outside of victory points. Perhaps the Eldar must destroy 2 out of 3 bunkers to win, or advance the length of the table with at least 2 vehicles to win. This reduces the Scorpions dominance and stops the game becoming a straight forward battle to kill the super heavy vehicle, other tactics must be considered as well.

SCORPION

	Points	Front Armour	Side Armour	Rear Armour	BS
Scorpion	650	12	12	11	4

Type: Super Heavy Tank, Skimmer, Agile

Crew: Eldar

Structure Points: 3

Weapons: The Scorpion is armed with twin linked Pulsars and a turret mounted Bright Lance.

Options: None

SPECIAL RULES

Pulsar

Range: 60" **Strength:** 9 **AP:** 1 **Special:** Heavy D3, Blast

Eldar Field: The Scorpion is protected by an energy field. The fields provides the Scorpion with a 4+ invulnerable save against any glancing or penetrating hits from the front, side or rear. This field does not work against close combat attacks.

Agile Vehicle: Scorpion's are quite fast and manoeuvrable, but don't have the straight line speed of a fast vehicle. They can move up to 6" and fire all weapons, or up to 12" and fire one weapon. It may not move more than 12". It can turn freely as it moves, like most other vehicles.

"...and the Engines of Vaul will smite them, and bring fire upon them, and in agony they will depart this realm, their souls screaming into the black void that awaits their pitiful race. And with their banishment there will be peace in this place, and we will be one step further along the road we must tread..."

Farseer Ulthos of Alstatoc, before the cleansing of Krayak's Moon

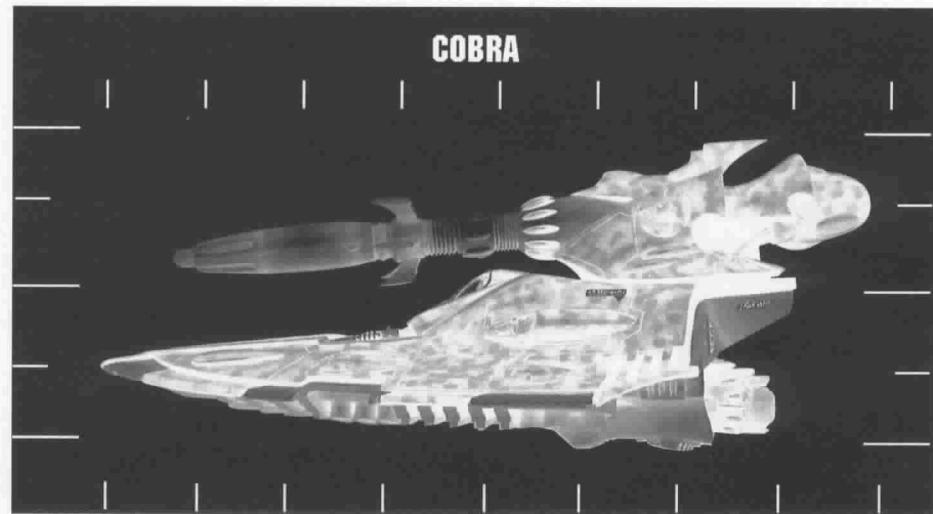


A targeter struggles to penetrate the disruptive holo-field of a Scorpion

COBRA

LENGTH: 18.43m
HEIGHT: 6.8m
WINGSPAN: 10.31m
ESTIMATED WEIGHT: 70 tonnes
BARREL LENGTH: 15.6 m
ARMOUR: 12-15mm material unknown
COMBAT SPEED: 60 kph
ESTIMATED MAX SPEED: 280 kph
CREW: 1 driver, 1 gunner
ARMAMENT: Distort cannon
MAIN AMMUNITION: Unknown

All specifications taken from battlefield recovered vehicles



The Scorpion's sister vehicle, (and the only other Engine of Vaul I have identified during my studies) is the Cobra.

The Cobra super heavy grav-tank is built upon the same chassis as the Scorpion and my research has revealed uses the same anti-gravitic motors. Like their smaller cousin, the Falcon and it's ilk, the Cobra is simply a new title for a different weapons fit.

For it's thickness the Cobra's hull is also unnaturally resilient to damage, but again its main defence lies in speed, manoeuvrability and a protective holo-field, as I suspected.

The Cobra's main mystery lies in the technology that powers it's huge distort cannon. Already I have dispatched a salvage team to the nearest Eldar warzone to recover a battle damaged Cobra for further investigation in my laboratories.

The blasphemous technology behind the distort cannon is capable of tearing a hole through time and space, allowing the Immaterium to flood our plane of existance, with terrible destructive force. Such is the Eldar's irreversible damnation that they seek to turn the forces of the Great Enemy against itself and any who stand in their way. Are there no realms into which the Eldar Seers will not delve to achieve their ends?

Battlefield reports tell of whole sections of reality torn away, leaving nothing in its place. A direct hit from a distort cannon can be catastrophic for even the largest Titan or war machine, as it simply disintegrates armour, inner workings and crew, dragging the very soul of the machine screaming into the Otherworld. Even void shields are no defence. Faith must be our only shield.

It is with this destructive force in mind that I believe the Eldar field their heinous creation, to engage and destroy enemy war engines. The Cobra carries no other weapons and no infantry support because on the battlefield it has only one task; to cut manouevre and close with enemy war engines before unleashing a devastating blast.

Albo Bede

USING THE COBRA

A Whilst the Cobra is a potent weapon in its own right, its best role is as a war engine hunter. Its distort cannon is capable of destroying a super heavy tank or small Imperial Titan with a single shot.

The Cobra is best fielded against other super heavy vehicles. If you do field a Cobra then your opponent is going to try hard to kill it fast. You'll need to be clever, make good use of cover and the vehicles agility to avoid the worse of the enemy's fire, whilst getting into range to use your own Distort cannon.

Everything said on page 15 about the Scorpion also applies to the Cobra.

COBRA					
	Points	Front Armour	Side Armour	Rear Armour	BS
Cobra	575	12	12	11	4

Type: Super Heavy Tank, Skimmer, Agile

Crew: Eldar

Structure Points: 3

Weapons: The Cobra is armed with a Distort cannon. It has no other weapons.

Options: None

SPECIAL RULES

Distort Cannon

Range: Guess 0-36" **Strength:** 10 **AP:** 1 **Special:** Ordnance 1, Blast

The Distort Cannon uses the Eldar's knowledge of advanced warp technology to create a miniature warp hole on the battlefield. The Cobra mounts a larger version of the smaller support weapon. The Distort Cannon ignores Imperial Fields, Eldar Fields, and Ork Power Fields

Titan Killer: Due to its size the Cobra's Distort cannon inflicts 1D3 structure points of damage per hit, rolling separately on the damage table for each point. Shots may ignore Imperial fields.

Eldar Field: The Cobra is protected by an energy field. The field provides the Cobra with a 4+ invulnerable save against any glancing or penetrating hits from the front, side or rear. This field does not work against close combat attacks.

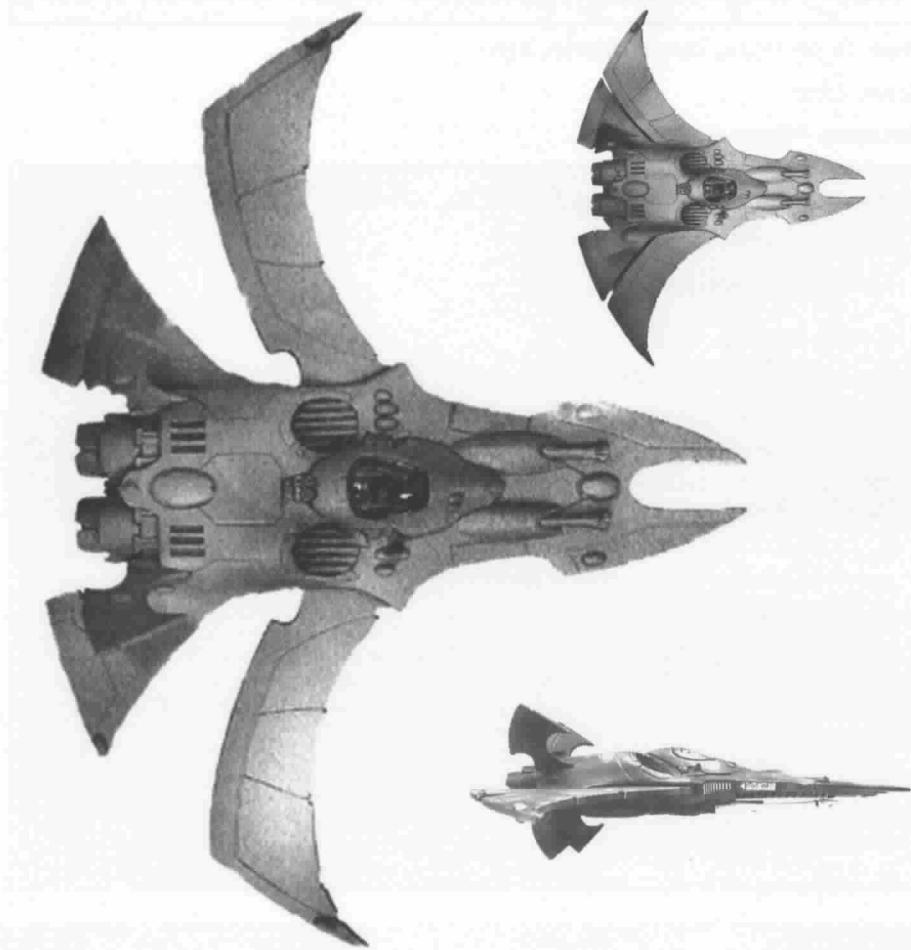
Agile Vehicle: Cobras are quite fast and manoeuvrable, but don't have the straight line speed of a fast vehicle. They can move up to 12" and still fire the Distort Cannon. It may not move more than 12". It can turn freely as it moves, like most other vehicles.



A Cobra squadron races into the attack over the surface of Krayak's Moon.

NIGHTWING

LENGTH: 12 m
HEIGHT: 4.37 m
WINGSPAN: 15.43 m
ESTIMATED WEIGHT: 5 tonnes
tonnes empty
ARMOUR: 8-10 mm, material
unknown
MAX RECORDED SPEED:
3600kph - swept wing
2300 kph - extended wing
CREW: 1 pilot
ARMAMENT: Twin linked bright
lances, twin linked long
barrelled shuriken cannons
MAIN AMMUNITION: Unknown
PAYOUT: Unknown



NIGHTWING

	Points	Front Armour	Side Armour	Rear Armour	BS
Nightwing	287	10	10	10	4

Type: Flyer

Crew: Eldar

Weapons: The Nightwing is armed with twin linked long barrelled Shuriken Cannons in the nose, and twin linked Bright Lances under the fuselage.

Options: None.

Heavy Support: The Nightwing is a Heavy Support choice for an Eldar army.

SPECIAL RULES

Eldar Field: The Nightwing is protected by an energy field. The fields provides the Nightwing with a 4+ invulnerable save against any glancing or penetrating hits from the front, side or rear. This field does not work against close combat attacks.

Long Barreled Shuriken Cannon

Range: 36" **Strength:** 6 **AP:** 5 **Special:** Heavy 3



Nightwings patrolling the skies of Taro Primus.

OPS DATE	AIRCRAFT No	CREW	DUTY	TIME up	TIME down	DETAILS OF SORTIE
44.6.6	T'bolt					
	EN446	W/C Judd	Ground Attack	0655	0825	Give direct support to 6th Magdellan Regiment for advance to Karsundi River. Strafed enemy vehicles concentrating north of river. Fast moving skimmers identified at REF L640 - G211, moving northeast at high speed. Sortie engaged by enemy aircraft at approx 0730. Brief dogfight, EN 447 seen to blow up. EN 449 hit, returned to base. No enemy confirmed as destroyed.
	EN447	W/S Tallman	"	"	X	
	EN448	F/O Dade	"	"	0825	
	EN449	F/O Sirdar	"	"	0810	
	EN450	F/O Cinch	"	"	0825	
	EN451	F/O Yushbazi	"	"	"	
45.6.6	EN452	F/O Bald	Patrol	0700	0900	Routine base security patrol. No enemy contact.
	EN453	F/O Galla	"	0700	0900	
	EN446	W/C Judd	Air Intercept	1010	1215	Combat increased enemy air activity. Engaged enemy aircraft at approx 1040. High speed dogfight against highly manouevrable enemy. EN 449 lost. EN 451 hit and returned to base. No confirmed kills. Engaged again at 1130, dogfight, EN 453 lost. No confirmed kills.
	EN448	F/O Dade	"	"	"	
	EN449	F/O Sirdar	"	"	X	
	EN450	F/O Cinch	"	"	"	
	EN451	F/O Yushbazi	"	"	1120	
45.6.6	EN452	F/O Bald	"	"	1215	
	EN453	F/O Galla	"	"	X	
	EN446	W/C Judd	Night Patrol	0210	0320	Routine base security patrol. Engaged by enemy aircraft at approx 0240. Confused dogfight. EN 448 missing in action. No confirmed enemy kills.
	EN448	F/O Dade	"	"	MIA	
	EN450	F/O Cinch	"	"	0320	
46.6.6	EN452	F/O Bald	"	"	0320	
	EN446	W/C Judd	Air Intercept	1300	1440	Combat enemy air activity harrassing ground advance. Wing at half strength. Recce north of Karsundi colony. Engaged enemy aircraft. EN 450 seen to explode. EN 451 hit, forced to eject. EN 452 claims 1 enemy aircraft destroyed. Unconfirmed.
	EN450	F/O Cinch	"	"	X	
	EN451	F/O Yushbazi	"	"	X	
46.6.6	EN452	F/O Bald	"	"	1440	
	EN446	W/C Judd	Patrol	1730	1930	Wing's reduced strength means relegated to routine base security patrols. No enemy contact.
	EN452	F/O Bald	"	"	1930	
47.6.6	EN446	W/C Judd	Transit	0610	1020	Wing withdrawn from frontline duty, returned to Battle Cruiser "Emperor's Sword" for rest, refit and training of incoming recruits.
	EN452	F/O Bald	"	"	"	

OPERATIONS LOG. 3659th IMPERIAL NAVY FIGHTER WING. LAMMAS CAMPAIGN.

The wing took 75% losses in 4 days of combat. Such loses are not unusual when facing Eldar aircraft.



VAMPIRE RAIDER

LENGTH: 26m
HEIGHT: 7.1m
WINGSPAN: 13.2m
ESTIMATED WEIGHT: 56 tonnes empty
ARMOUR: 8-10 mm, material unknown
MAX RECORDED SPEED: 3200kph
CREW: 1 pilot, 1 navigator
ARMAMENT: 2 x twin linked pulse lasers, 1 x scatter laser
MAIN AMMUNITION: Unknown
PAYOUT: Unknown

All specifications taken from battlefield recovered vehicles

When Imperial forces bring an Eldar army to battle one of the Eldar's most potent threats is their aircraft. The Eldars unequalled grasp of anti gravity technology means that their aircraft are faster and more agile than our equivalents. From Nightwing interceptors to the huge Vampire Raider transport aircraft, the battle for the skies over any battlefield is a crucial aspect of war, and one in which the Eldar have a telling advantage.

My research indicates that Vampire Raiders are favoured by Eldar pirate forces, for making swift sorties onto a planet's surface. Capable of travelling at many times the speed of sound and as agile as any bird of prey, combat reports show that the Vampire Raider is well capable of defending itself even without the commonly employed Nightwing cover.

Like the Nightwing the Vampire Raider is capable of operating in the hard vacuum of space just as well as in an atmosphere. Vampire Raiders are used as the primary transport for Eldar assault forces descending from orbiting spacecraft.

Unconfirmed battlefield reports tell of Vampire Raiders with different armament, used in a dedicated ground attack role. I have heard tell of Vampire Raider's carrying a large centre-mounted laser weapon and others with a payload of missiles.

Venerated Munitions Adept of Graia

Albo Bede

From - A guide to the
Eldar Art of War



Strike from the skies. Dawn illuminates an Eldar corsair force descending from orbit.



VAMPIRE

	Points	Front Armour	Side Armour	Rear Armour	BS
Vampire	780	10	10	10	4

Type: Super-Heavy Flyer, Orbital Lander

Structure Points: 5

Crew: Eldar

Weapons: The Vampire is armed with 2 x twin linked Pulse Lasers in the wings, and a Scatter Laser in the nose.

Options: None.

Transport: The Vampire can carry 30 models. It may carry Wraithguard, which count as 2 models each. It may carry support weapon platforms, which count as two models plus their crew. It may not carry an Avatar or Wraithlord.

SPECIAL RULES

Orbital Lander: The Vampire is an Orbital Lander as described in the vehicle design rules (Chapter Approved. The Second Book of the Astronomican). For those without the rules they are repeated below.

If a flyer is given the Orbital Lander upgrade then it will fly down from orbit to land on the battlefield, a bit like a space shuttle. When the flyer arrives it makes an attack run just like any other flyer. However rather than firing its weapons it is allowed to land on the table. If it chooses to land it may not shoot.

While landed a flyer can't move but may shoot like a normal vehicle in its turn. Assuming it has transport capacity, then the passengers may disembark, and new passengers may embark into the flyer using the normal rules. If the flyer is fired on whilst landed then the enemy roll to hit normally; they don't have to roll a 6 to hit a landed flyer.

A landed flyer may take off again in any enemy turn, after the enemy has had its shooting phase. A landed flyer then takes off immediately and leaves the table in the same manner as if it were completing an attack run (i.e. it flies off the table in a straight line).

Eldar Field: The Vampire is protected by an energy field. The fields provides the Vampire with a 4+ invulnerable save against any glancing or penetrating hits from the front, side or rear. This field does not work against close combat attacks.

USING THE VAMPIRE

Whilst the Nightwing opens up the prospect of aerial combat games to Eldar players, such as strikes against important bridges or enemy supply routes, the Vampire Raider means that Eldar forces can make planetary assaults.

You can imagine a scenario where 30 Aspect Warriors led by a Farseer must drop behind enemy lines to open a long sealed warp gate. Once open the warp gate can allow more Eldar reserves onto the table (maybe at the risk of allowing a daemon as well).

The Farseer might have a set number of turns to accomplish his task.

Vampire Raiders are also common transports amongst Eldar corsairs, so plundering Eldar renegades descending on an isolated Imperial garrison would make another appropriate use of this massive aircraft.

RAVEN

LENGTH: 9.18 m
HEIGHT: 3.6 m
WINGSPAN: 11.62 m
ESTIMATED WEIGHT: 4 tonnes empty
ARMOUR: Unknown
MAX RECORDED SPEED: No records
CREW: 1 pilot
ARMAMENT: Twin linked dark lances, 1 x long barrelled splinter cannon
MAIN AMMUNITION: Unknown
PAYOUT: Unknown

RAVEN					
	Points	Front Armour	Side Armour	Rear Armour	BS
Raven	223	10	10	10	4

Type: Flyer

Crew: Dark Eldar

Weapons: The Raven is armed with twin linked Dark Lances in the wings, and a long barrelled Splinter Cannon in the tail.

Options: None.

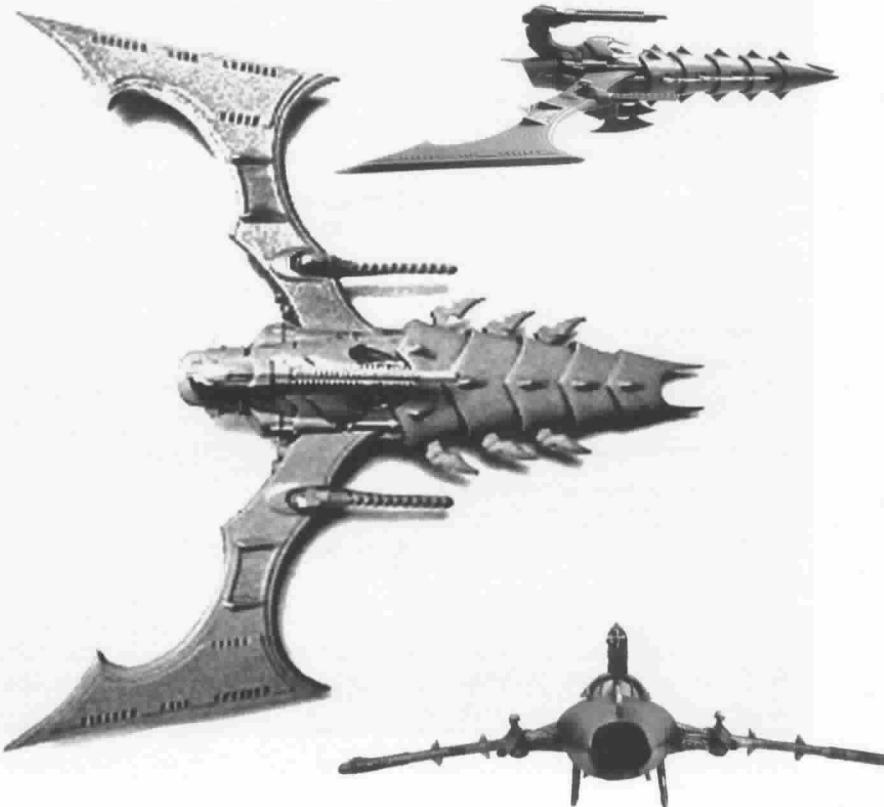
Heavy Support: The Raven is a Heavy Support choice for a Dark Eldar army.

SPECIAL RULES

Long Barreled Splinter Cannon: The weapon mounted on the Raven is a larger versions of the Splinter cannon, as described in the Dark Eldar Codex.

Long Barreled Splinter Cannon

Range: 36" **Strength:** 4 **AP:** 5 **Special:** Assault 4



USING THE RAVEN

A The Raven adds a whole new aspect to a Dark Eldar army. More than any other force the Dark Eldar are a raiding force, striking quickly, so an aircraft makes the best sort of heavy support.

The threat of fielding a raven or two will make your opponent consider using AA weapons, and this means points not spent on firepower to stop your ground forces.

A Raven also allows you to target enemy heavy armour easily, something a Dark Eldar force can struggle with, often relying on Dark Lances mounted on fragile Raiders. A Raven's Dark Lances means you can attack enemy armour without risking exposing your valuable troop transports.



Terror Attack! A gunner's eye view as a squadron of Ravens swoop into the attack.

+++ INCOMING TRANSMISSION: NEW THREAT ALERT +++
+++ RE: PIRATE ATTACK - KOVALIC 479 +++
+++ PRIORITY MAJORIS OPTIMA +++

...surprised by pirate attack. Identified as Eldar flyers of unknown type.>

Garrison taken under air attack from alien flyers which appeared from nowhere, avoiding our augur's and Hydra battery sensors. Unusual local atmospheric conditions disguised the approach.>

Battery neutralised in first strike.>

Casualties heavy, garrison reduced to 50% manpower by second and third wave attacks of jetbikes and skimmer borne infantry. Attack continues in overwhelming numbers.>

Our souls are lost, Emperor embrace us.>

Left: Last transmission of Kovalic observation and monitoring outpost 479.

RAZORWING

LENGTH: 9.18 m
HEIGHT: 3.6 m
WINGSPAN: 15.1 m
ESTIMATED WEIGHT: 7 tonnes empty
ARMOUR: Unknown
MAX RECORDED SPEED: No records
CREW: 2 pilots
ARMAMENT: Twin linked dark lances, twin linked long barrelled splinter cannons, terrorfex
MAIN AMMUNITION: Unknown
PAYOUT: Unknown

	Points	Front Armour	Side Armour	Rear Armour	BS
Razorwing	258	10	10	10	4

Type: Flyer

Crew: Dark Eldar

Weapons: The Razorwing is armed with a Terrorfex, twin linked Dark Lances in the wings, and twin linked long-barrelled Splinter Cannons in the tail.

Options: None.

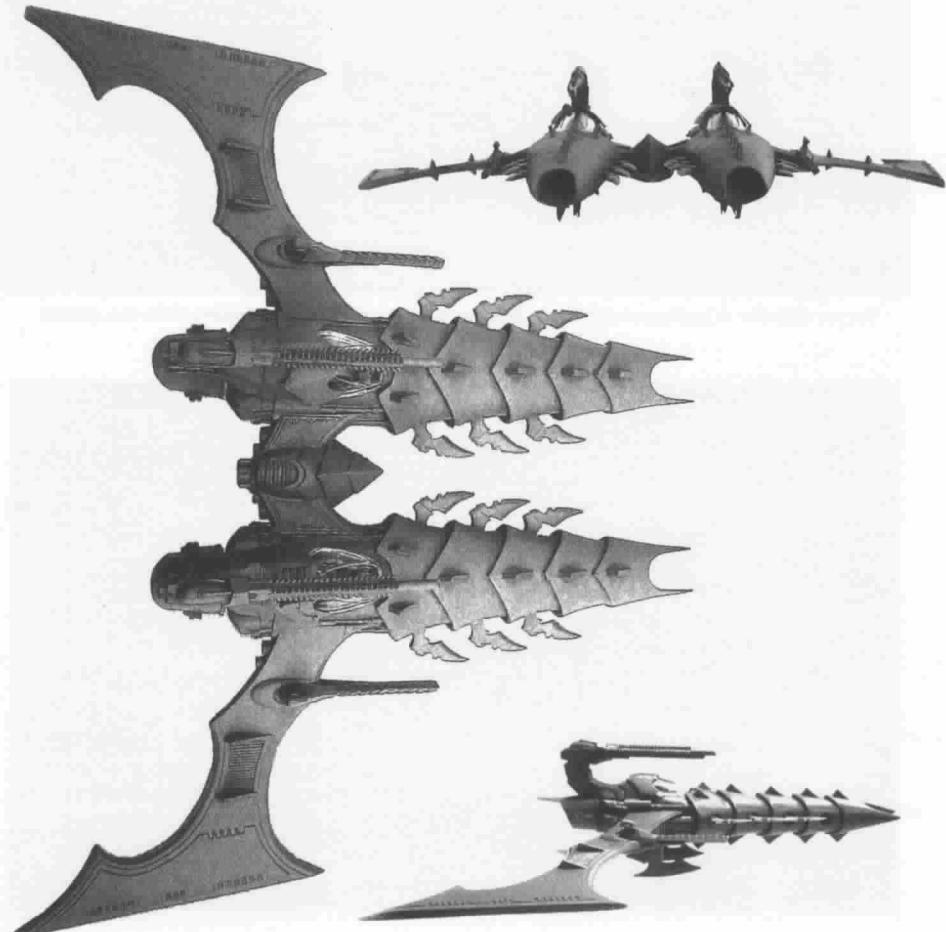
Heavy Support: The Razorwing is a Heavy Support choice for a Dark Eldar army.

SPECIAL RULES

Long Barreled Splinter Cannon: The weapon mounted on the Razorwing is a larger versions of the Splinter Cannon, as described in the Dark Eldar Codex.

Long Barreled Splinter Cannon

Range: 36" **Strength:** 4 **AP:** 5 **Special:** Assault 4





Night Hunting. The distinctive, sinister shape of two Razorwings visible against the night sky.

Appendix Primus.

My research has revealed disturbing information concerning two previously unknown forms of Eldar flyer. Our troops are calling them the 'Raven' and 'Razorwing' (a winged-lifeform of the Syros subsector Deathworlds I am told). Both display the usual Eldar proficiency with anti-gravitic technology, but seem to only be deployed by pirate raiding parties. Encounters so far have taken the form of swift strikes which presage a more general attack. I await combat reports from pilots engaged against this new threat. As yet I have heard of no targets shot down.

Albo Bede



ELDAR PIRATES.
ATTACK ON KOVALIC.

Kovalic is a barren rocky planet, on the fringes of the turbulent nebula called the Maelstrom. It was home to a few hundred asteroid miners and several Imperial monitoring stations, tasked with observing this sector of the Maelstrom for enemy activity, such as raiding pirate fleets.

The early warning stations on Kovalic and the main colony habitat were all attacked and destroyed in the course of a two day raid by Eldar pirates. The Eldar struck following a severe electrical storm, which blinded the monitoring station's sensors, led by surgical air strikes. Following waves of infantry overran the defenders. Sporadic images transmitted by the defenders showed terrible scenes of destruction, as swarms of batwinged aircraft buzzed low over the raging battlefields.

When a relief force of the Red Talons Space Marine Chapter arrived two days later they found no survivors. Of most of the inhabitants there was no sign. Of those that resisted, the slain were grotesquely displayed, impaled on spikes, severed heads and whole hearts left as grim totems. The reason for the savagery of the attack is unknown. The missing inhabitants were never found.

REF: Ad409/37
Codicer: Major Delta Three.

USING THE RAZORWING

All the comments about the Raven above apply doubly to the Razorwing. The only difference is the increased firepower of the Splinter Cannons and Terrorfex, making it great for softening up enemy infantry before the assault.

GUNWAGON

LENGTH: 9.37m

HEIGHT: 5.25m

WIDTH: 4.9m

ESTIMATED WEIGHT: 32 tonnes

BARREL LENGTH: 2.5m

ARMOUR: 20-100mm

ESTIMATED MAX SPEED: 60 kph
on road; 45 kph off road

CREW: 1 driver, 1 gunner, 1 loader

ARMAMENT: 1 Kannon (may vary)

MAIN AMMUNITION: Estimated 30
rounds. This varies by design.

*All specifications taken from
battlefield recovered vehicles*



Ork vehicles are designed by their mechanical specialists, called Mekboys. Whilst superficially similar and built broadly on the same principles, no two Ork vehicles are identical. All are characterised by a crude functionality, and many vehicles seem to be directly inspired by those used by his Divine Emperor's forces.

Each Mekboy seeks to create his own personalised vehicle, based on a well proven idea. From a Mekboy's initial design an Orks basic intelligence allows it to duplicate subsequent vehicles. Production methods vary widely, from prestigious one-off vehicles specially built for a Warlord, to vehicles which are mass produced by slave labour in captured Imperial factories. When pushed a Mekboy and a team of boyz can construct a vehicle (given enough raw materials and scrounged or fabricated parts), in an alarmingly short time. Mekboys demonstrate an almost preter-natural ability to jury rig needed parts from other equipment. Wrecked vehicles are a common source of parts. It has been noted that a wrecked vehicle which Imperial forces might consider beyond repair can often be salvaged by a determined Mekboy. During prolonged campaigns it is not uncommon for the same vehicle to be identified as destroyed numerous times.

The vehicle shown above is a Gunwagon, a half tracked weapons carrier. Fully tracked and wheeled versions are also common. The study of captured vehicles has revealed that they lack any extraneous features. The vehicle is literally a powerful engine in a chassis, mounting a large weapon, with ammunition storage space. No provision is made for comfort, or for the equipment common on Imperial vehicles; like medical supplies, targeters or even electrical components such as headlights. No examples have been found with any communication devices. The vehicle has no seats except for the drivers, although hand holds are provided to allow the vehicle to transport other Orks over short distances.

This vehicle mounts a large bore cannon. Other main weapons have also been identified on similar vehicles. Gunwagons are commonly misidentified as Battlewagons by inexperienced soldiers (see next entry).



USING THE GUNWAGON

A They are big and shooty. What more could any Ork Warboss want?

But seriously though, a Gunwagon makes a great substitute for a Battlewagon, providing heavy firepower and transport capacity for an Ork attack.

Like all Ork vehicles a Gunwagon has lots of options, allowing you to really go to town with modelling and converting.

* Note that the Forgeworld model with an enclosed fighting compartment will not fit the large heavy weapons as well, but Gun can be converted to fit in the front of the fighting compartment.

GUNWAGON

	Points	Front Armour	Side Armour	Rear Armour	BS
Gunwagon	90	12	11	10	2

Type: Tank, Open Topped

Crew: Orks

Weapons: The Gunwagon is armed with twin linked Big Shootas.

Transport: A Gunwagon can carry up to ten Orks.

Options: A Gunwagon may replace its twin linked Big Shootas with a Kannon for +10 points, with a Zzap gun for +10 points, a Lobba for +5 points. A Gunwagon may be given any of the following from the Ork Codex: armour plates, big grabber, boarding plank, grot riggers, searchlight, red paint job, reinforced ram, spikes n' blades, stikkbomb chukka, turbo-boosta, wrecker ball.

A Gunwagon may be given an Armoured Top for +8 points, meaning the vehicle no longer counts as Open Topped.

Heavy Support: The Gunwagon is a Heavy Support choice for an Ork army.

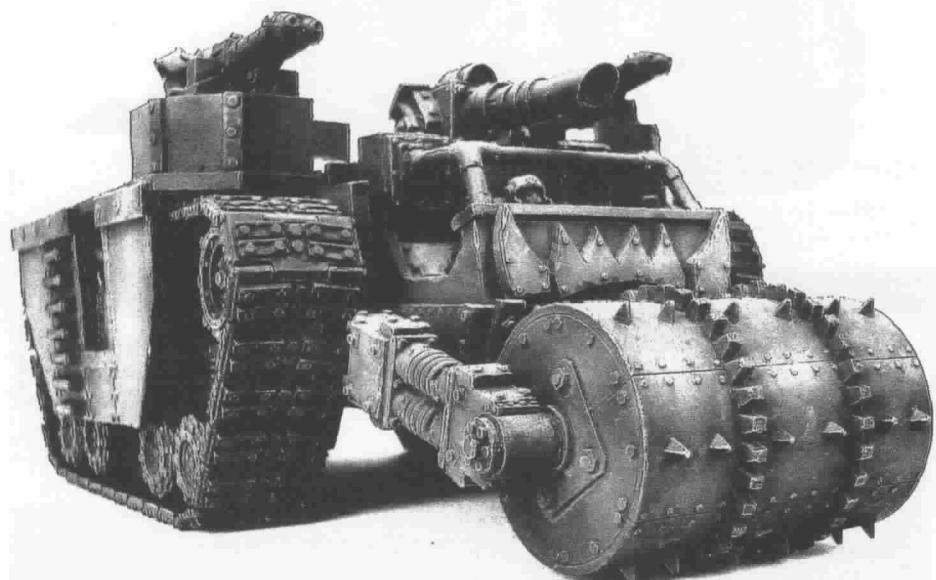


A abandoned Gunwagon is investigated by a scout team as they move over a mountain pass on Colonia. The two penetrations in the Gunwagon's side seem to be from an autocannon, indicating the Salamander scout vehicle was involved in the engagement

BATTLEWAGON

LENGTH: 15.3m
HEIGHT: 5.2m
WIDTH: 8m
ESTIMATED WEIGHT: 160 tonnes
BARREL LENGTH: 2.25m
ARMOUR: 20-100mm
ESTIMATED MAX SPEED: 60 kph
 on road; 45 kph off road
CREW: This example has 5. 1
 driver, 3 gunners, 1 loader
ARMAMENT: Varies widely. This
 example has a Zzap gun and two
 twin-linked big shootas.
MAIN AMMUNITION: Estimated 30
 rounds for main weapon. Varies
 by design.

*All specifications taken from
 battlefield recovered vehicles*



Battlewagons is a rather generic term covering many forms of large Ork vehicle. They tend to be larger than Gunwagons (although all the previous entries comments still apply). To an Ork's rudimentary intelligence a Battlewagon is any armoured vehicle. They do not differentiate between types.

Battlewagons seem to 'grow' over time as more weapons are added, new armour plates are weld on, engine power increased and space is add for more Orks. A Battlewagon will generally extend upwards, gaining gun towers and balconies. Imperial tank crews identify large Battlewagons as Battle Fortresses (because they take on the appearance of a tracked fortress), but to an Ork a Battle Fortress would just be a large and impressive Battlewagon.



USING THE BATTLEWAGON

 Battlewagons are a War Boss' dream!

Battlewagons, be they large or small, offer an Ork player a chance to really go to town on an awesome conversion. Be it adding Gretchin riggers, modelling the Boyz hitchin' a ride, adding more armour, more shootas, more rokkit launcha's, the list is almost endless. There are so many options than no two need ever be the same, and that is before we even start on Battle Fortresses!

Type: Tank, Open Topped

Crew: Orks

Weapons: The Battlewagon is armed with three twin linked big shootas.

Transport: A Battlewagon can carry up to twenty Orks.

Options: A Battlewagon may replace any of its twin linked big shootas with either twin linked rokkit launchas or twin linked scorchas for free.

The Battlewagon may replace up to one of its twin linked big shootas with a Lobba, Zzap gun or Kannon for +15 points.

In addition the Battlewagon may be equipped with up to five bolt-on big shootas at +10 points each. These must be fired by the Ork mob onboard.

The Battlewagon may be given any of the following upgrades from the Ork Codex: armour plates, big grabber, boarding plank, grot riggers, searchlight, red paint job, reinforced ram, spikes n' blades, stikkbomb chukka, turbo-boosta, wrecker ball.

Krusher: The Battlewagon may be given a Krusher for +10 points. If the Battlewagon makes a 'tank shock' attack on an enemy unit and the enemy don't fall back, then roll a D6 for each model forced to move out of the way of the vehicle. On a D6 roll of 4+ they are caught and crushed and suffer a wound. Armour saves are taken as normal.

Heavy Support: The Battlewagon is a Heavy Support choice for an Ork army.

THE BATTLE FORTRESS UPGRADE

To an Ork there is no clear line between a Battlewagon and a Battle Fortress. To them a Battle Fortress is simply a larger and more impressive Battlewagon with more guns. However, for the sake of the rules we have had to make a distinction, and the following rules can be used to represent a smallish Battle Fortress using the Battlewagon model as a starting point.

Any Battlewagon may be upgraded to a Battle Fortress for an additional +150 points. Apart from the changes described below the Battle Fortress has the same armour, weapons and upgrades as a Battlewagon.

The Battle Fortress upgrade gives a Battlewagon the following:

It turns the Battlewagon into a super-heavy tank with two structure points. You'll find the rules for super-heavy tanks at the start of this book.

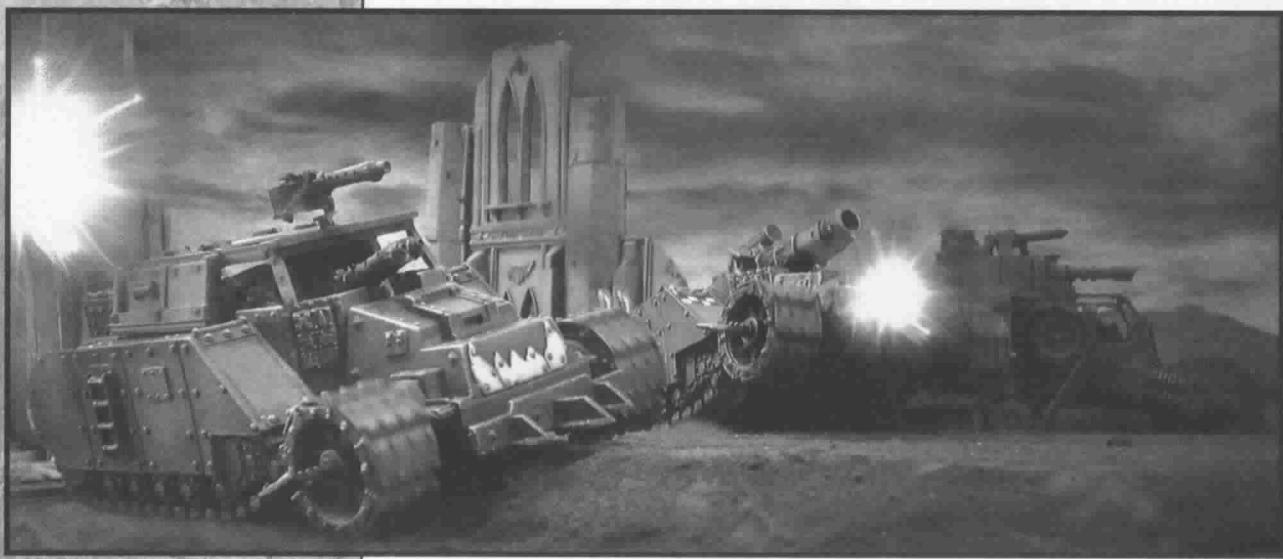
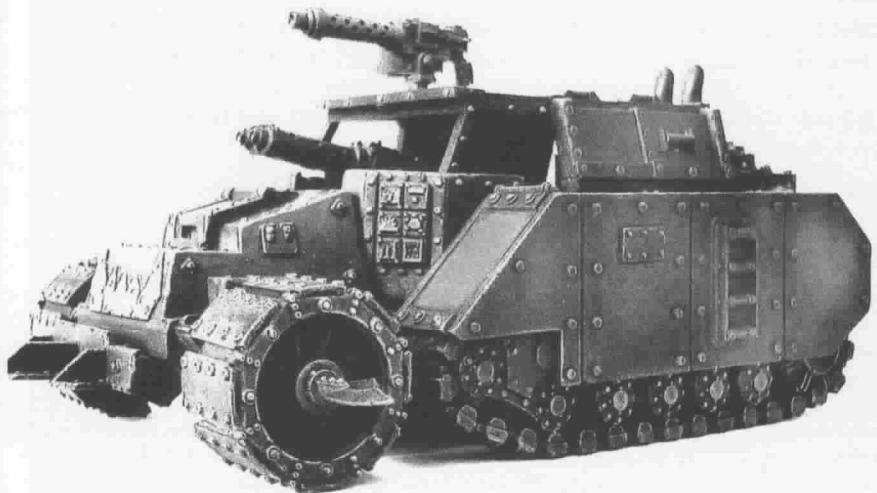
An Armoured Top, so it no longer counts as open-topped.

The upgrade includes two gun towers, each fitted with twin-linked Big Shootas.

The Big Shootas in the gun towers may be replaced with twin-linked Rokkit Launchas, or a Scorchia at no additional cost, or with a Lobba, Zzzap Gun or Kannon for +15 points.

All the options listed for the Battlewagon above still apply to the Battle Fortress.

GUNWAGON AND BATTLEWAGON VARIANTS





Death Roll! Crushing all in their path, Orks launch an armoured assault.

RYNN'S WORLD CAMPAIGN

The battle for Rynn's World is one that lives in infamy in the annals of Imperial and Ork wars.

The planet was the homeworld of the Crimson Fist Space Marine Chapter and as such was thought well protected from the expanding Ork Empire of Charadon. That was until the insane Ork Warlord Snagrod the Arch-Arsonist, flush with success at conquering the neighbouring system of Badlanding, launched a massive invasion.

Despite the planet's superb missile defence system the Orks attacked in such numbers that the planet was overwhelmed.

The Crimson Fist chapter was effectively annihilated in the first days fighting, and their fortress monastery destroyed. Survivors, including Chapter Master Cantor suspected treachery from within.

Imperial Guard garrison forces fought heroically but the capital New Rynn City fell after a two week siege. The Imperial Governor was captured, publicly humiliated and then strangled.

The Imperium was not deaf to the defenders' pleas for aid. The wheels of the Administratum turn very slowly, but inexorably. Forces were mobilised from nearby systems and within a year Imperial armies and fleets were ready to launch a counter invasion to retake the planet. All along the Orks had been reinforcing Rynn's World, turning its industries to their own ends using slave labour, churning out Battlewagons, Fighta Bommers and Big Guns.

The Imperial Fists and White Scars Chapters would lead the landings. Their mission was to capture and disable the still operating missile silos, and establishing a secure beachhead for following Imperial Guard forces. Three entire armies moved in system in their transports, supported by two Titan Legions.

The landings were fiercely contested, but successful. As Imperial Guard troops reinforced the surface, a break-out operation was mounted. Huge tank battles developed on

the open farmland, as Battlewagons and Leman Russ duelled. Losses on both sides were massive, but eventually after months of fluid fighting battle lines began to form, in a place that became known as Desolation Valley.

Their foothold firmly established the Imperial Guard began to drive the Orks back. New Rynn's City was recaptured after another long siege. It was said that no brick remained upon another afterwards.

Years past, the war went on. Space Marine chapters where cycled into the lines, first came the White Panthers, followed by Storm Lords, Angels Encarmine, Blood Drinkers, Minotaurs. They did their tour, capturing a hill here, held a trench line there, before being withdrawn.

For ten years it became a war of attrition, and both sides thought they could win. The dead where counted in millions.

The taking of the Hellblade Mountains by the 15th Imperial Army, led by Commissar General Mordred van Horcic cost over a million men alone, despite the aid of a White Scars battle group, whose heroics eventually led the Orks being outflanked and forced to retreat, and the loss of Brother Captain Subodai.

The capture of the Sulphur River bridges by Imperial Fists was short lived, Ork fighta bombers destroyed the bridges the next day. The river line still separates the forces.

To this day it seems there is no end to the war on Rynn's World. Three attempts have been made by Officio assassins to find and kill Snagrod, all have ended in the loss of the assassin.

Even success might only shorten the war by a year or two. Rynn's World today, twenty years after the Ork invasion is a devastated shell, a War World, cut by thousands of miles of trenches, cratered by artillery fire, churned by tank tracks. The trees are all gone, shredded by shrapnel. Buildings and farms are empty ruins. It is unlikely that even if successfully recaptured the planet could ever be rebuilt.

GROT BOMB LAUNCHA

LENGTH: 5.8 m
HEIGHT: 3.3 m
WIDTH: 2.3 m
ESTIMATED WEIGHT: 2 tonnes
ARMOUR: 0-10 mm
ESTIMATED MAX SPEED: 80 kph
on road; 65 kph off road
CREW: 1 driver, 1 pilot
ARMAMENT: 1 Grot Bomb
MAIN AMMUNITION: 1 Grot Bomb.

*All specifications taken from
battlefield recovered vehicles*



Reconnaissance scan showing fast moving Ork artillery opening fire.

GROT BOMB LAUNCHA

	Points	Front Armour	Side Armour	Rear Armour	BS
Grot Bomb Launcha	35	10	10	10	2

Type: Fast, Open Topped

Crew: Ork

Weapons: The Grot Bomb Launcha is armed with a single Grot Bomb.

Options: None

Battery: A Grot Bomb Launcha battery consists of 1-3 Grot Bomb Launchas.

Heavy Support: The Grot Bomb Launcha Battery is a Heavy Support choice for an Ork army.

SPECIAL RULES

Grot Bomb: A Grot bomb is a guided missile, only it is not guided by targeters or the machine spirit, but by a single Gretchin. The Gretchin sacrifices himself to aim the missile. Whether this is a punishment or a reward is unknown. It is possible that Ork Mekboyz do not make the Gretchin pilots fully aware of the fatal effects of detonation.

Each Grot Bomb Launcha may only fire once per game, once its missile is launched it may not fire another.

The Grot bomb works in exactly the same way as a normal guess range weapon, except you may re-roll the scatter dice if you don't like the first result, but you must accept the second roll.

Grot Bomb

Range: Guess 24-72" **Strength:** 8 **AP:** 3 **Special:** Heavy 1, Blast

Grot Bomb Launchas were first encountered by Imperial forces at the battle of Grot Town. Imperial forces led by Brother Captain Marcus Heilbron of the Black Crusaders were attacking an Ork enclave on the planet of Guilius II. The enclave had an unusually high number of Gretchin to Orks (hence the name). The defenders were no match for the attacking Space Marines and Imperial Guard, but under the direction of their Mekboyz, the Gretchin came up with several devilishly fiendish defences. The Space Marines where attacked by swarms of Gretchin suicide bombers, each one strapped with as much dynamite as he could carry. Booby traps using blunderbuss style shotguns attached to tripwire and pitfalls full of starving squigs were all nasty surprises to the attacker.

At the height of the battle the Grot Bomb launcha's were fired at the Space Marine's armoured column as it moved into the attack. Heilbron's Land Raider, leading the way, was hit and destroyed by the first salvo of bombs. Heilbron himself was killed in the attack.

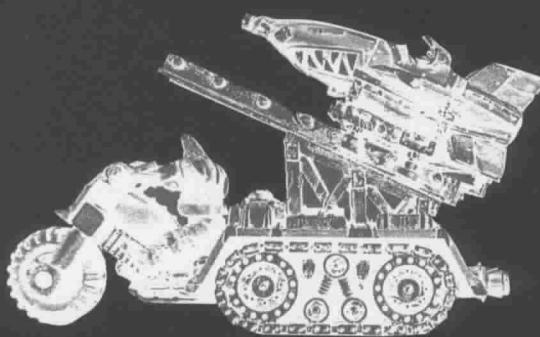
Since the battle the idea has proliferated throughout Ork Kulture. Other Mekboyz have copied the idea, and it seems they have no problem finding 'volunteers' as pilots.

USING THE GROT BOMB LAUNCHA

A Cheap and cheerful, a Grot bomb launcha is as much about a fun addition to your army as winning battles.

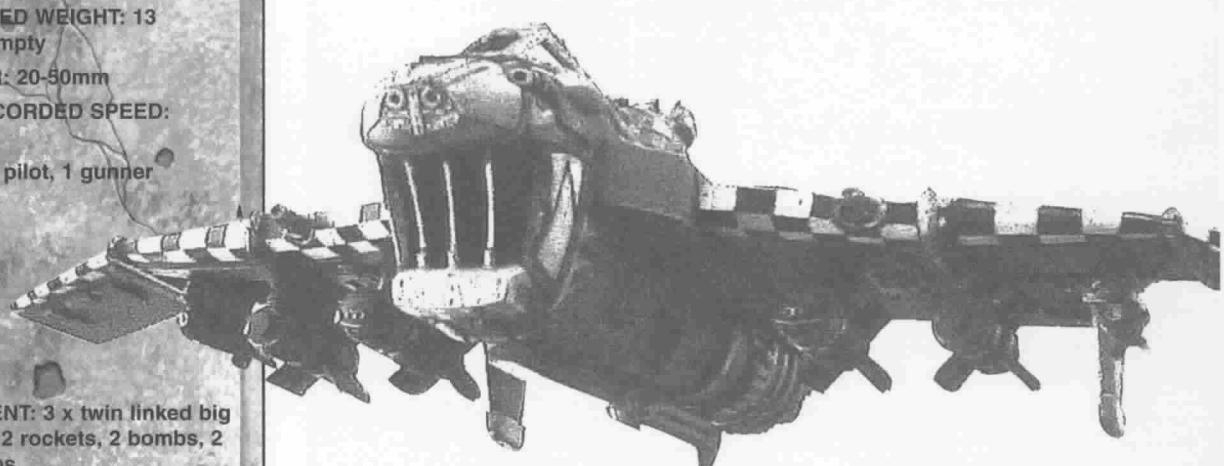
A Grot bomb does pack quite a punch, and a battery of 3 are capable of taking out an enemy tank or hurting an infantry formation.

GROT BOMB LAUNCHA



BOMMER

LENGTH: 14.2m
 HEIGHT: 3.75m
 WINGSPAN: 17.9m
ESTIMATED WEIGHT: 13 tonnes empty
ARMOUR: 20-50mm
MAX RECORDED SPEED: 1900kph
CREW: 1 pilot, 1 gunner



ARMAMENT: 3 x twin linked big shootas, 2 rockets, 2 bombs, 2 big bombs

MAIN AMMUNITION: 900 rounds

PAYOUT: 1400 kilos

All specifications taken from battlefield recovered vehicles

"Shooty Deff from da Sky"

motto of Vulcha Sqwadron

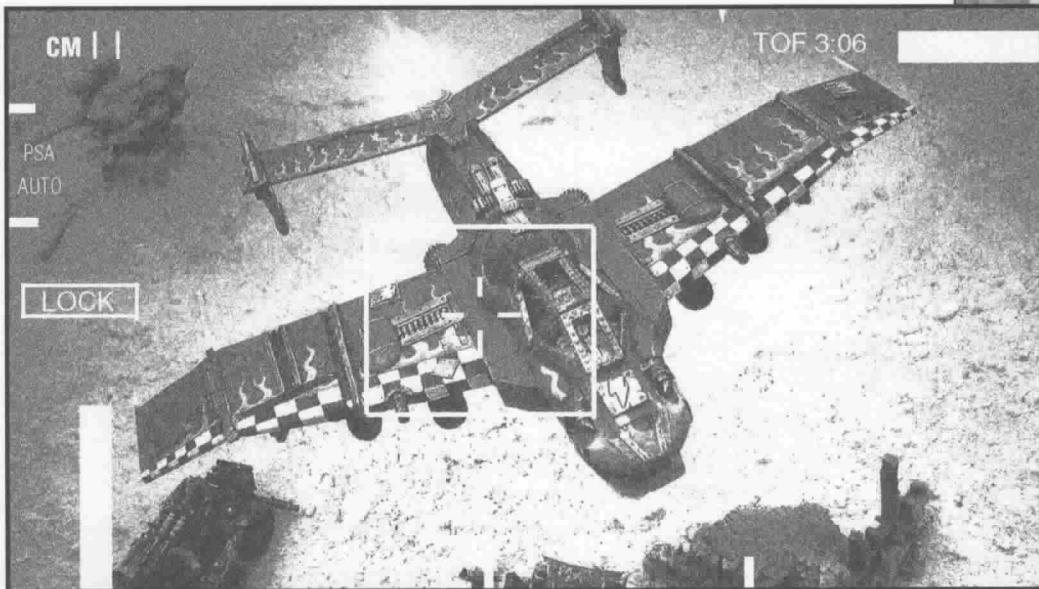
XENO TYPE : ORK
MORPHOLOGICALLY STABLE
PYSCHOLOGICALLY UNSTABLE

Although my studies have revealed that most Orks prefer to keep their feet firmly on the ground, there are a few unstable individuals amongst the tribe that have developed a craving to fly through the air like a bird. The Orks refer to these creatures as Flyboyz, and all specimens have been from the sub-cult called Speed Freaks. It seems their demand for extra speed cannot be satisfied by land based vehicles. They take to the sky in search of even greater exhilaration. Their reckless attacks and dive bombing seems to effect their brain patterns, as does the search for greater and greater speeds, enducing a state of manic euphoria. Other Orks generally consider them to be quite mad and most Flyboyz live a semi-exile from the tribal heirarchy, only associating with other Flyboyz, Gretchin slaves and the deranged technicians who build and maintain their aircraft.

XENOBIOLOGIST FREMANT.
SPECIMEN TAKEN: ARMAGEDDON - THIRD WAR.
ALPHA-FORM MALE
CAPTURED ALIVE



Left: Missile Lock.

**BOMMER**

	Points	Front Armour	Side Armour	Rear Armour	BS
Bommer	208	10	10	10	2

Type: Flyer**Crew:** Ork

Weapons: The Bommer is armed with twin linked big shootas in the nose, twin linked big shootas in the wings and twin linked big shootas in the rear turret. It also carries 2 x bombs, 2 x big bombs and 2 x rockets.

Options: A Bommer can replace both of it's big bombs with Grot guided big bombs for an additional +10 points per bomb.

Heavy Support: The Bommer is a Heavy Support choice for an Ork army.

SPECIAL RULES

Grot Bombs: Grot bombs are what Orks call Smart bombs. They are guided onto their target by a Gretchin 'pilot'. In all ways they are treated as Smart bombs (see main flyer rules for details of Smart bombs).

**USING THE BOMMER**

A Bombers provide the Orks with their fastest moving heavy support fire.

They also lend themselves very well to special scenarios. A 'Bombers over the Sulphur River' game with Ork Bombers evading ground fire, flak and interceptors to attack and destroy a vital bridge would be fun, maybe with each player taking command of a single bommer, and the winner being the pilot to knock out the bridge.

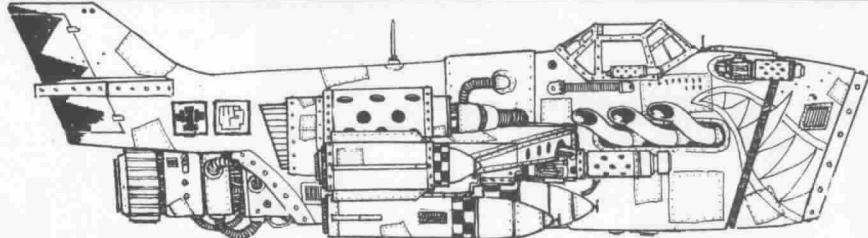
An enemy airfield would also make a good target for an Ork bombing raid, with the most points being scored for hitting enemy aircraft still on the ground.

Left: A Thunderbolt's gun camera captures the last moments of an Ork Bommer.

FIGHTA-BOMMER

LENGTH: 11.8m
HEIGHT: 3.75m
WINGSPAN: 13.3m
ESTIMATED WEIGHT: 11 tonnes empty
BARREL LENGTH:
ARMOUR: 20-50mm
MAX RECORDED SPEED: 2100 kph
CREW: 1 pilot
ARMAMENT: 2 x twin-linked heavy shootas, 2 x rockets or bombs
MAIN AMMUNITION: 400 rounds
PAYOUT: 800 kilos

FIGHTA-BOMMER



Aerial reconnaissance of an Ork airfield.



Lord Commander,

The campaign on the plains of Azoth continues to go ill.

My forces are be-deviled by constant attacks from the air. On these desolate plains our every move is easily observed and each dawn brings new attacks from Ork aircraft. In the past week alone I have lost 24 Leman Russ tanks. My regiment cannot sustain such losses for long.

Our anti-aircraft defences are stretched to capacity. Ammunition runs short. What aid is offered by the Imperial Navy is too little and heavily out numbered.

I beseech you, if the campaign is not to end in failure, make available to me more Hydras and Thunderbolts.

Your loyal servant,

Colonel Ishmail Mott, 14th Cadian Armoured regiment.

FIGHTA-BOMMER

	Points	Front Armour	Side Armour	Rear Armour	BS
Fighta-Bommer	135	10	10	10	2

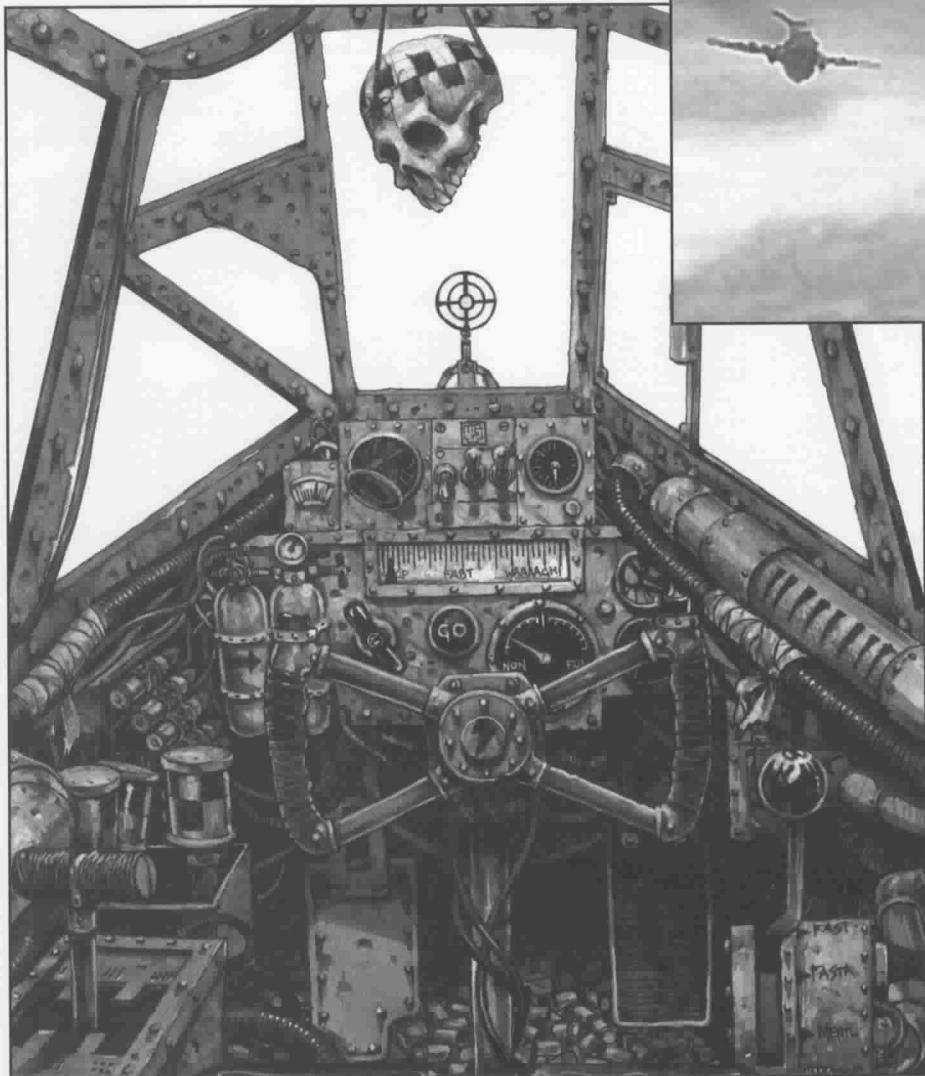
Type: Flyer

Crew: Ork

Weapons: The Fighta is armed with twin linked big shootas in the nose and twin linked big shootas in the wings. It also carries 2 x rockets or 2 x bombs (players choice).

Options: A Fighta-Bommer can replace both of it's rockets or bombs with Big Bombs for +10 points each or Grot guided Big Bombs for an additional +20 points each.

Heavy Support: A Fighta-Bommer is a Heavy Support choice for an Ork army.



Above: Artist's impression of the interior of an Ork Fighta-Bommer's cockpit.



Fighta-Bombers streak in unleashing rockets.

KNOW YOUR ENEMY

ENEMY VEHICLE RECOGNITION SILHOUETTES

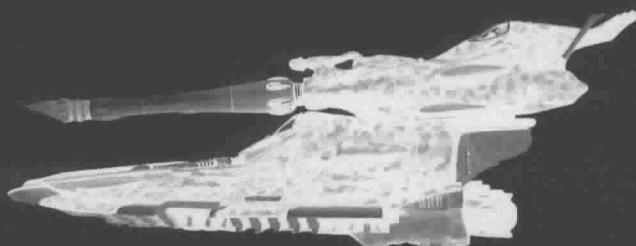
EYES ONLY
CLASSIFIED:
MAXIMUS/BETA



Cobra



Night Spinner



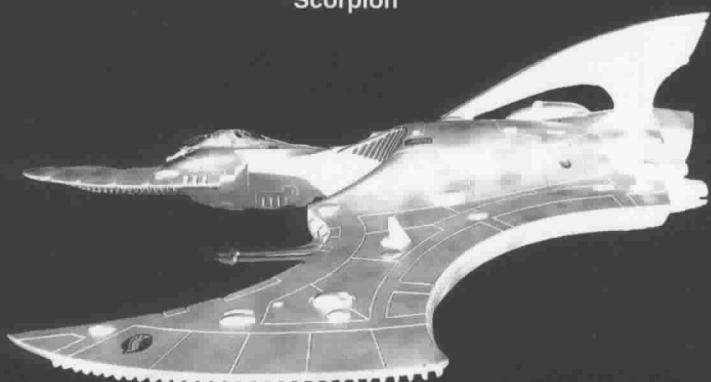
Scorpion



Wave Serpent



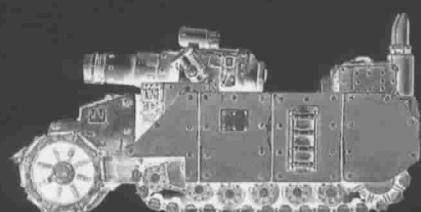
Raven



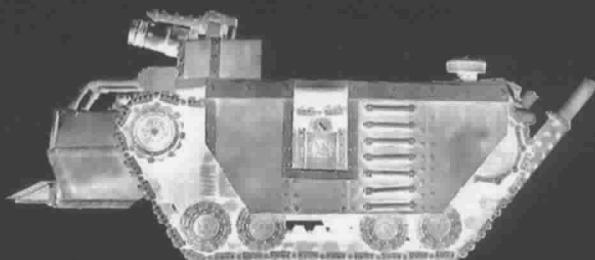
Vampire Raider



Nightwing



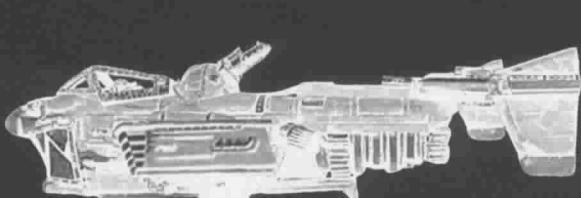
Gunwagon



Battlewagon



Fighta-Bommer



Bommer



Grot Bomb Launcha

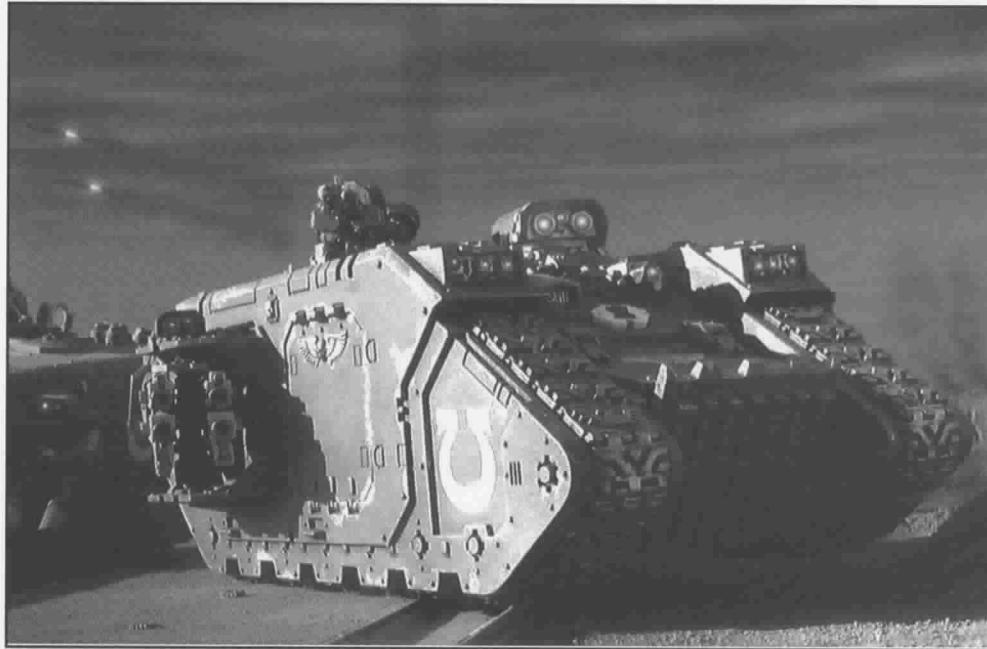
Left: Two Gunwagons rumble across the fields of Jumael IV agriworld. Note the Gunwagon in the background has been knocked out, its engine on fire.



Right: The Eldar invasion of Krayak's Moon was characterised by the use of super-heavy grav tanks in the vanguard to attack the Imperium's defensive strongpoints. The reason for the attack against this mining colony is not known.



Above: An Imperial Guard research team investigate the wreck of a Wave Serpent. This vehicle was turned over to the Adeptus Mechanicus for further research.



Land Raider Prometheus.

To find out more about the exciting range of highly detailed models from Forge World either visit our web site at:

www.forgeworld.co.uk

or send a SSAE (UK) or 2 IRC (rest of the world) to:

FORGE WORLD
GAMES WORKSHOP
WILLOW ROAD
LENTON
NOTTINGHAM
NG7 2WS
UK

You can also call our mail order hotline on:

0115 - 916 8177 from the UK

+44 - 115 - 916 8177 from overseas (for example, from the US call 01144 - 115 - 916 8177)

All of the models shown in this book are part of the Imperial Armour range of resin kits and conversion kits available from Forge World.

The Imperial Armour range also includes resin models of vehicles and machines from other Warhammer 40,000 armies.

We operate an on-line store and a regular e-mail newsletter through our web site, as well as a comprehensive mail order service.



Baneblade super heavy tank.

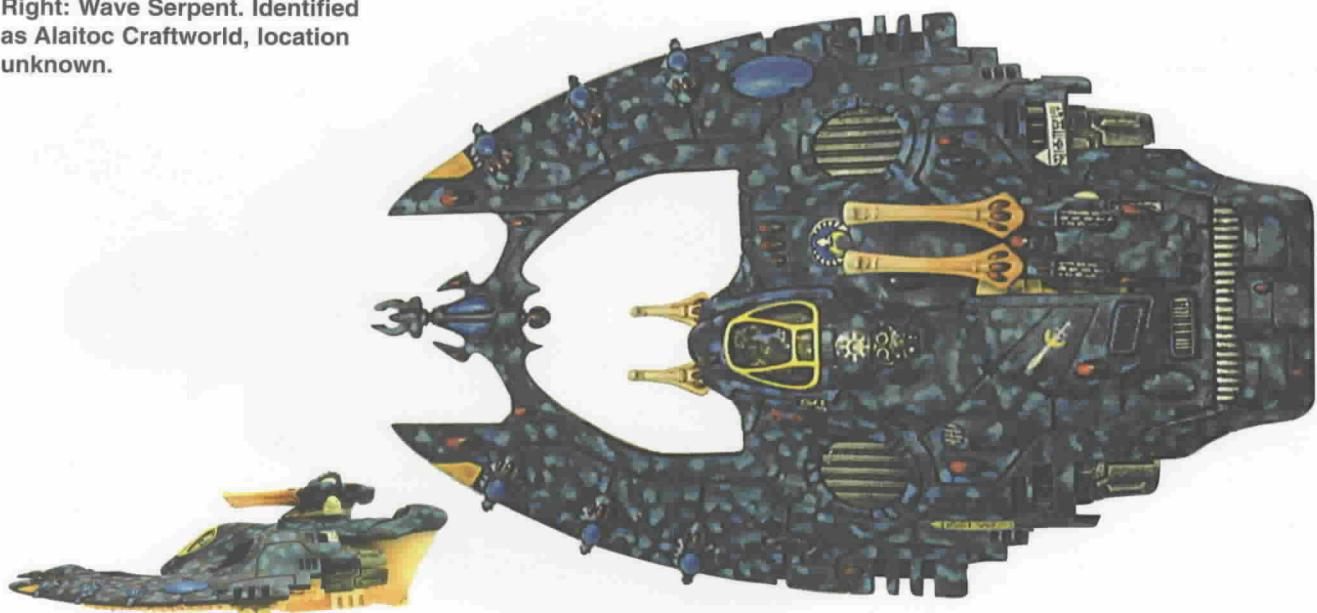


Above: Cobra Super-Heavy Grav tank. Identified as Iyanden Craftworld, Krayak's Moon attack force.

Below: Scorpion Super-Heavy Grav tank. Identified as Biel Tan Craftworld, Karsundi City, Lammas campaign.



Right: Wave Serpent. Identified as Alaitoc Craftworld, location unknown.



Left: Wave Serpent. Identified as Ulthwe Craftworld, from the intervention on Taro.



Right: Wave Serpent. Identified as Biel Tan Craftworld, retreat from the Karsundi river, Lammas campaign.



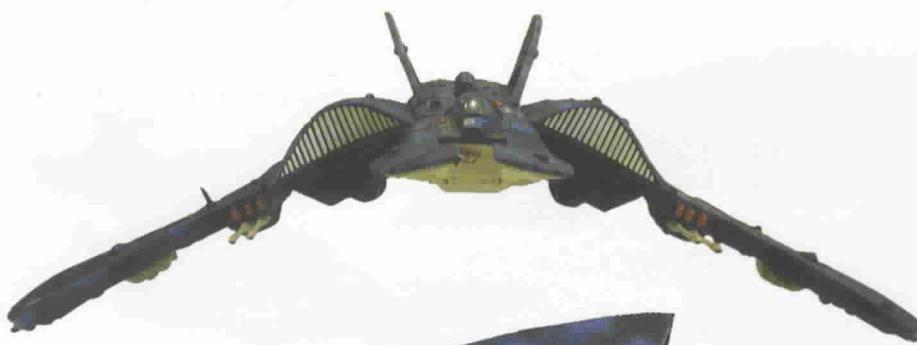
Right: Night Spinner. Identified as Alaitoc Craftworld, location unknown.



Below: Nightwing. Identified as Iyanden Craftworld, defence of Ichar IV.



Right: Nightwing. Unidentified Craftworld, scouring of Ithlas.

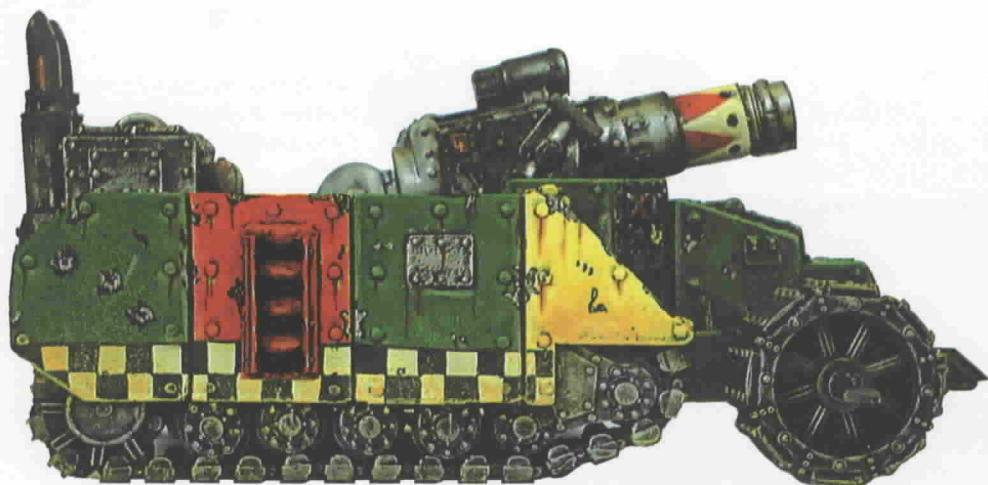


Right and Below: Vampire Raider. Unidentified Craftworld, believed to be part of the so called Pirate Prince 'Conanmaol of the Executioners' forces operating in subsector 199/64/GS/NE.

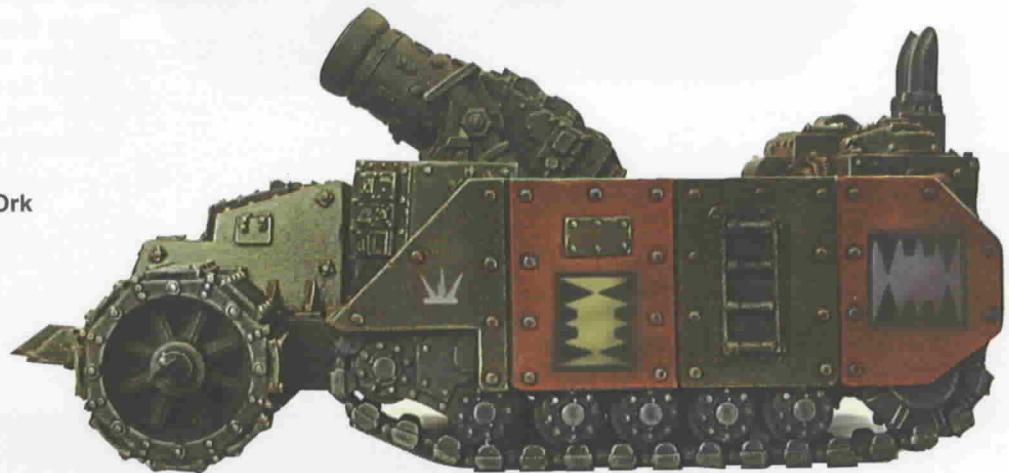


This particular aircraft was identified as part of the Moab interdiction force operating in the 'Cyclops Cluster' and was part of a squadron of four such aircraft all bearing the same colour scheme and exterior symbols. Anti-pirate operations in that area continue with little success.

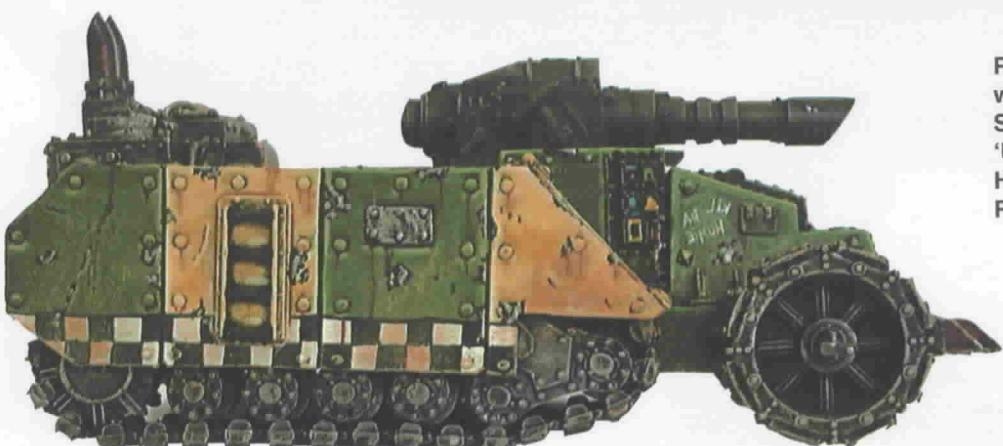




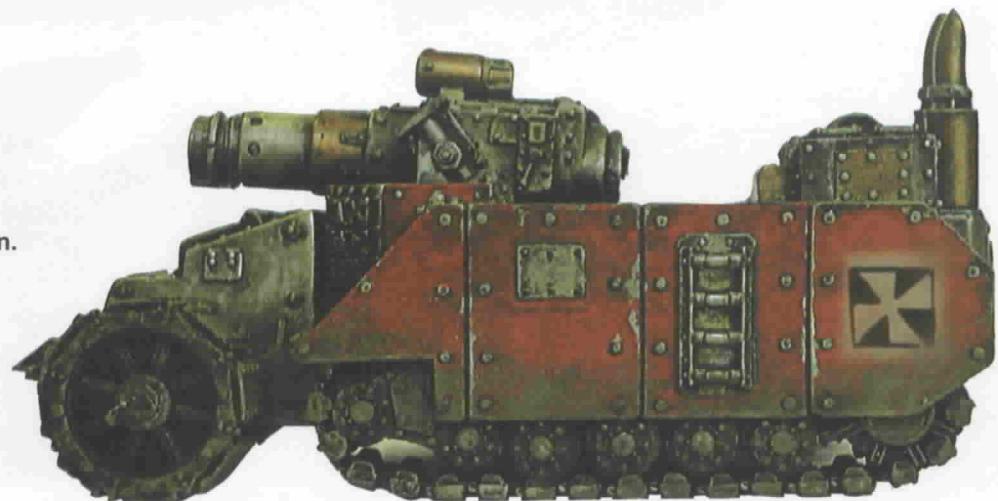
Left: Gunwagon with Kannon. Unidentified Ork Warband, 'Badvak's Blitzers', Balor Secundus.



Right: Gunwagon armed with a Lobba. Evil Sunz Ork Warband, 'Nah-Badun's Zagga Boyz', Levilnor IV.



Right: Gunwagon armed with a Zappa. White Spiders Ork Warband, 'Urglag's Speedas', Hellblade Mountains, Rynn's World.



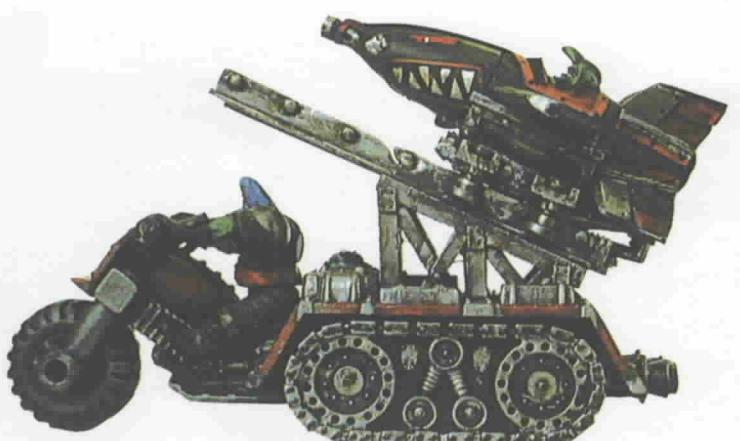
Right: Gunwagon armed with a Kannon. Evil Sunz Ork Warband, 'Nafgul da Wazgit', Acheron Hive, Third War for Armageddon.



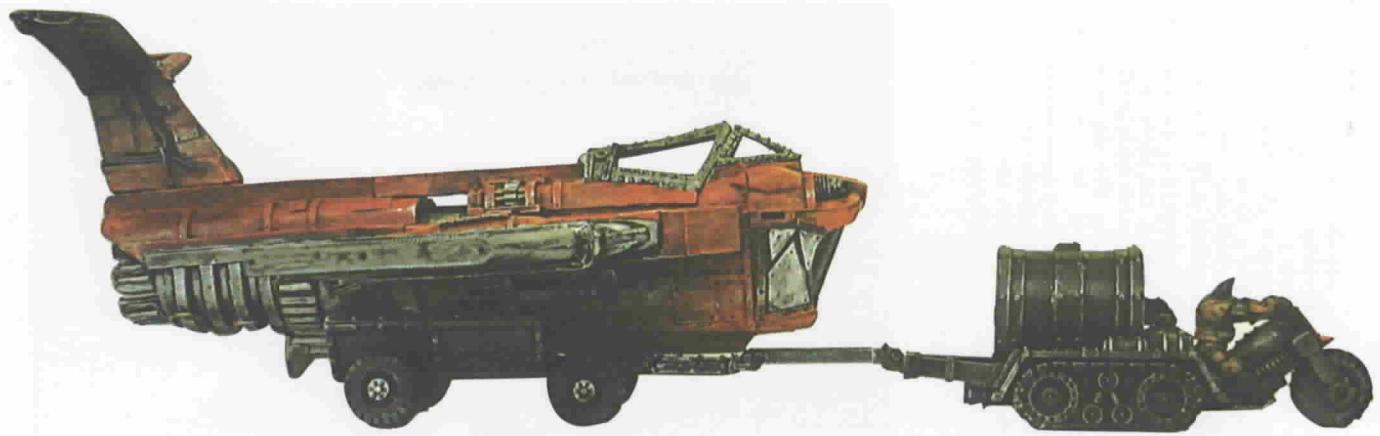
Right: Battlewagon armed with a Kannon. Evil Suns Ork Warband, 'Razor Speed Freaks', Plains of Anthrand, Third War for Armageddon.



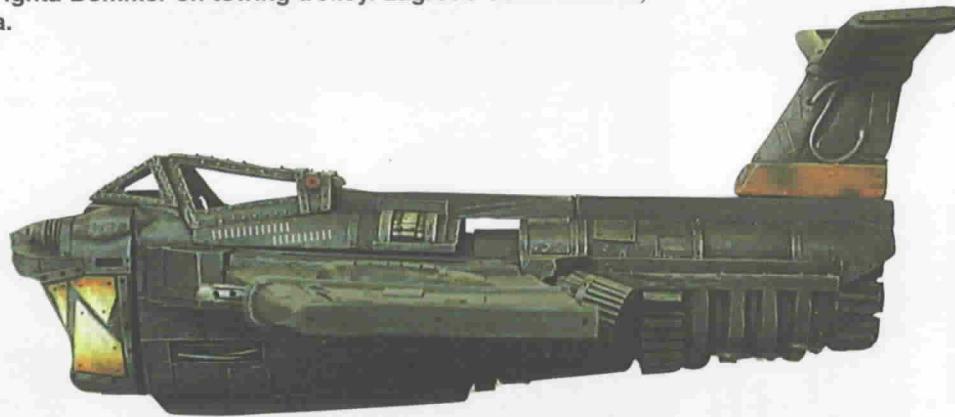
Above: Battlewagon armed with a Zappa and Death Roller. Unknown Ork Warband, Warbosses vehicle 'Da Dakka-Dakka boyz', Balor Secundus.



Right: Grot Bomb Launcha. Goff Ork Warband, 'Leegraph Boarfang's Blasta Boyz', Hellblade Mountains, Rynn's World.



Above: Fighta-Bommer on towing trolley. Lagrot's Gulch airfield, Golgotha.



Above: Fighta-Bommer believed to be that of 'da Black Barun'. Sulphur river bridges attack force, Rynn's World.



Above: Bommer. Identified as part of 'Vulcha Sqadron', Fire Wastes, Third War for Armageddon.



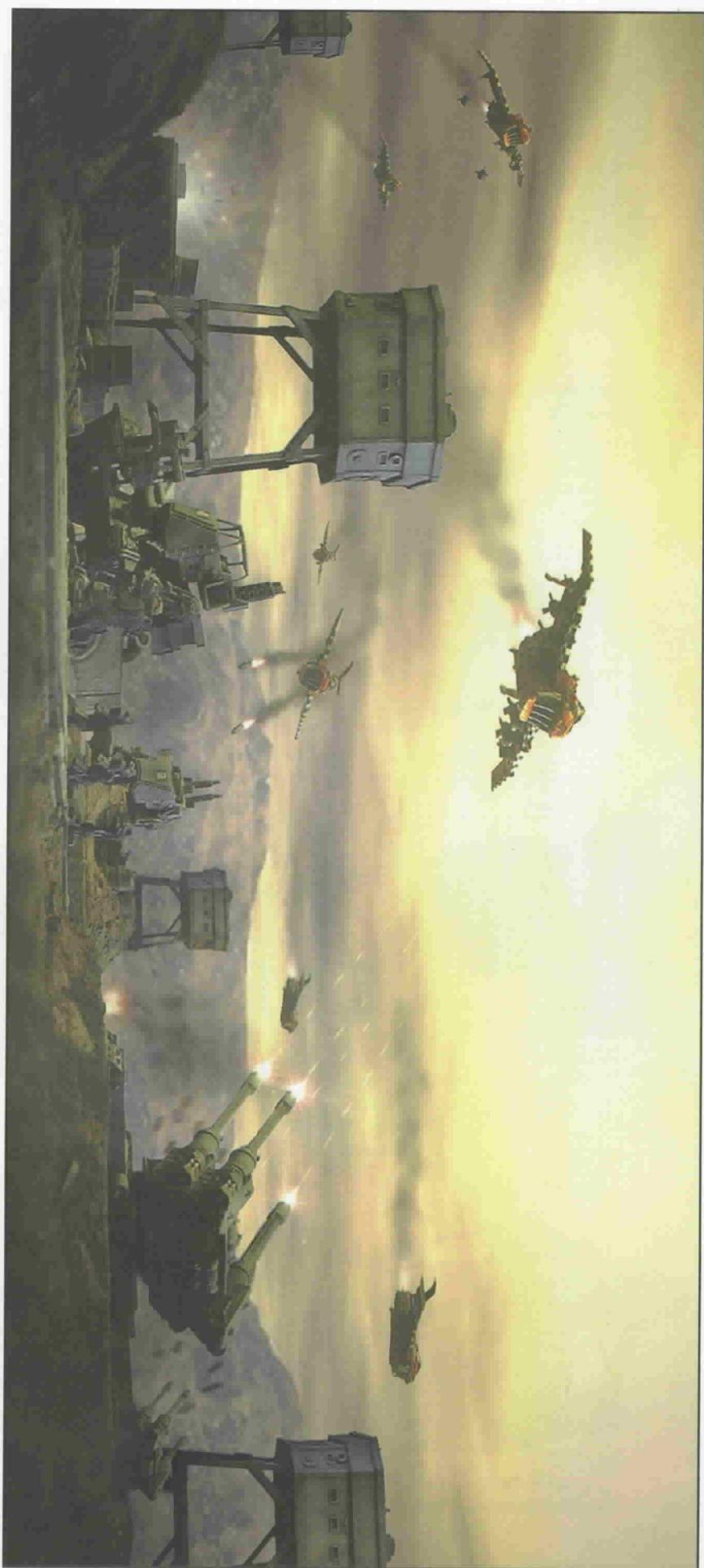
Above: Bommer. Sulphur river bridges attack force, Rynn's World.

AIR RAID

Supply facility, Castor 424, Funeral Hills, Ryann's World.

During its advance toward the Hellblade Mountains Ork air interdiction had become a major problem for the forces of the 15th Imperial Army under Commissar-General Mordred Van Horcic. After the costly first offensive had stalled, (moving the Imperial Guard front line about three miles at its furthest penetration), Van Horcic put all future offensive operations on hold. His forces needed completely re-suppling, re-equipping and a second Imperial Navy fighter wing would be transferred to support his ground troops.

As part of this re-supply operation four large depots were created in the Funeral Hills, bordering Desolation Valley. Given the Orks current air superiority the supplies where transferred from orbiting transports to huge underground warehouses, reinforced to protect the thousands of tonnes of shells, powerpacks and fuel within. A battery of Hydra flak platforms and numerous early warning and watch towers defended each base.



The photograph above was taken during the Orks morning raid on Castor 424. The operation is believed to have been planned and executed by the Ork Fighta-Ace 'da Black Barun', leader of Vulcha Squadron.

Showing greater cunning than most Orks are credited with, 'da Black Barun' plan involved a massive all out dawn attack on the supply facilities. He gathered approximately one hundred Fighta-Bommers and Bommers for the attack, splitting his force into 5 wings, one for each base and one as fighter cover to intercept scrambled Imperial Thunderbolts.

Once close to the target each group would then divide again into four attack groups, to launch simultaneous strikes from four directions. This tactic would minimise losses from ground fire, which would have to concentrate in one direction, leaving the other 3 with a free approach run. In practise the timing required for this was beyond most Flyboyz and it was of limited success. In this picture two of the attack groups can be seen, one closing from the north, the other passing over the base west to east.

Long experience of fighting Ork squadrons that freely mixed Fighta-Bombers and Bommers had taught the flak crews to concentrate their fire against the Bombers. Due to their larger payload and heavier bombs, the Bombers were seen as a greater threat to the underground storage facilities, and a standing order to ignore the smaller craft was in effect. The picture shows the battery engaging a Bommer rather than the missile launching Fighta Bommer.

Damage from the attack was minimal. Castor 424 reported that all of its storage facilities remained intact. Three Sentinel Powerlifters, a watch tower and one of the flak batteries three guns were destroyed, along with 36 casualties of whom 12 were KIA. Most of these came when a personnel shelter was penetrated by a Grot guided bomb. Four Bombers were shot down.

Subsequent attacks on the supply facilities also failed to cause serious damage, and after the anti-aircraft defences were strengthened with AA missile equipped Manticoore platforms losses to the Orks became too heavy to justify the tactics.



SUICIDE ATTACK. A battery of Ork Grot Bomb Launchas open fire having raced into position near the Hellblade Mountains, Rynn's World. Grot Bomb Launcha's are notoriously difficult to defend against due to their speed. A battery can have moved into position, fired and withdrawn before slower Imperial artillery can react. Note the launch trolley falling away in the airborne bomb's wake.



LEADING THE WAY. An Ork Gunwagon, (this variant with an enclosed fighting compartment and twin linked big shootas) leads the way for an Ork armoured assault.

IMPERIAL™ ARMOUR

ORK, ELDAR AND DARK ELDAR VEHICLES FOR WARHAMMER 40,000



After gaining high level security clearance from the Ordo Xenos, Forge World and Fanatic are proud to present Imperial Armour II, an exhaustive listing of a wide variety of alien vehicles for use with Warhammer 40,000.

This comprehensive guide to armoured warfare in the 41st Millennium is packed with rules and background on a wide variety of Ork, Eldar and Dark Eldar vehicle variants, from the deadly Ork Battlewagon to the awesome Vampire Raider. You will also find full details of Eldar and Dark Eldar flyers, Ork Grot Bomb Launchas and much more, along with extensive diagrams, technical drawings and photographs to keep every Warhammer 40,000 player happy. Featuring the alien vehicle variants available from Forge World, whether as resin models or tank conversion kits, Imperial Armour II provides a wealth of modelling, gaming and reference material for the dedicated gamer!

PRODUCED IN ASSOCIATION WITH

ForgeWorld®

ISBN 1-84154-219-9
PRODUCT CODE 60 71 01 99 003



5 011921 950522 >

United Kingdom

Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham,
NG7 2WS

Australia

Games Workshop Ltd,
23 Liverpool Street,
Ingleburn,
NSW 2565

USA

Games Workshop Inc,
6721 Baymeadow Drive,
Glen Burnie,
MD 21060-6401

Canada

Games Workshop
1645 Bonhill Road,
Units 9-11,
Mississauga,
Toronto, L5T 1R3

Hong Kong

Games Workshop
2002-2006,
Horizon Plaza,
2 Lee Wing Street,
Ap Lei Chau

GAMES WORKSHOP®

PRINTED
IN THE UK



Citadel and the Citadel Castle, Forge World, Games Workshop, the Games Workshop logo and Warhammer 40,000 are UK registered trademarks of Games Workshop Ltd. Fanatic and the Fanatic logo are trademarks of Games Workshop Ltd. The exclusive copyright in the contents of this package is the exclusive property of Games Workshop Ltd © 2001. All rights reserved.

CITADEL
MINIATURES