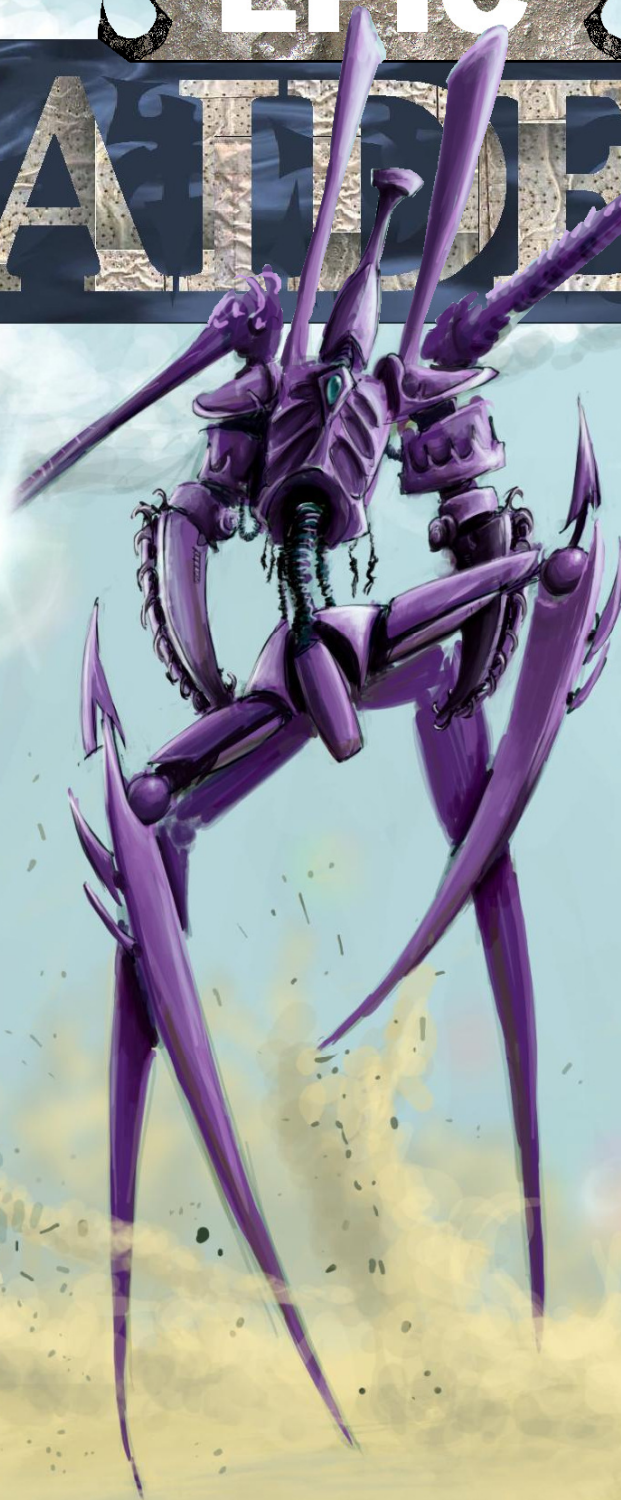# EPIC

RAIDERS

2.0

Unofficial

An Epic Armageddon Supplement

Epic: Raiders

Version 2.0

By William L. Sturtevant

While we worked on the fictional struggles within the 40K Universe for over a year with this book, one of our own creative team was engaged in a real battle against testicular cancer. This publication is dedicated to Erik 'Scarik' McGrath and his victory over this terrible disease. Be a real man, get educated about your own health, and get your 'boyz' checked out.

http://www.cancer.org

Epic: Raiders

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Credits

Please take the time to look through this list as *Epic: Raiders* simply would not have been possible without the people mentioned here. Note that every single piece of art in this supplement (including the watermarks, model pictures, etc.) is here with explicit permission from its creator. Please do not distribute or copy the artwork, model images, or fiction without contacting the appropriate artist first. Everyone involved was quite willing to offer up their work for free and -if you make an effort to ask- no doubt that level of cooperation will extend to you. Check out the links to the galleries under each artist's name to see more fantastic work from them.

Tremendous thanks to Randy Linbourn who acted as our in-house artist and made many pieces of wonderful art upon request. And this man actually does not consider himself to be an artist! It is an honor to feature so many of his pieces here together.

Congratulations to Peter Laycock who not only provided us with fantastic works of art but won the *Epic: Raiders* Artwork Competition.

Big thanks to Iain 'Cybershadow' Werry for hosting us at the Tactical Wargames forum at www.tacticalwargames.net. If you are looking to get started in Epic or expand your existing game, this is the place to go.

Other big thanks go to Warseer.com and their online publication Firebase which allowed *Raiders* to be seen by so many.

We would be remiss in our handing out of lauders if we did not include the people at Games-Workshop, Specialist Games, and Forgeworld in our gratitude. After so many years, players often forget the creative minds that originated the game and take many things for granted. Thank you Jervis Johnson and Andy Hall at Fanatic for your efforts, both past and present.

Last but not least, thank you to the numerous Epic players who helped playtest the Dark Eldar, Minervan, and Necron armies; generated valuable data for helping shape and balance the lists; and combed over the publication for us to find the many errors we missed.

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Kevin Bott (Necron models)

Ben Skinner (Minervan Thunderer Tank)

'Zombocom' (Necron models)

Daniel 'Tigibus' Angebaud (Necron models)

1.0 Introduction

Epic: Raiders is an unofficial, fan made supplement designed for the *Epic: Armageddon* gaming system. Started in February 2007 by a small group of Epic fanatics, this publication ballooned into a major undertaking involving almost fifty people, over a thousand emails, three hard drive crashes, and took literally hundreds of hours to complete. Our goal was to provide a professional body of work to Epic players worldwide in order to encourage the play and expansion of the game. It is designed to work in conjunction with the *Epic: Armageddon* and *Epic: Swordwind* publications.

Raiders is an original storyline that takes place on Scarab: a mining colony world and waypoint for Imperial forces. It involves the Minervan Armored Legion, the Necrons, and the Dark Eldar who are pitted against each other in a brief and bloody struggle. Behind it all is a cunning force that is manipulating every side against the others for its own gain.

Every attempt was made to have the fiction and army lists correlate with the existing 40K Universe while providing for a full and enjoyable Epic playing experience. We fully understand that fans of 40K and Epic alike (not to mention Games Workshop) are extremely particular and do not like this fictional setting 'polluted' in any way. The mention of Dark Eldar war engines or Necron harvesting machines can make one fan wince in pain while another drools in anticipation. At the same time we were quick to recognize that there are huge gaps of missing unit types that simply must be in existence for the 40K setting to have some cohesion. The Necrons did not wage war against the Old Ones with Monoliths alone and the existing fictional accounts are ripe with vague descriptions of horrifying machines and powerful weapons. Likewise, the Dark Eldar must have vehicles that fall

somewhere between the frail Raiders and the massive Torture Class Cruisers for them to destroy entire regiments of Imperial forces. The Eldar Empire fell, but no doubt the first worlds the Dark Kin raided were their former homes, taking with them weapons and technology with which they were acutely familiar.

Epic: Raiders was created with the goal of having a Games-Workshop friendly document. We fully support that players purchase their army units from Specialist Games and from Forgeworld whenever possible. The Minervan list includes beautiful units that can be purchased from both of these sites. We have included two modeling sections that will help you scratch-build or convert the Necron and Dark Eldar units that cannot be purchased from these sources. Please read on for more details.

As a final message to Games Workshop, *Epic: Raiders* was made on a shoestring budget with a 100% volunteer force. This supplement is a small representation of the efforts of the most loyal fan base a game could possibly have. We will continue to play (and pay for) Epic as long as you provide for us. In other words <u>if you produce it, we will buy it</u>. We hope that you will take this body of work as an indicator that Epic players are waiting – sometimes not so patiently – for you to create the next line of models. Thanks again for letting us blow things up in your universe.

1.1 Special Rules

There are two special rules that apply to the Dark Eldar army which are listed here in this separate section. The intent is for these rules to be used not just with the Dark Eldar but with other Epic lists in development. As an example, the current Tau list not only uses these rules but was the original list to actually employ them. Players interested in developing their own lists should feel comfortable referencing these rules.

Both rules focus on the Support Craft type of vehicle, but the rules need not be applied in tandem. It is entirely likely that a Support Craft could be applied to a vehicle that has no space faring capabilities whatsoever like a 'War Zeppelin' or other such vehicle.

1.1.1 Support Craft

Support Craft are much like a hybrid between a Skimmer and an Aircraft. They remain high up in the air, hovering over the battlefield, firing over intervening terrain when possible. Support Craft function identically to a Skimmer unit that is always 'popped up'. Support Craft fire and are fired at normally (i.e. anti-aircraft ability is not required). In an assault, Support Craft automatically force a firefight in the same manner Skimmers may choose. It is assumed that Support Craft transports or the troops they carry are appropriately equipped to embark and disembark troops as normal.

1.1.2 Self Planetfall

Self Planetfall is plotted exactly as *Planetfall* in section 4.4 of the Core rules. Both the turn in which the formation arrives and the landing location is plotted. The only exception is that, because these units are much smaller than orbiting spacecraft, they may be plotted to arrive in the same turn that an enemy spacecraft is present. On the designated turn the *Self Planetfalling* unit is activated in the normal activation sequence, as with Spacecraft. Nominate the action for the formation and roll to activate. If the unit fails to activate its arrival is delayed to the next following turn. If the activation is successful, place the formation at the plotted landing zone and determine scatter according to Core Rules 4.4 as if it were a normal *Planetfall*, including loaded units disembarking up to 5cm. The formation's action proceeds as normal in all respects from that point. In other words, the formation gets the "free move" from *Planetfall* placement at the beginning of its action but in all other ways activates as normal. Note: The action is chosen at activation, before scatter is determined. Choose the action carefully as a poor scatter role could render some actions ineffective.

Raiders 2.0 Update

The one year anniversary of Raiders has come and gone and the reception was much better than expected. This book is updated with new army stats, corrected typos, and a number of small adjustments. No doubt there will be things that –when *Raiders 2.0* goes into print- will make me slap my forehead and scream out "Doh!"

There are also pieces of art and other pictures where the resolution is simply not good. These will have to remain as they are simply because the original files were lost forever to two different hard drive crashes in two different countries. I do hope that expectations are not too high for a complete revamp of this tome as that was never the intent.

If you have the original *Raiders* book, there is no real need to get this newer version. The pdf files will be forever free online and there will hopefully be sheets available to update your existing book that will be much more cost effective than purchasing a whole new book. Of course if your *needs* are outstripped by your *wants*, then by all means order 2.0.

All three army lists underwent some changes. For the Dark Eldar and the Minervan lists, the changes were minor at best. The Necron have had some serious changes that will hopefully address the heavy handed nature of the list as it played. Please check the indices in the back of the book for all list modifications and the justification behind them.

The Support Craft rules were modified to match the changes set by the NetERC and the Army Champ for the Tau. As always, we are striving for a high level of consistency in the game of Epic and this type of thing happens in open development. It is my guess (my hope?) that these will be the last of the modifications.

Thanks for your support and enjoy *Raiders 2.0*!

DARK ELDAR
KABAL OF PAIN'S WAY

Do not offer them gold,
They do not come for riches.
Do not offer them surrender,
They do not come for victory.
Offer them nothing,
They come only for your souls.

2.0 DARK ELDAR FORCES

The following special rules are applicable to all Dark Eldar armies.

Special Rule - 2.0.1 Hit & Run Tactics

The Dark Eldar are piratical raiders from the depths of the Dark City and the treacherous expanses of space. Due to their limited population, losses simply cannot be sustained at length. Because of this they have developed tactics that when combined with their highly advanced technology allows them to attack the enemy and then quickly retire in order to avoid any return fire. This ability is reflected by the following special rules, which apply to all formations in a Dark Eldar army:

Dark Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, a Dark Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition, a Dark Eldar formation that wins an assault is allowed to move up to their full movement when they consolidate, rather than being limited to a move of 5cms as would normally be the case.

Special Rule - 2.0.2 Fleet of Foot

With eons in which to practice pirating techniques upon the *mon-keigh* of the galaxy, the Dark Kin have honed the skill of squeezing every bit of advantage from a lightning style attack. To represent this, Dark Eldar formations do not incur the typical penalties that other races would after taking a March action. Dark Eldar formations that have marched may lend support in assaults, help claim a crossfire bonus, and even fire flak shots.

Special Rule - 2.0.3 Dark Eldar Technology

Webway Portals

These smallish portals are used by the Dark Eldar as much as the Eldar. Allowing safe travel through the Warp, each Webway portal included in the army allows the Dark Eldar player to keep up to three formations back in Commorragh. Any of these reserve formations may enter play via a Webway portal by taking an action that allows them to move, then measuring its first move from the portal on the tabletop. No more than one formation may travel through a single portal each turn. Wraithgate use is limited to formations made up exclusively of infantry, light vehicles, and armored vehicles with the *walker* ability (The feared Kashnarak is the exception to the rule).

Shadowfields

Dark Eldar war engines are shrouded in light absorbing energy fields which serve as a powerful defence against the massed guns of their cornered prey. Each shadowfield will absorb one successful hit before going down; no blast markers are caused for this hit (this includes firefight but not close combat). A war engine with at least one shadowfield remaining automatically regains an additional field at the end of the rally phase of each turn. If the shadowfields are completely knocked out, they will not return for the remainder of the game. The war engine can never have more shadowfields than originally allotted. In addition an active Shadowfield always counts as being in cover (apply -1 cover modifier). This has no effect on their engagements, however, either in close combat or firefight.
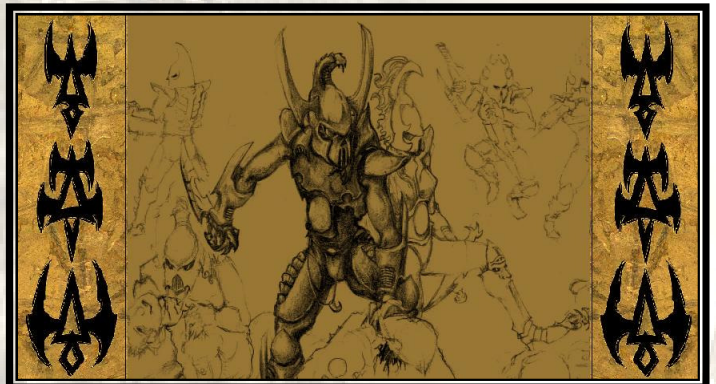
Optional Special Rules

The Dark Eldar are known for being swift, cunning, and vicious when dealing with their enemies. There are no rules of engagement when it comes to fighting these pirates; their motivations are as twisted as their minds and predicting how they will operate is near impossible.

While the Dark Eldar list was under development, many ideas were toyed with and tested to see how they would fit in with the army. We streamlined the rules to match the same number of special rules as the Eldar, with the full understanding that we were shelving some great concepts. With *Raiders 2.0* out, however, I wanted to bring some of these back in a <u>non-official</u> capacity. While these optional rules can possibly unbalance the army list you are playing with, they do provide you as a player with some added flavor for friendly games or non-tournament scenarios.

As a means to balancing these newer options, Dark Eldar players may purchase these special abilities for **50 points each.** Their purchase should be made during your army list construction.

Optional Special Rule - 2.0.4 Combat Drugs

Some Dark Eldar units take or administer drugs in order to help them perform better on the battlefield. The results of these enhancement drugs are sometimes unpredictable however.

Combat Drugs are limited to Wyches, Hellions, and Reavers. After successfully activating an eligible formation (but prior to the action itself), roll a D6 to randomly determine see the effect of these drugs. The effect determined will be the same for all eligible units within that formation for the remainder of the turn and cannot be reversed.

D6 Result

1 – Bad Brew. Close Combat and Firefight assault resolutions are only allowed a single die roll instead of two.

2 – Dispenser. Select one infantry unit as *inspiring* for the remainder of the turn and mark it in some fashion. If this unit is killed during the turn, the formation takes an additional Blast Marker.

3 – Induced Fearless. Units are not only *fearless*, but obligated to be so. They may never retreat from an enemy formation whether broken or not, but must move as close as possible to the nearest enemy formation without violating zone of control.

4 – Extra Close Combat Attack. Each infantry unit gains one extra attack. This effect is cumulative with any other extra attacks the unit may have.

5 – Re-roll all first time assault misses. Any misses after this re-roll are misses for that assault. This re-roll only applies to regular assault rolls, not to extra attacks.

6 – Butcher. After winning any assault, the formation is sent into a blood crazed frenzy torturing victims on the spot. The formation is only allowed to consolidate up to 5cm toward where the victims once stood.

Notate on a sheet of paper (such as your army list) the results for each formation. If playing a tournament scenario, Combat Drugs should be limited to one formation per army, but a new formation may be selected each turn.

Optional Special Rule - 2.0.5 Hidden Deployment

Formations made entirely of infantry can be placed on the board in a hidden location unbeknownst to the opposing player. The location is determined prior to the placement of formations when planetfall and orbital bombardments are recorded.

Record the location and turn that the formation will become visible. The turn and the location are kept secret until the player is ready to reveal it. A hidden formation must be revealed prior to the Strategy Roll during the teleport phase.

When placing hidden units on the board, the first unit must be on the specified coordinate, and each subsequent unit must be placed within 5cm of another regardless of whether or not it is a *scout*. Units should be placed outside of an enemy's Zone of Control whenever possible. If at any time an opponent ends his formation's movement so that its Zone of Control covers the recorded coordinates, the hidden formation is revealed and an assault immediately results (regardless of the enemy's orders).

Formations in hidden deployment do not count toward the maximum number of formations hidden within the Webway. If playing a tournament scenario, Hidden Deployment should be limited to one formation per army. Hidden units cannot use the *teleport* ability.

Optional Special Rule - 2.0.6 Scavengers

Dark Eldar formations that win assaults can scavenge enemy vehicles lost and add them to their own formations. This represents the piratical nature of the Dark Kin as they pick their targets clean of anything they see useful.

If any Dark Eldar formation wins an assault, any non-infantry units belonging to the enemy that are destroyed due to hack-down kills can be added to the ranks of the winning formation. One Dark Eldar unit must be removed from the victorious formation for every acquired enemy unit. This represents the Dark Eldar occupying their new assets. War Engines must be occupied by swapping out a number of units equal to the starting Damage Capacity.

The new unit operates in the exact same fashion as it did before with all special abilities. Army specific abilities (such as *And They Shall Know No Fear* for the Space Marines) do not transfer to the acquired unit, however. Any accumulated Blast Markers from the enemy are removed, but damaged war engines remain damaged (ex. An Ork Gun Fortress is hacked down during a failed assault. It already has lost 1 DC due to the assault itself. The Gun Fortress is acquired and all Blast Markers are removed, but the unit remains at only 2 DC). Combined assaults allow any of the participating Dark Eldar formations to *scavenge*.

Dark Eldar Archon Layr
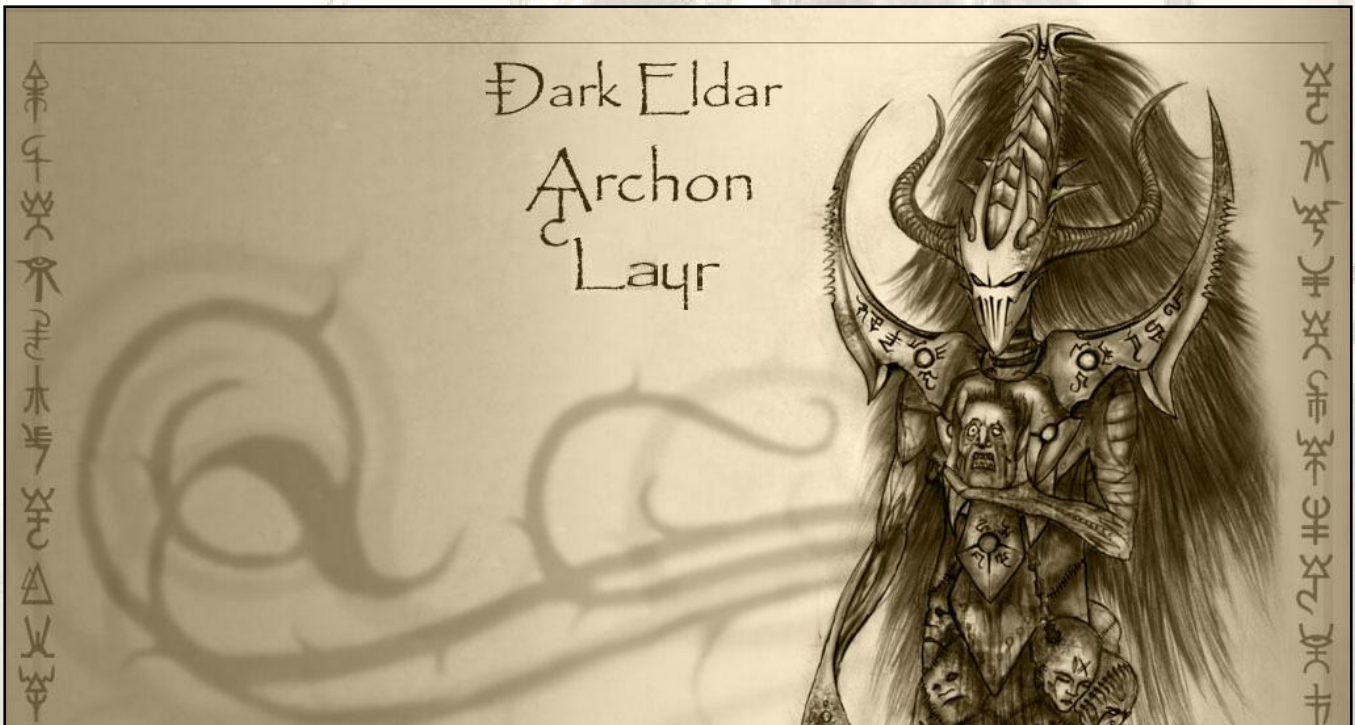
2.1.1 WARRIORS OF THE DARK CITY

ARCHON / ARCHITE

In the depths of the Dark City, in the dark vacuums of the gulf between the stars and the recesses of the Webway, the Lords of the Dark Kin attend to their courts. Flanked by the insidious Incubi, the Lords attend their duties. The delicacy of choirs of tortured souls, the feasting upon innumerable slaves, the slaughter of populations- their undertaking is tireless.

Prolonged over the ages by arcane and unspoken horrors, the lords of the Dark Kin protect themselves and their interests above all cost. They surround themselves with their most precious and most dangerous warriors, to protect them from both their enemies and their allies. Such is the existence of the politicking Archons of Commorragh.

The Archons are ultimately strong in mind. Unlike their path-bound Craftworld Kin, they are not tied to the rigid disciplines and conventions of their kind. They are not hampered by the darker side of their nature, *they embrace it*. They stand as masters of the most terrible natures of the darkest pits of the most horrific minds, yet they persist. Driven by unrestrained intellect and cunning and possessing the near limitless physical prowess of the Eldritch-kind, they are terrifying to consider and to behold them induces insanity.

ARCHON				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Agonizer	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	

Notes: *Invulnerable Save, Supreme Commander, Inspiring*

DRACON / DRACITE

As the immediate inferiors to the Archons, the Dracons share the Lord's burdens. Ever seeking to further their own ends, they must balance personal service and service required of them for their patron. Skilled Dracons thrive both in Commorragh and on pirate raids. Those that are too ambitious or too undisciplined soon fall, whether by the blade of their own Sybarites or by the hand of their Archon.

DRACON				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Agonizer	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	

Notes: *Invulnerable Save, Commander, Leader*

SYBARITE / SUCCUBUS

The first rung that prevails in Commorragh belong to these enforcers of rule: Sybarites direct the Syndicates' operations of Kabals at its lowest, grittiest levels. They administer and focus the directions of the gangs and mobs under their dominion. The Sybarite is akin to a sergeant, a father, and a gangleader all in one. They strive to shape their minions to their will before they are betrayed, or left without protection alone in the crimson twilight of the Dark City.

SYBARITE / SUCCUBUS				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
Character	-	-	-	-
Weapons	**Range**	**Firepower**	**Notes**	
Punisher	(base contact)	Assault Weapon	Extra Attack (+1)	
Notes: *Leader*				

INCUBI

The most fearsome warriors of all the Dark City, Incubi are the rumored servants of the Dark Father. They guard those of power, escorting, protecting, preserving. They are insidious and ever present in the courts and coteries of the Lords of Commorragh. Their purpose is well known to those who encounter them and their immediate effect is undisputable: cross the line and death is immediate. While torture is well within their ability and purview, the Incubi are most notably the sword of the Archon. Whether they be defending their own fortifications within the Webway or protecting their Archon on a raid, these fighters follow orders with soldier-like discipline.

INCUBI				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
Infantry	15cm	4+	3+	6+
Weapons	**Range**	**Firepower**	**Notes**	
Tormentor Helms	(15cm)	Small Arms		
Punisher	(base contact)	Assault Weapons	Extra Attacks (+1)	
Notes: *None*				

DARK ELDAR WARRIOR

There is no sure means to survive the Dark City, but furthering of an individual goal is easily pursued in the mighty Kabals, and the most powerful syndicates of the Galaxy extend from the depths of its dungeons. These Syndicates are formed of the most hardened, vile, cunning, depraved and ingenious thugs known to have existed. Warriors of a Syndicate show no remorse or regret, and all share in the overarching ethos of the Dark Kin: personal ambition. Warriors of Pain's Way represent the epitome of Kabal servitude and act as the framework around which the cults and covens operate. Entire cities have been cleared of their populations under their assaults which have bolstered both the Kabal's position within Commorragh and lent truth to the horrifying tales told of the Dark Eldar.

DARK ELDAR WARRIOR				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
Infantry	15cm	None	5+	4+
Weapons	**Range**	**Firepower**	**Notes**	
Splinter Cannons	15cm	AP5+	-	
Splinter Rifles	(15cm)	Small Arms	-	
Notes: *None*				

MANDRAKE

They lurk in the shadows, hidden from view by their always changing camouflage skin. Then they come from their hiding places and strike mercilessly at their unsuspecting victims. Within the tight alleyways of the cities and in the small skirmishes on the Imperial colonies, the Mandrake is the reason why people fear the dark.

On the battlefield the Mandrakes take on a much more sinister roll. Regardless of how full a transport may be Mandrakes seem to find room on the tightly cramped Raiders and Barges. But while Warriors frequently support their own numbers with these infiltrators, they also fight in independent formations. Sent well ahead of the Dark Eldar's strike force, Mandrakes will deploy themselves near enemy lines and wait. Cloaked and hidden from view, their appearance catches most by surprise - by then, it is much, much too late. On the planet Scarab, these assassins were able to thwart the efforts of the Minervan artillery through careful concealment and coordinated attacks. Only after being overwhelmed by reinforcements did they sink back into the shadows beneath rocks and behind ruins.

MANDRAKE

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	6+

Weapons	Range	Firepower	Notes
Splinter Pistols	(15cm)	Small Arms	

Notes: *Infiltrator, First Strike, Teleport*

SCOURGE

The winged warriors known as Scourges have become the death mark of many tank commanders as the Dark Eldar become bolder in their pirate raids. They dive from the skies with Lance weapons firing, coordinating their precision attacks with the main raiding forces. With little chance to defend against these speedy foes, Leman Russ companies have found their numbers thinning long before they can reach the front lines of the battlefield. Scourges have long since learned to extract themselves from the battlefield as soon as possible, however; their armour protecting them from only the lightest of anti-personnel weaponry and even then with questionable results.

The attack on Scarab's Strovos base was no doubt assisted by these wicked flyers which caught many unsuspecting Imperial trainees in crossfire attacks and left the bodies piled upon one another.

SCOURGE

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	6+	6+	4+

Weapons	Range	Firepower	Notes
Dark Lance	30cm	AT5+	Lance
Splinter Rifles	(15cm)	Small Arms	Extra Attacks (+1)

Notes: *Jump Packs, Teleport*

Wyches assemble amongst their Dark Kin prior to a raid.

RAIDER

Over time, the Dark Eldar have perfected the use of the Raider: an exceedingly quick transport vehicle with a silhouette that has become the signature for darkling raids. It is large enough to carry Warriors and support infantry to the enemy, yet small enough to fit through the Webway portals that dot maps of Imperial worlds across the galaxy. The Dark Lance armament is commonly referred to as "the death stroke" by many tank commanders, yet the Raider has virtually no armour, depending on its maneuverability and speed to protect it. While only two squads can be transported in these light vehicles, the Dark Eldar always seem to make room to bring back prisoners. Victims of the Dark Kin aren't afforded the luxury of riding on the platforms. Instead they find themselves strapped to the plows, bound the bottom of the skimmer, or caught up in dragnets strung between the Raiders.

The rape of Scarab no doubt achieved its success through the clever use of these skimmers. Combining speed and the ability to avoid all manner of terrain, the Minervan and Necron forces alike found themselves without a target to shoot at on most occasions. By the time forces could be rallied en masse properly against the darklings they were on to a new target.

RAIDER				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
Dark Lance	30cm	AT5+	Lance	
Horrorfex	15cm	AP6+	Disrupt	

Notes: *Skimmer, Transport (may carry up to two of the following units: Warriors, Incubi, Haemonculi, Grotesques, and Wyches: may transport 1 Mandrake unit in addition to these two units).* Units being transported may fire with any ranged weapons, and use their firefight value in an assault or to lend supporting fire.


RAVAGER

As fast as the Raider but more heavily armed, the Ravager is quite simply a killing machine. While both manage to traverse the Webway, they have very different roles in Dark Eldar raids. In the larger pirate raids the Dark Eldar have mounted, protection of the Kabals has become paramount, especially against military or other well guard targets. Ravagers are equally effective against armoured companies as they are the infantry companies who stand in their way, using their speed and effective lance weaponry to negate the toughest enemy vehicles.

Craftworlders have seen many Guardians disintegrated before their eyes at the hands of their dark cousins and then watched as the survivors flee in sheer panic. Over the dunes of Scarab the Kabal of Pain's Way disabled scores of Minervan tanks and crushed hundreds of Necron with the Ravager vehicle alone. This left no doubt in the eyes of their enemies that the Dark Eldar were a foe not to be underestimated.

RAVAGER				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	3+
Weapons	Range	Firepower	Notes	
2 x Dark Lance	30cm	AT5+	Lance	
Disintegrator	30cm	AP4+/AT6+	-	
Horrorfex	15cm	AP6+	Disrupt	

Notes: *Skimmer*
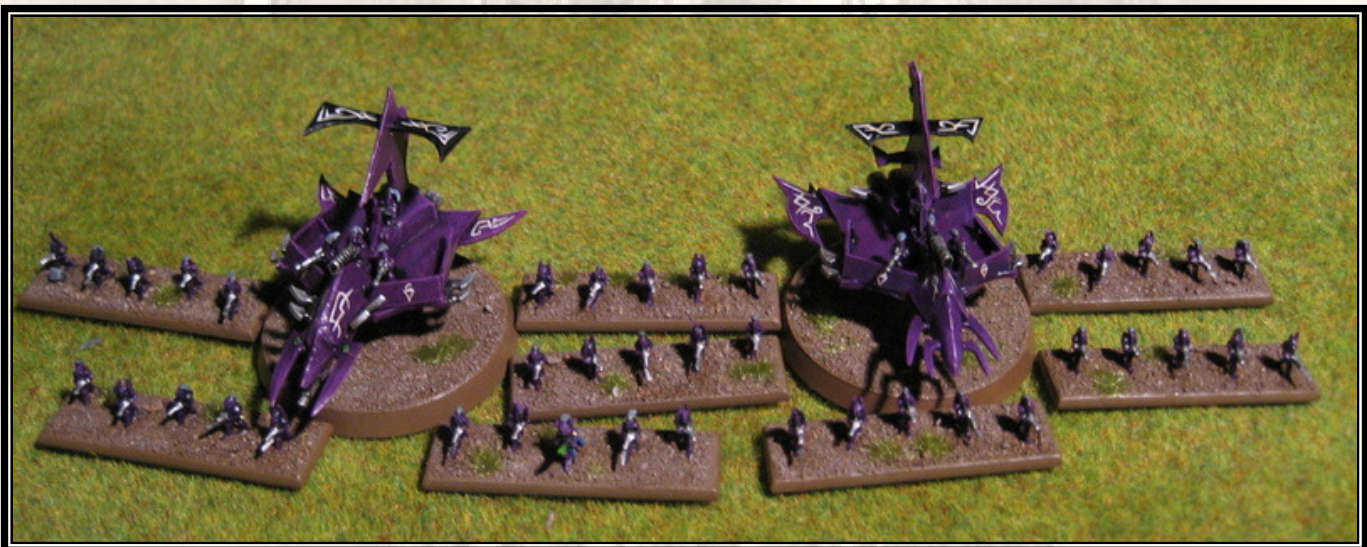
Syndicates unload from their Barges of Pleasure to process their prisoners.

2.1.2 HAEMONCULUS COVENS

Screams from their laboratories can be heard down the dark streets of Commorragh echoing a warning its residents: even you have something to fear.

The Haemonculi are experts in torture and the sick creators of the Talos and Perditor war machines. These bizarre inventions draw their energy from the victims bound within, their writhing and twitching push the Talos (and their larger cousins, the Perditors) forward to claim more souls for the Cult. But much to the dismay of their captives, the Haemonculi creativity has not ended there.

Dark Eldar and humans alike are bent and twisted like so much metal to become what are now known as Grotesques. They are awful creatures who have been perverted to love nothing but inflicting pain upon others. They stride boldly onto the battlefield, doing whatever their masters bid them to do. They know fully well that nothing in front of them could be worse than what is behind them.

While many of the bizarre devices of the Covens have little place within the Dark City, Archons have managed to purchase them for larger raids upon villages, towns, and cities. What few survivors that remained described the corralling of human slaves by Perditors and Talos; the ghoulish machines slicing their way down city streets of Francillian Drill before the Minervans could liberate the city. Many chose to surrender to the Dark Eldar instead of dying on the blades of the Talos - a mistake they would learn to regret for the remainder of their lives. Later these machines would prove pivotal in the counter attacks Pain's Way administered against the Necron army on Scarab.

HAEMONCULI

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	5+

Weapons	Range	Firepower	Notes
Arcane Terrors	20cm	AP3+	Disrupt
Scissor Hands	(base contact)	Assault Weapons	-

Notes: *Fearless, Leader*

GROTESQUES

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	3+	-

Weapons	Range	Firepower	Notes
Bladed Gloves	(base contact)	Assault Weapons	-

Notes: *Fearless*

TALOS

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	5+

Weapons	Range	Firepower	Notes
Paralyzer	15cm	AP5+	Disrupt
Talos Claws	(base contact)	Assault Weapons	Macro Weapon

Notes: *Fearless, Reinforced Armour, Walker*

PERDITOR

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	4+

Weapons	Range	Firepower	Notes
Widowmaker	30cm	2BP	Disrupt, Indirect
Perditor Claws	(base contact)	Assault Weapons	Extra Attacks (+1), Macro Weapon

Damage Capacity 2. Critical hit: The Perditor's engine feed has been hit; it drives into the ground in a struggling mass of mutilated foes and lingering spirits. It is destroyed.

Notes: *Fearless, Reinforced Armour*
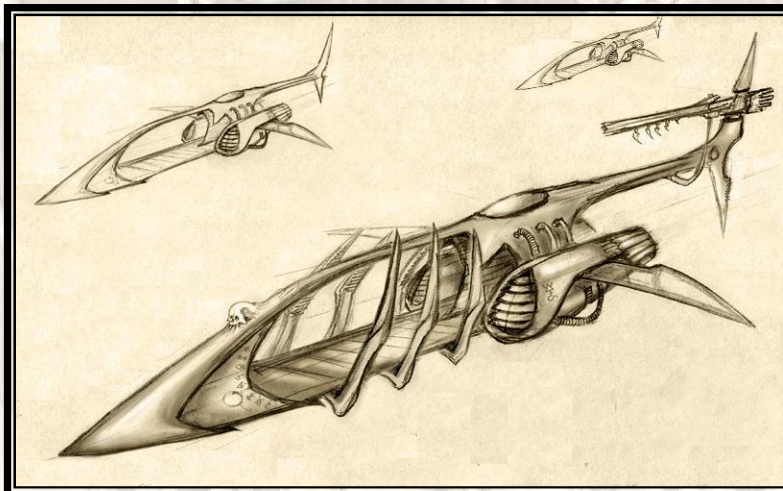
2.1.3 WYCH CULTS

WYCH

Wyches are gladiatorial opponents who train from childhood till death in the art of close combat. Even though they wear no armour, their agility more than makes up for the weighty protection afforded to others. They are also the designers and dispensers of the oft used combat drugs which enhance their abilities far beyond what would normally be attainable.

When called upon by their Succubi, Wyches will join their dark kin in the larger raids against the plague of aliens that has swept across the galaxy. While uncommonly on the front lines, the cults will support as a secondary strike, breaking enemy lines of infantry with blinding speed and deadly precision. In addition their dark arts are called upon frequently to help achieve goals through less than conventional means.

WYCH				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	3+	6+
Weapons	Range	Firepower	Notes	
Splinter Pistols	(15cm)	Small Arms	-	
Wych Weapons	(base contact)	Assault Weapons	-	

Notes: *Infiltrator, First Strike. In an assault Wyches receive a 5+ armour save; this applies to close combat, firefight, and all supporting fire.*

WARP BEAST

Warp Beasts are the creation of Wyches, built from the fear and helplessness of their slaves and designed primarily for their amusement. The knowledge to construct such horrifying things is long lost to all but the Black Library and the Dark Eldar who practice their construction. Warp Beasts are always accompanied by their masters in order to guide their vicious attacks and protect the Dark Eldar who fight with them.

On the battlefield, these creatures of the Warp launch themselves wildly into troop formations, striking deep into formations to ravage soft targets that were thought to be protected and devouring the mon-keigh threat before they have a chance to scream. With their Wych masters close behind, Warp Beasts slaughter their targets with obedient enthusiasm.

WARP BEASTS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	3+	none
Weapons	Range	Firepower	Notes	
Teeth and Claws	(base contact)	Assault Weapons	Extra Attack (+1)	

Notes: *Infiltrator, First Strike. In an assault Warp Beasts receive a 5+ armour save; this applies to close combat, firefight, and all supporting fire.*

REAVER

The jet bikes used by the Reavers are considered by many to be the fastest skimmer bikes known to exist. Driven to near insanity by combat drugs, cult members fly at extraordinarily high speeds into enemy territory, slice and cut into their adversaries, and then disappear. The scene left behind is as if the streets have always been painted in dead bodies and blood, with no other sign of the deadly Reavers anywhere. Scarab's residents of Tempest Wash were the first to encounter these mad killers who swarmed upon the population like locust. Sadly only surveillance recordings of the tragic event were all that survived the savagery of the city's culling.

REAVERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	40cm	4+	4+	5+
Weapons	Range	Firepower	Notes	
Splinter Rifles	(15cm)	Small Arms	-	
Mounted Blades	(base contact)	Assault Weapons	-	

Notes: *Skimmer, Mounted*

HELLIONS

Sometimes cults are called upon to use their combat mastery to soften up a main raiding target. Wyches, seeking self preservation above all else, use sky boards to dramatically increase the deadly efficiency of their tasks. The higher perspective on the battlefield allows them to deploy further apart while still maintaining a good degree of coordination. The ability to reach deep into rough terrain is certainly a boon to Hellions who can now take advantage of less maneuverable victims.

HELLIONS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	4+	5+
Weapons	Range	Firepower	Notes	
Hellglaives	(15cm)	Small Arms	-	
Halberds	(base contact)	Assault Weapons	-	

Notes: *Jump Packs, Scouts*

2.1.4 TITANS, AIRCRAFT, AND OTHER HORRORS

BARGE OF PLEASURE

As the galaxy's residents become more and more aware of the Wraithgate locations left behind by the Eldar, the forces of Commorragh are forced to take to the stars more often. The end result has been larger, more concentrated forces that revolve around Escorts and Cruisers dropping waves of Dark Eldar from the skies to cull entire cities or even worlds.

Once on the ground, however, the darkling forces have not been quite as confident without an available Wraithgate in which to escape. So the Dark Eldar developed larger support vehicles to carry their warriors forward and their cargo back. The Barge of Pleasure (so named as the Kabals gleefully begin the slave processing on board the moment prisoners are captured) is one such engine that is lives up to its full potential.

Syndicates and Coteries enjoy the relative comfort these skimmers provide, not to mention the heavier weaponry and added crew to run them. The large assault decks give room to the transported Warriors to fire their Splinter Rifles and Cannons over the rails, eliminating the need to disembark to engage their victims.

BARGE OF PLEASURE

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	5+	4+

Weapons	Range	Firepower	Notes
2 x Dark Lances	30cm	AT5+	Lance
Long Barrelled Splinter Cannons	45cm	AP5+	-
Desolator	30cm	2BP	Disrupt

Damage Capacity 3. Critical Hit: Gun crew is wiped out. Unit may no longer fire any weapons, close combat, or firefight (transported units may still fire or assault from within, however). Additional Critical hits will destroy the Barge.

Notes: *Shadowfield (2) Skimmer, Transport (may carry up to 4 of the following units: Warriors, Incubi, Haemonculi, Grotesques, Wyches, Warp Beasts; in addition may transport up to 2 Mandrake units). Units being transported may fire with any ranged weapons, and use their firefight value in an assault or to lend supporting fire.*

VESSEL OF PAIN

The galaxy's residents incorrectly assume that the Dark Eldar forces are limited to light vehicles and small forces. While most raiding parties need little else to accomplish their goals, the newer campaigns of the Dark Eldar have evidenced heavier war engines are well within the manufacturing abilities of Commorragh. The Necron forces that appeared on Scarab were initially forced to disappear deep into cover to avoid the long reaching phantom lances of these heavy barges.

The frightful assault on the Imperial fortress Garren's Point became a wake up call for the forces of the Emperor as well. Vessels of Pain managed to cut through stone and metal to bring its defenders to their breaking point. Had the Dark Eldar been interested in military targets instead of civilian ones it is doubtful the recovery of this mighty fortress would have been an easy one.

VESSEL OF PAIN

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	5+	4+

Weapons	Range	Firepower	Notes
2 x Phantom Lances	45cm	MW3+	Titan Killer (1)
2 x Long Barrelled Splinter Cannons	45cm	AP5+	-
Desolator	30cm	2BP	Disrupt

Damage Capacity 3. Critical Hit: The Vessel's phantom generators detonate, destroying it and casting energized shrapnel in all directions. Units within 5cm are struck on an AP5+ (armor saves are allowed).

Notes: *Skimmer, Shadowfield (2)*

The Scarab sun rises on the Kabal of Pain's Way.

TORMENTOR TITAN

The Tormentor's design and armament is as much a mystery as the Tormentor itself. Few have been spotted on the battlefield and there are only rumors of one's destruction. The composition of the titan is thought to be wraithbone that has been salvaged from Craftworld Eldar Titans, only to be soiled and twisted by the dark souls that dragged it away.

With many of the larger Warp Gates heavily guarded, destroyed, or merely lost to the ravages of history, the Dark Eldar have modified their support craft to carry these killing machines to planet surfaces and their unwary residents. This maximizes the tactical options of the Archons as they pillage across the galaxy. To the Eldar, the Tormentor is an affront to their most treasured combat assets. To humanity they are the stuff of nightmares.

These giant war engines bound across the battlefield in a grotesque mockery of their Eldar counterparts, moving with an uneven gait that propels it into the heart of armoured formations. There its blades eviscerate even the strongest of vehicles, smear the ground with the entrails of troop formations, and dismantle the mightiest of Titans.

The epic battle for Dig Site 113 is still studied by Imperial Tacticians who wish to uncover the secrets of the Dark Eldar. With terrifying speed a pair of Tormentor Titans destroyed a company of Leman Russes in a matter of minutes and slaughtered the Armored Infantry Company that supported them. Only under heavy suppressive fire did the Tormentors retreat to better ground.

TORMENTOR TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	3+	4+

Weapons	Range	Firepower	Notes
2 x Phantom Lances	45cm	MW3+	Titan Killer (1)
Hail of Splinters	45cm	3 x AP4+/AT6+	-
and	(15cm)	Small Arms Extra Attacks (+2)	
Tormentor Blades	(base contact)	Assault Weapons	Extra Attacks (+3), Titan Killer (1)

Damage Capacity 4. Critical Hit: The Tormentor's thrusters are damaged. Its movement is reduced to 25cm and it loses the Jump Pack ability for the rest of the game. Further critical hits cause an extra point of damage.

Notes: *Shadowfield (3), Reinforced Armor, Jump Pack, Walker, Fearless. The Tormentor's weapons may fire all around due to the Titan's exceptional maneuverability.*

KASHNARAK BEAST

In the center of Commorragh stands the Diavent Arena: a massive structure where the city's denizens come to watch executioners and beast tamers torture their captives to the sickening sound of applause. Whether the Kashnarak was found on some unknown world or created by the dark science of the cultists is best left unknown. But what is known is that this giant beast is brought to the arena on special occasions when the crowd's thirst for blood is not limited to the unwilling prey.

Much to the dismay of many Imperial outposts, the Kashnarak has made appearances outside the arena as well. At first encounter, the beast was thought to be an unfortunate oversight on behalf of colony surveyors. But when its arrival on several other worlds coincided with successful Dark Eldar raids, the ugly truth was known: these monsters were set loose on purpose.

Imperial scientists have dissected the monster on two known occasions. The accounts detail how both Dark Eldar and Imperial bodies were pulled from the digestive tracts; a strong indicator that this beast is not quite as tame as its captors would like.

KASHNARAK BEAST

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	none

Weapons	Range	Firepower	Notes
Massive Claws & Teeth	(base contact)	Assault Weapons	Extra Attacks (+2), Macro Weapon

Damage Capacity 4. Critical Hit: The beast slumps to the ground in a gory mess, tragically killed on the battlefield.

Notes: *Infiltrator, Inspiring, Fearless, Scout, Walker*

Kashnarak Special Rules
The Kashnarak is a massive, enraged animal that squeezes through a Webway portal and is set loose on the battlefield at the beginning of any turn the Dark Eldar desire (before strategy roll) and acts as a 'third' player. It will always attempt a barging, close combat assault on the closest formation(s), even Dark Eldar formations! If unable to reach base-to-base contact, the beast will march toward the closest formation, to its maximum movement. If it reaches an enemy zone of control, the beast stops its move. Consolidation moves are also toward the closest formation. From then on, it is the first activation of subsequent turns, before the strategy roll or teleport, following the model above. A broken Kashnarak will remain in place on the board and will not attempt a move until it rallies.

The exceptions are when in the presence of a Wych unit. If within 15cm of a Wych unit at the beginning of the Kashnarak activation (see above), its assault or move may be directed by the Dark Eldar player. This includes a Wych unit within 15cm of the Kashnarak's Webway portal. In addition, the Kashnarak will never move toward or assault a Wych formation; instead it will choose the next closest formation. These directed actions still take place prior to the strategy roll for the turn.

Regardless of its actions, the Kashnarak is not considered part of the Dark Eldar force for the purposes of placing formations, holding objectives, calculating crossfire, or determining victory conditions and tie-breaker calculations. It neither counts toward Dark Eldar activations nor does it count toward Webway Portal use. It does not benefit from Hit & Run tactics. The Kashnarak can contest objectives for both the Dark Eldar (except when within 15cm of a Wych unit) and their opponents.

RAVEN FIGHTER

The Raven is one of the most widespread and iconic terrors of the Dark Eldar menagerie. As a supremely exquisite aircraft easily rivaling the Craftworld Eldar's Nightwing fighter in potency and ability, it strikes out of the darkness against infantry, tanks, titans, and starships alike. Smaller than most fighters capable of such tasks, it is still a powerful threat. Its ubiquitous nature means it is rightly feared across the Galaxy -by Imperial and xenos alike- and form a crucial part of Dark Eldar strikes.

The Ravens of Pain's Way were able to dominate the skies of Scarab for days while the Imperial Navy fought in vain. With blinding speed and extended range, the air units of the Dark Kin outclassed the Thunderbolt fighters at every engagement and were only purged from the planet's skies during their escape.

RAVEN FIGHTER

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	4+	-	-

Weapons	Range	Firepower	Notes
Dark Lances	30cm	AT4+/AA5+	Lance, Fixed Forward Arc
Long Barrelled Splinter Cannons	30cm	AP5+/AA5+	Fixed Forward Arc

Notes: *None*

RAZORWING BOMBER

Due to the nature of Dark Eldar warfare (if it can be called that) there is little need for classic bombers or other singularly focused vessels at this size of conflict. As such, the Dark Eldar have always equipped themselves with a heavy fighter, often used in support of their starships for attack runs against enemy vessels yet capable of deftly avoiding enemy turret fire like their smaller fighters. In situations where Titans and War Engines are expected, the Dark Eldar have almost always employed their heavy Razorwing Bomber to counter these threats. Due to the size of the Razorwing, it can be as mobile as a fighter, yet packs an excellent firepower akin to a bomber. Fortunately for the enemies of the Dark Kin, the Razorwings must rely in single strike runs before pursuing other targets while the devastating phantom lance recharges.

RAZORWING BOMBER

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter-Bomber	4+	-	-

Weapons	Range	Firepower	Notes
Razor Lances	30cm	MW3+	Titan Killer (1), Slow-Firing, Fixed Forward Arc
2 x Long Barrelled Splinter Cannons	30cm	AP5+/AA5+	Fixed Forward Arc
Horrorfex	15cm	AP6+	Disrupt

Notes: *None*

SLAVEBRINGER ASSAULT BOAT

The most terrifying specter of the Dark Eldar is the Slavebringer Assault Boat. It signals the beginning of a fate worse than death for those unfortunate enough to be alive when they show. Packing dozens of skilled and terrible combatants, it holds space for those who would suffer at their hands. A powerful vessel, similar in power and role to the Thunderhawk or Vampire Raider, it is a cargo vessel first and foremost. Though like all of the Dark Eldar's machinations, it represents a terrible and terrifying opponent in combat.

SLAVEBRINGER ASSAULT BOAT

Type	Speed	Armour	Close Combat	Firefight
Aircraft/War Engine	Bomber	4+	6+	5+

Weapons	Range	Firepower	Notes
2 x Twin Dark Lances	30cm	AT4+ / AA5+	Lance, Fixed Forward Arc
Turreted Splinter Cannons	30cm	AP5+ / AA5+	-

Damage Capacity 2. Critical Hit: The Slavebringer's hull is ruptured. The Slavebringer is destroyed and all on board are killed.

Notes: *Planetfall, Shadowfield (1), Transport (may carry up to 8 of the following units: Warriors, Incubi, Haemonculi, Grotesques, Wyches, Warp Beasts, Hellions, Scourges; Talos count as 2 infantry units. In addition may transport up to 4 Mandrake units).*

EXECUTOR LANDING MODULE

Although it is a smaller vessel and less capable than the massive Impaler used in ship-to-ship attacks, the Executor represents a Kabal's ability to strategically hit their planetary targets with a large raiding force.

Powerful Dark Lords undertaking highly personal missions (such as Archon Layr's attack on Scarab) will often wish to take their Coterie and similarly most loyal gangs of Warriors with them; the Executor easily affords them such discrete power. Larger than the Tau's Manta Missile Destroyer, this landing module is less capable in a combat role than the Manta or the many Battle Titans. Its true power lies in its ability to bring the conflict straight to their victim's doorstep both with its flexible cargo capacity and the useful Webway Portal it mounts.

EXECUTOR LANDING MODULE

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	6+	4+

Weapons	Range	Firepower	Notes
Disintegrator Array	60cm	2 x AA4+	
Heavy Phantom Lance	60cm	MW3+	Titan Killer (D3), Fixed Forward Arc
Twin Desolators	30cm	4BP	Disrupt, Forward Arc
Hail of Splinters	45cm	3 x AP4+/AT6+	-
and	(15cm)	Small Arms	Extra Attacks (+2)

Damage Capacity 6. Critical Hit: Weapon systems damaged. All weapons listed stop functioning including extra attacks and Firefight value drops to 6+. Additional critical hits will cause an extra point of damage.

Notes: *Support Craft, Self Planetfall, Shadowfield (4), Reinforced Armor, Fearless, Webway Portal, Transport (may carry eight of the following: Light Vehicles, Armored Vehicles or War Engines. War Engines count as their starting damage capacity in spaces each. In addition, the Executor may carry up to 16 infantry units of any type).*

TORTURE CLASS CRUISER

The Torture class represents a myriad of terrible vessels, though such vessels are categorized together mainly on power and displacement. Capable of providing station for many of the smaller Kabals, or the weaker exiled Kabals, the Torture is typically used as the main exertion of power outside Commorragh for the greater Archons... the Dread Archons. Easily sufficient to overpower a continent, given time, the Torture Class provides an immense boon to the Dark Eldar who utilize it. Immense cargo capacity, incredible firepower and exceptional maneuverability for starship combat, it is not a ship easily dealt with. Those that support ground forces general come in two distinct forms. The 'mother ship' is one role whereby they allow wave upon wave of smaller ordnance and landing craft to assault planetary targets without relying on perilous or risky Webway points. The other role is a heavy assault ship, deployed to expressly support Kabals whose task is one of massive undertaking. Uncommonly are such forces deployed, but when Archons feel it sufficient to dedicate such a force against such a target, the thought alone may provoke terror.

TORTURE CLASS CRUISER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	-	-	-	-

Weapons	Range	Firepower	Notes
Orbital Bombardment	-	6BP	Macro Weapon
2 x Pin-point Attack	-	MW2+	Titan Killer (D3)

Notes: *Spacecraft. Can carry up to six Slavebringer Assault Boats and their cargos. In addition, if the Pin Point Attacks are forfeit this may be increased to ten Slavebringer Assault Boats and up to two Executor Landing Modules and their cargos.*

CORSAIR CLASS ESCORT

Corsairs provide a level of flexibility to the Dark Eldar that few –if any- races have achieved in orbital support. These vessels work in conjunction with one another to strike raiding targets in a massive blanket of explosive fury. Conversely, Corsair Dracons have been known to plot different points for their supporting fire, each one with a separate agenda and favourite Syndicate to protect. Regardless of their roles, however, the Escorts represent the Dark Eldar's cunning and unorthodox strategies. Raids upon planetary targets, space stations, or other craft undoubtedly will include these ships. Being able to switch from one role to another as the conflict continues makes Corsairs an invaluable part of the darkling armada.

CORSAIR CLASS ESCORT

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	-	-	-	-

Weapons	Range	Firepower	Notes
Orbital Bombardment	-	2BP	Macro Weapon
Pin-point Attack	-	MW2+	Titan Killer (D3)

Notes: *Spacecraft. Any escorts selected form a single squadron and act in the same manner as spacecraft. They may combine their Orbital Bombardments into a single strike, or fire separately (templates may not overlap). Each Corsair may choose to forfeit its Pin Point attack in favour of carrying up to three Slavebringer Assault Boats and up to one Executor Landing Module and their cargos.*

2.2 TALE OF THE DARK ELDAR

The Fall cleaved the Eldar race into two mighty factions and was the final blow in a separation that had begun in ages past. On one side were the Exodites and Eldar of the Craftworlds, fleeing the Empire and skirting the edges of the galaxy, turning their backs on their own history, grasping in futility at honing their noble aspects. On the other side were the true Eldar, those as they were, those who chose to change their place rather than change their hearts. These Eldar who survived the cataclysmic Fall fled the Great Enemy in the moments after Her birth and escaped Her grasp by taking refuge in the Webway, a network of mysterious tunnels allowing travel throughout the galaxy.

A great Eldar survivor named Asdrubal Vect led a group of survivors into the Webway to save their numbers from Her deadly thirst. Here the dark kin hoped to flourish, free from the Great Enemy, free from the *mon-keigh* that now dominated their previous home worlds, free from the limits of space and the confines of planets, free from death itself. In the dim tunnels of this extra-dimensional space a fledgling city later to become Commorragh was founded and the Dark Eldar -as many came to call them- made their new home.

To call this a city is an understatement to the Eldar but it is the only description mankind had ever been able to provide with their limited intellect. If one were to stand at the Diavent Arena, Commorragh would extend to the edge of perception in every direction. A turn down one street could lead to the edge of the city and doubling back could send a stranger deep into the bowels of the knotted metropolis. A map of the Dark City is certainly beyond the comprehension of the lesser races (if such a thing could even exist), but one thing for certain is that Commorragh dwarfs the size of the human Hive Cities. Its spires twist unnaturally in the twilight. Its dungeons curve and turn in ways that defy geometry let alone escape. To outsiders Commorragh is a labyrinth of horror and death that mystifies those who are unfortunate to find themselves there.

To the Craftworld Eldar it is a black stain growing within their precious Webway. To the darklings, it is the iconic hub around which their lives revolve, the primacy of all they know, the greatest, most hideous beacon of all that was once their own. But Commorragh would not be the bastion of hope they needed.

The Dark Eldar were not free from the Nightmare-that-Hungers, unfortunately for them and mankind alike. For all their knowledge and technology that they brought in their flight, Slaanesh managed to surreptitiously leech their life forces even deep within the Webway. For this reason the fledgling Kabals and Cults reached back into physical space to take life from those who did not deserve it. The prey-species of the galaxy would pay tribute to the dark kin with their own souls and those who did not give them up willingly would have them taken by force. The Dark Eldar purged lesser beings of their life forces only to imbibe them and revitalize their own. Slaanesh would then be satisfied for the moment while another victim was chosen, and then another. The mighty Eldar in their pursuit of decadence and gratification had reduced themselves to slaves of their own existence, parasites that fed upon the weakling races for whom they held such bitter disdain, vampires of legend.

The Webway became a tool to conduct attacks on towns, military depots, hive cities, even entire planets. The dark kin constructed light raiding vehicles that would be able to traverse the majority of gates that still existed. Those unfortunate to be their target sent out distress signals and screams for help that would be answered far, far too late. The cults and covens took their dark skills, applied them to ravaging the worlds of the Imperium, and became the most fearful pirates. Machines that moved under the power of pain, beasts that were born from screams and nightmares, barbed and bladed vehicles that could eviscerate a dozen beings in one pass, combat drugs that made their users move with unmatchable speed and left their minds in a crazed blood lust; the only thing worse than dying at the hands of the Dark Eldar was to live as a prisoner at their mercy.

When the smaller gates could not satisfy their needs, the dark kin used great ships to cross the depths of space and attack a planet from the skies. Vast arks, barges, and macabre machines – when set against a conventional army these monstrosities could bring a planetary force to its knees and turn its population into horrified

Dark Eldar and Craftworld Eldar ready themselves for an assault.

children cowering beneath their beds. Many Imperial commanders underestimated these visceral beings only to find their men killed or taken prisoner, leaving their tanks dotting the horizon in a twisted garden of metal wreckage. Humans, Orks, Kroot, Tau, Tyranids, and even other Eldar forces, have found themselves targets of these frenzied raiders who stop at nothing to quench their desires. In the end, the Slavebringers and Executors would ferry back the prisoners to the ships in orbit and then eventually back to Commorragh – if they managed to survive that long.

Over the ages the Eldar and their dark brothers developed in very different ways, both in their cultures and their technology. The lightlings of the Craftworld focused their skills to manufacture powerful tanks and mighty titans. Knowledge and technologies that were used to fight the star gods were once again put to use to help preserve the Eldar's new way of life. Psychic energies were sung from the warp and grown into matter itself; this became known as *wraithbone* and was coveted by all who learned of its strength. The darklings watched on from their dim lit tunnels and shadowed ships with envy. With their bodies never quenched of desire, their minds twisted beyond the discipline of their forefathers, *wraithbone* construction was unachievable for the dwellers of Commorragh and this fueled their covetous nature. Unable to create it and with few opportunities to steal it, this psychic material became such a rare commodity to the Dark Eldar that they would do almost anything to obtain it...

Kabal of Pain's Way

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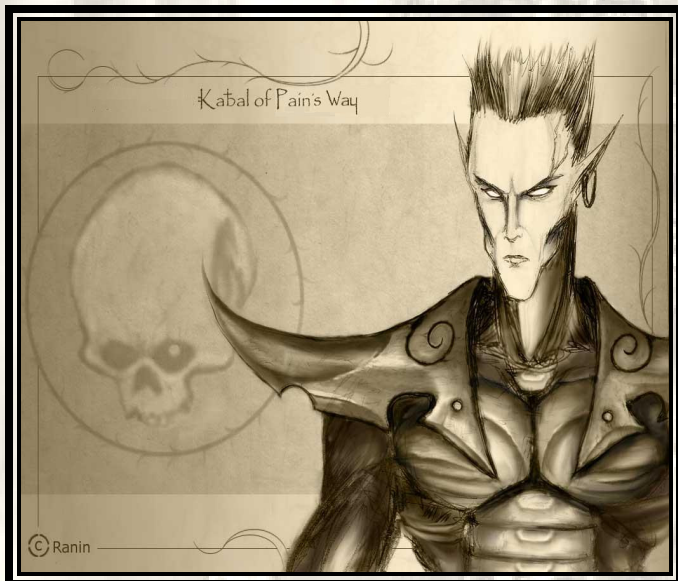
2.3 Gaming – Grand Tournament Rules

No Garrison Rule

Dark Eldar forces are raiders by nature and rarely have an interest in holding ground. The swiftness of their vehicles and the deadly nature of their attacks are revealed quickly to their victims who watch the Dark Eldar disappear as quickly as they came. To represent these tactics, the Dark Eldar are forbidden from garrisoning any formations in the Grand Tournament scenario**.**

DARK ELDAR ARMY LIST V1.6 - KABAL OF PAIN'S WAY

Dark Eldar armies have a strategy rating of 3. Kabals, Tormentors, and Executors have an initiative of 1+. All other formations have an Initiative of 2+.

DARK ELDAR INDIVIDUALS

FORMATION	UNITS	NOTES	COST
0-1 Webway Portal	One Wraithgate: The Dark Eldar player may choose to replace one of the Objective markers in their half of the table with a Wraithgate at a cost of 50 points.	The Webway Portal functions both as a Portal and as an objective for rules purposes. It may not be attacked or destroyed. *IMPORTANT NOTE:* Webway Portals are one of the smallest types of portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armored vehicle units that have walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.	50
0-1 Kashnarak	One Kashnarak	In Grand Tournament games the Kashnarak must start off the table. At the start of any turn (including the first) it may be set up on the table within 5cms of a Webway Portal (this represents the Kashnarak bursting through to the battlefield), but does not count as a use of the Webway Portal. If the Dark Eldar army does not include a Webway Portal, the Kashnarak may not be used.	50
0-1 Archon	Replace one Dracon with an Archon character upgrade.	The Archon must be placed in the Kabal Coterie if there is one in the army.	50

DARK ELDAR KABALS

You may have any number of core formations in your army. The formation may never exceed more than __eight__ infantry units.

FORMATION	UNITS	UPGRADES	COST
0-1 Kabal Coterie	Four Incubi and one Dracon character, plus transport	Incubi, Warriors, Wyches, Ravager, Mandrakes, Haemonculi, Scourges, Sybarite	250
Kabal Syndicate	Six Dark Eldar Warriors, plus transport	Warriors, Wyches, Haemonculi, Ravager, Scourges, Mandrakes, Dracon, Sybarite	200
Kabal Flotilla	Four Ravagers	Dracon, Sybarite, two additional Ravagers +100 points, 0-1 Vessels of Pain +250 points	250

DARK ELDAR PARTISANS

*You may include up to two Partisan formations for each Kabal formation in the army, chosen from the following: **Haemonculi Covens, Wych Cults** and **Dark Eldar Cohorts**. The formation may never exceed more than __eight__ infantry units.*

HAEMONCULI COVENS

FORMATION	UNITS	UPGRADES	COST
Haemonculi Coven	Two Haemonculus and four Grotesques, plus transport	Haemonculi, Talos, Perditor, Sybarite	250
Talos Swarm	Four Talos	Talos, Perditor, Slavebringer	200

WYCH CULTS

FORMATION	UNITS	UPGRADES	COST
Wych Cult	Six Wych units, plus transport	Wyches, Beasts, Hellions, Reavers, Sybarite	200
Hellion Murder	Six Hellions	Hellions, Sybarite	200
Reaver Gang	Six Reavers	Reavers, Sybarite	200

DARK ELDAR COHORTS

FORMATION	UNITS	UPGRADES	COST
Mandrake Throng	Six Mandrakes	Mandrakes	225
Scourge Flight	Six Scourges	Scourges, Sybarite	225
Heavy Barges	One or two Vessels of Pain	None	250 each

DARK ELDAR UPGRADES

UPGRADE	NOTES	COST
Dracon or Dracite Character	Each formation may only have one such character.	50
Sybarite Character	Each formation may only have one such character.	25
Incubi	Two Incubi units	+125
Warriors	Two Dark Eldar Warrior units	+100
Wyches	Two Wyches	+100
Haemonculi	One Haemonculus and one Grotesque	+150
Mandrakes	Two Mandrake units	+125
Scourges	Two Scourge units	+125
Beasts	Two Warp Beast units	+100
Hellions	Two Hellion units	+100
Reavers	Two Reaver units	+100
Ravager	One Ravager per formation	+50
Talos	One or two Talos per formation	+50 each
Perditors	One or two Perditors per formation	+150 each

DARK ELDAR TRANSPORT

Any Dark Eldar formation that include "plus transport" may choose from the following list. You may only take as many transport units as are required to carry the entire formation, including upgrades, with no extra spaces if possible. The Slavebringer is an independent war engine that must be assigned to a specific Dark Eldar formation during army creation. You may select no transport at all if desired.

UPGRADE	NOTES	COST
Raider	Up to four Raiders	free
Barge of Pleasure	Up to two Barges of Pleasure	+125 each
Slavebringer	One Slavebringer Assault Boat	200

AIRCRAFT, SPACECRAFT, AND OTHER HORRORS

Up to a third of the army's points may be spent on this section

| FORMATION	UNITS	COST
0-1 Dark Eldar Spacecraft	One Torture Class Cruiser	300
	Or	*Or*
	One to three Corsair Class Escorts	150 each
Tormentor	One Tormentor Titan	500
Executor Landing Module	One Executor Landing Module	750
Fighter Formation	Two Raven Fighters Add one Raven for +100 points	200
Bomber Formation	Two Razorwing Bombers Add one Razorwing +125 points	250

Imperial Guard
Minervan Legion

"The enemy before you is no different than any other we have faced. Trust in the Emperor, hold the line, and guard yourself against weakness. They will break upon our wall of steel like waves against a cliff, and then we will punish them without mercy."

- Colonel Derrick Skautt, Minervan Legion

3.0 FORCES

3.01 REGIMENTAL UNITS
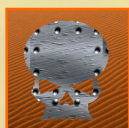
SUPREME COMMANDER

In Supreme Commanders of Minervan Tank Regiments tend to vary in attitude and temperament more than many other armies; Each Commander in a Minervan army will come from the planet's ruling classes, and he will have faced heavy competition during his career as he fought his unique way up the ranks of Minerva's Officer Corps. As a consequence, a Minveran Supreme Commander might have risen from the ranks of any of Minerva's military arms, and will often gravitate towards his former command when on the battlefield.

| SUPREME COMMANDER				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
Character	-	-	-	-
Weapons	**Range**	**Firepower**	**Notes**	
Upgraded Guns	(15cm)	Small Arms	Extra Attack (+1)	

Notes: *Supreme Commander*

ARMORED REGIMENTAL COMMISSAR

Commissars in tank regiments fulfill the same general role as they do in other Imperial Guard armies: upholding morale, offering tactical advice and enforcing the Emperor's law are all part of the duties of a Minervan Commissar. Minervan Commissars sensibly eschew standard issue Commissariat close combat weapons in exchange for upgrading the targeting systems and weapons of their personal vehicles, taking the best tank crews to serve with them and whipping all three into a frenzy of righteous fury when the enemy make their presence known.

ARMORED REGIMENTAL COMMISSAR				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
Character	-	-	-	-
Weapons	**Range**	**Firepower**	**Notes**	
Upgraded Guns	(15cm)	Small Arms	Extra Attack (+1)	

Notes: *Inspiring, Fearless, Leader*
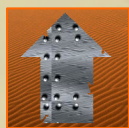
IMPERIAL GUARD INFANTRY

Amongst the swollen ranks of Leman Russes, the Imperial Guardsmen still stands resolute, ready to defend the worlds of the Imperium. The Armored Legion of Minerva until recently frowned upon the heavy use of foot soldiers in what was often referred to as 'pure blooded steel', but the war on Armageddon became a turning point for the Minervans who lost several regiments of Leman Russ tanks against the sickening numbers of the Ork hordes. Since that time, Minervan Commanders have been encouraged from up on high to recruit larger number of infantry to bolster long term campaigns.

It was no secret that the legion's pure tank formations received necessary reinforcement from footsloggers during the Scarab Conflict. Both Planetary Defence Forces and Minervan Infantry alike held the lines while fighting, eating, sleeping, and dying in the shadows of Imperial tanks.

IMPERIAL GUARD INFANTRY				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
Infantry	15cm	none	6+	5+
Weapons	**Range**	**Firepower**	**Notes**	
Autocannon	45cm	AP5+AT6+	See below	
Lasguns	(15cm)	Small Arms	-	

Notes: Only one unit in every two has an autocannon. Count up the number of infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.

IMPERIAL GUARD STORM TROOPERS

With the inclusion of infantry being more and more accepted over the centuries, the addition of Storm Troopers to the Minervan Legion became permanent during the Armageddon War. Whereas previously these elite troops were usually borrowed from a sister legion on cooperative campaigns, their firm role within the armored regiments is a welcome increase in flexibility to otherwise land-bound strategies.
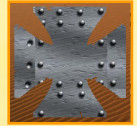
Deploying almost exclusively by Valkyries, Storm Troopers are inserted into hot zones where tanks cannot tread. Sharp crags, deep canyons, and high building tops all are called home by the Hellgun-toting shock troops as they clear snipers and anti-tank weapons from their secret perches. During the Scarab Conflict, Storm Troopers were dispatched and fought against Dark Eldar Mandrakes that attacked an isolated artillery position. Their quick response and deadly accuracy eliminated the xenos presence and preserved the Emperor's guns to fight in the days that followed.

| IMPERIAL GUARD STORM TROOPERS				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
Infantry	15cm	5+	5+	4+
Weapons	**Range**	**Firepower**	**Notes**	
Plasma guns	15cm	AP5+/AT5+	-	
Hellguns	(15cm)	Small Arms	-	

Notes: *Scouts*
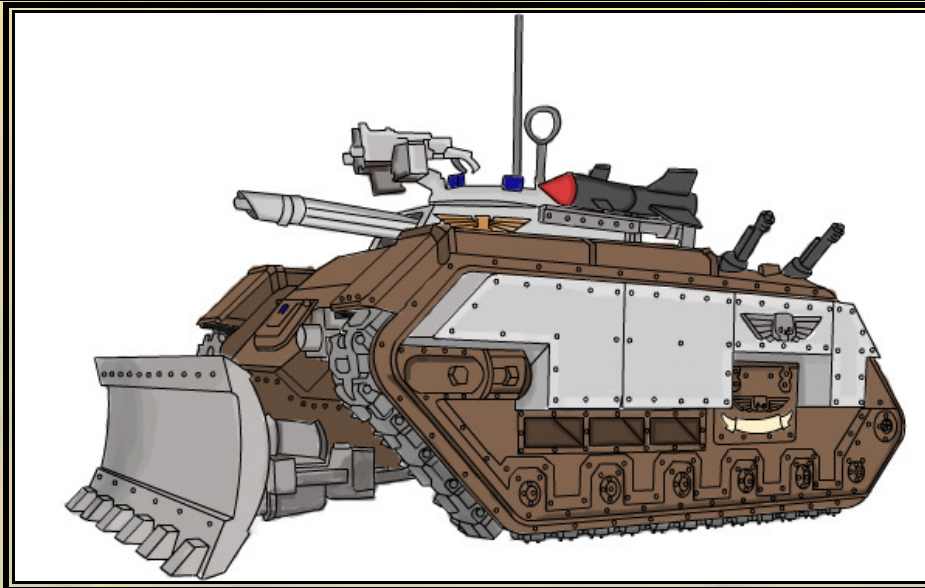
CHIMERA

The utilitarian Chimera transport has an important presence in Minervan armies; whilst the main line Tank Companies punch holes in the enemy lines and push through, the light Infantry Companies mounted in Chimerae surge into the gaps created by the Tanks and occupy the ground abandoned by the enemy. Although Minveran Armoured Regiments are famous for their use of tank-based warfare, it is not uncommon for Minervan Regiments to a third of their fighting strength as mechanized infantry, sometimes even higher.

Many extended conflicts have seen the Chimera forced into somewhat unorthodox roles: Medivac, supply line protection, and even running supplies themselves to the front line. Commanders are not shy about maximizing their utility, especially when troops to carry may be in short supply.

CHIMERA (MARS PATTERN)				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
Armored Vehicle	30cm	5+	6+	5+
Weapons	**Range**	**Firepower**	**Notes**	
Hull-Mounted Heavy Bolter	30cm	AP5+	-	
Twin Heavy Bolter Turret	30cm	AP4+	-	
or				
Multilaser Turret	30cm	AP5+/AT6+	-	
or				
Heavy Flamer	15cm	AP4+	-	
and	(15cm)	(Small Arms)	-	

Notes: *Transport (May carry two Infantry units)*. Chimeras must choose ONE turret from the list above.
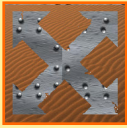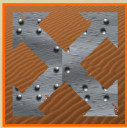
SALAMANDER SCOUT

Although requiring more intensive logistical support than the more common Imperial Sentinel, the scout configuration of the Salamander vehicle provides several benefits over the ubiquitous walker. First amongst its advantages is speed; the Salamander is one of the fastest armoured vehicles available to an Imperial Commander. Additionally, the Salamander's improved firepower over the Sentinel makes it a very suitable alternative to Sentinels for any regiments which can afford to maintain this highly useful vehicle.

Dark Eldar raiders ran rampant over the surface of Scarab and even in their retreat their presence posed serious threats to military and civilian populations. The Salamander Scout vehicle was instrumental in both spotting these pirates in the desert and maintaining control of city streets. The 4th and 16th Minervan Scout Companies were credited with capturing the largest number of Dark Eldar prisoners in one action during the conflict on Scarab

SALAMANDER SCOUT (MARS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	35cm	6+	6+	5+

| Weapons	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	-
Heavy Bolter	30cm	AP5+	-

Notes: *Scout*

SALAMANDER COMMANDER

For some mid-level Minervan Commanders, leading their men from the rear of the battle is not enough. Whatever their reason, some Commanders chooses to use the versatile Salamander vehicle as a command vehicle and as a consequence their abilities on the battlefield are significantly enhanced over those of normal Imperial Guard Commanders. They can attach themselves to many different types of formations and their advanced communications gear allows them to seamlessly integrate into the companies' logistics centers. For this reason Salamander Command vehicles will be seen riding in the midst of Leman Russes, Super-Heavies, and Armored Infantry groups alike; their typical passenger space now allocated for support staff and additional equipment.

SALAMANDER COMMANDER (ACACIUS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	35cm	6+	6+	5+

Weapons	Range	Firepower	Notes
Heavy Bolter	30cm	AP5+	-
Heavy Flamer	15cm	AP4+	Ignore Cover
and	(15cm)	(Small Arms)	Ignore Cover

Notes: *Commander, Leader, Scout*
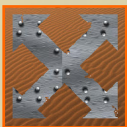
HELLHOUND

As the Minervans battled against the Necron forces in the final hours of the Scarab Conflict, the destruction of just one Hellhound set off a chain reaction that destroyed dozens of tanks and killed both friend and foe in storm of flame. But despite their volatility, the Minervans continue to field the Hellhound by the thousands in conflicts wherever they go.

The close support of the Inferno Cannon is most likely what draws strong appeal from tank commanders across the Imperium. In combat situations where vast quantities of infantry are impractical (or impossible) the Hellhound is able to plug holes in a front line and incinerate their enemies when they have drawn too close for comfort. Anyone foolhardy enough to charge a Leman Russ formation will undoubtedly meet their fiery doom at the hands of these brave crews.

HELLHOUND (GRYPHONNE IV PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	30cm	4+	6+	3+

Weapons	Range	Firepower	Notes
Inferno Cannon	30cm	AP3+	Ignore Cover
Heavy Bolter	30cm	AP5+	-

VULTURE

The Imperium is often forced to insert itself into combat situations quickly and it is for these missions the Imperial Guard Vulture excels. The heretical Governor from the Balumar system found himself the target of such an insertion as the Minervan 8th, 15th, and 33rd Regiments surrounded swampy stronghold and battered it mercilessly. Because of a shortage of artillery pieces available for the mission, multiple Vulture Squadrons were attached to the attacking Minervan regiments in order to accomplish the dual mission of both victory and deterrence. The service of these fine vehicles and their pilots was evidenced by the crushed vehicles they left on the battlefield. Few Balumian rebels were able to determine Vultures were even on the planet until their Hellstrikes struck their Chimeras.
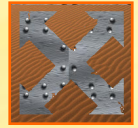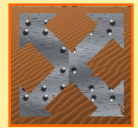
VULTURE (ACACIUS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	35cm	5+	6+	5+

Weapons	Range	Firepower	Notes
2 x Hellstrike Missiles	90cm	AT2+	One-Shot
Twin Autocannon	45cm	AP4+/AT5+	-
Heavy Bolter	30cm	AP5+	-

Notes: *Skimmer, Scout*

VALKYRIE

Storm Troopers are assets that need specific support and there few vehicles capable of delivering it other than the Valkyrie. These skimmers are often used by Imperial Commanders to perform deep strike missions and dangerous extractions under heavy fire and for the Minervans they are no different. Unlike an infantry heavy army, however, Minervans have the luxury of throwing their armor into the most difficult of targets, leaving softer targets for these flyers. This combined with being attached to an expeditionary force means that Minervan Valkyrie pilots have a higher survivability rate compared to those involved in the war on Armageddon or in the Taros Campaign.

VALKYRIE (ARMAGEDDON PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	35cm	5+	6+	5+

Weapons	Range	Firepower	Notes
2 x Rocket Pods	30cm	1BP	Disrupt, One-Shot
Multi-laser	30cm	AP5+/AT6+	-
2 x Heavy Bolter	30cm	AP5+	-

Notes: *Skimmer, Scout, Transport (may carry two Storm Trooper units)*

LEMAN RUSS

Only the Leman Russ can command such singular recognition across the galaxy as the official weapon of the Imperium. From the deserts of Scarab to the blue skies of Prospero, this five (or six) man crewed armored vehicle has been pitted against every force in the galaxy and have been produced in the millions across dozens of worlds for thousands of years. The cramped, noisy cabin of this most versatile tank has been called both home and hell by gunners and pilots throughout the ages.

Named in honor of the Primarch Leman Russ after his disappearance, the tank still holds the reputation of its samesake as a defender of the Emperor. Despite its flaws, most crews would balk at the idea of changing it in any way – to a veteran commander, every groan, crack, pop, and squeak is a familiar language that speaks to him and guides his actions on the battlefield.

LEMAN RUSS (MARS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	4+	6+	4+

Weapons	Range	Firepower	Notes
Battle Cannon	75cm	AP4+/AT4+	-
Lascannon	45cm	AT5+	-
2 x Heavy Bolter	30cm	AP5+	-

Notes: *Reinforced Armor*

LEMAN RUSS DEMOLISHER

Enemies scurry at the approach of the Demolisher: a Leman Russ variant that has earned quite a reputation as a lethal killer and bane to all those who would take shelter from the war. This tank is designed with a single purpose in mind and that is to drive the enemy from their positions and advance the front of Imperial forces. Although Plasma Cannons are clearly a favorite weapon, the sponsons have often been equipped with flamers as well.

When Minervan forces landed on Bishnak, they found a series of Ork fortresses that bristled with guns and provided much cover for the xenos horde. Demolishers were ushered to the front and quickly went to work on dismantling the crude structures, setting fire to the ammunition depots, and exterminating the Orks by the hundreds.

LEMAN RUSS DEMOLISHER (ACACIUS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	4+	6+	3+

Weapons	Range	Firepower	Notes
Demolisher	30cm	AP3+/AT4+	Ignore Cover
Lascannon	45cm	AT5+	-
2 x Plasma Cannon	30cm	AP5+/AT5+	-

Notes: *Reinforced Armor*

LEMAN RUSS VANQUISHER

Once commonplace in the early days of the Imperium, the Vanquisher has since been reserved for platoon commanders or other high officers within the Minervan Legion due to their low production and high demand. More than the heavily sought after Vanquisher Cannon, this tank is included in the companies of Minerva out of a sense of tradition passed down by the Steel Legion.

The Scarab Conflict involved several dozen Vanquishers, but none were as distinguished as Colonel Skautt's Russ. Along with becoming the most distinguished officer after the conflict, the gunner for Skautt's Vanquisher was credited with firing the final shot against the Necrons.

LEMAN RUSS VANQUISHER (STYGIES PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	4+	6+	4+

Weapons	Range	Firepower	Notes
Vanquisher	75cm	AP4+/AT2+	-
Lascannon	45cm	AT5+	-
2 x Heavy Bolter	30cm	AP5+	

Notes: *Reinforced Armor*

LEMAN RUSS CONQUEROR

One of the less common Leman Russ variants, the Conqueror nevertheless enjoys a solid reputation amongst Minvervan regiments as a highly maneuverable battle tank. Often used as the second wave in an assault, speeding into the breech opened up by heavier tanks, the Conqueror's habitual task is one of keeping freshly broken enemies on the run. It is in these short ranged running battles that often follow a breakout behind enemy lines that the underrated Leman Russ Conqueror excels.

LEMAN RUSS CONQUEROR (MARS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	30cm	4+	6+	5+

Weapons	Range	Firepower	Notes
Conqueror Cannon	45cm	AP5+/AT5+	-
Lascannon	45cm	AT5+	-

Notes: *Reinforced Armor*

LEMAN RUSS EXECUTIONER

Only one ForgeWorld in the entire Imperium of man currently produces the Leman Russ Executioner variant in any great numbers: the plasma-specialist planet of Ryza. Temperamental, inaccurate and power-hungry, the Executioner's Plasma Destroyer turret is nevertheless an impressive weapon, capable of laying down heavy covering fire. Although still rare, this variant of the Leman Russ has become more common on battlefields in the last centuries of the 41st millenium, as production lines for this ancient design have been cautiously expanded.

LEMAN RUSS EXECUTIONER (RYZA PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	4+	6+	5+

Weapons	Range	Firepower	Notes
Plasma Destroyer	60cm	MW4+	-
Lascannon	45cm	AT5+	-

Notes: *Reinforced Armor*

LEMAN RUSS TANK DESTROYER

The raw power of the Laser Destroyer fitted to the Tank Destroyer outclasses any other Imperial tank gun with awe-inspiring ease. Where normally the Minervan factories are able to duplicate the patterns of tanks, the Destroyer production has fallen short on its powerplant capacities. The incredible energy drawn from the Laser Destroyer inhibits the tank's top speed, although the range and effect of the main gun more than compensates for the loss.

During the cleansing of Bishnak, five Leman Russ Tank Destroyers were scattered amongst the tank companies tasked with holding back the first great counter-attack of the war. The Feral Ork hordes fell upon the Minervan lines, riding to battle in scores of Squiggoths and seven greater Orkeosaurii; Over the course of a two hour battle, every single one of the beasts was slain by the grim effort of the determined Minervans, and the concerted actions of the five Tank Destroyers.

LEMAN RUSS TANK DESTROYER (ACACIUS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	4+	6+	6+

Weapons	Range	Firepower	Notes
Laser Destroyer	75cm	AT4+	Titan Killer (1)

Notes: *Reinforced Armor*

LEMAN RUSS THUNDERER SIEGE TANK

Once a Leman Russ Tank Destroyer's main cannon is damaged, either through enemy action or ordinary wear and tear, it often proves impossible to repair the arcane workings of the powerful weapon. When this happens, needful Imperial Commanders will requisition whatever ad-hoc armaments they can find to reequip the vehicle and keep it fighting; The most common result of rebuilding a damaged Leman Russ Destroyer is the Thunderer Siege Tank, a simple vehicle with all of its former complex internal workings removed, and replaced with a Demolisher Cannon, as a less mobile counterpart to the Astartes Vindicator.

LEMAN RUSS THUNDERER SIEGE TANK (ACACIUS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	4+	6+	5+

Weapons	Range	Firepower	Notes
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover

Notes: *Reinforced Armor, Thick Rear Armor*

LEMAN RUSS EXTERMINATOR

The Leman Russ Exterminator is a popular variant of the standard Leman Russ, cheap to produce yet still possessing of much of the power of the more common battlecannon-armed variant. At longer ranges the Exterminator will tend to suffer, but once the range closes (And as long as Infantry remain the primary target) the Leman Russ Exterminator will undertake the same job as a battlecannon-armed Leman Russ, but for only two thirds of the production cost. The Exterminator's Autocannon ammunition is easy to store and transport, making this this a popular vehicle with Minervan quartermasters.

LEMAN RUSS EXTERMINATOR (ACACIUS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	4+	6+	3+

Weapons	Range	Firepower	Notes
Twin Autocannon	45cm	AP4+AT5+	-
Lascannon	45cm	AT5+	-
2 x Heavy Bolters	30cm	AP5+	-

Notes: *Reinforced Armor*

MEDUSA SELF-PROPELLED ASSAULT GUN

The Medusa assault gun is a specialized bunker-busting weapon platform, perfect for use against the very toughest of enemy resistance. It fires a variety of heavyweight shells, which will smash apart even the strongest defense walls. Once the Medusas have fired several salvoes, Minervan infantry will charge into the breach, sweeping aside the disorientated enemy before they have time to recover from the shock of being the target of the Emperor's most powerful assault gun.
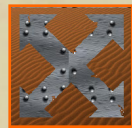
MEDUSA SELF PROPELLED ASSAULT GUN (GRYPHONNE IV PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	6+	6+	5+

Weapons	Range	Firepower	Notes
Medusa Siege Gun	30cm	MW4+	Ignore Cover
Heavy Bolters	30cm	AP5+	-

BASILISK

The Imperium recruits hundreds of thousands of artillerymen each year across the galaxy to man these beautiful weapons. The Basilisk is often under-recognized in warfare as they fight from the rear, but the rank and file soldiers of the Imperial Guard come to recognize this fine artillery piece as their saviours in the worst of times. Glibly referred to as 'gun bunnies', the operators of the Basilisk are the unsung heroes of countless wars.

The Minervan Legion is no different from the many legions of mankind, able to deploy hundreds of Basilisks for any given action, decimating their targets within moments and pulverizing them if given enough time.

BASILISK (ARMAGEDDON PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	5+	6+	5+

Weapons	Range	Firepower	Notes
Earthshaker	120cm	AP4+/AT4+ or 1BP	Indirect Fire
Heavy Bolter	30cm	AP5+	-

Notes: May either shoot normally or fire a barrage. May only use indirect fire ability when firing barrages.

BOMBARD

While its actual age is unknown, most agree the Bombard is one of the most ancient of weapons of the Imperial Guard. The fact that the design and use has changed little for thousands of years is a testimony to the devastation it brings to the battlefield. A single shell from the Siege Mortar is a frighteningly concussive blow. To have a battery of Bombards firing for effect is what makes men declare that war is hell.

Minervan Commanders are hesitant to field the Bombard in great numbers, save for in an extended conflict such as on Armageddon. The reasons are not entirely clear, but it could be the competing array of weaponry that the homeworld of Minerva squeezes out of its factories, the Bombard not being one of them.

BOMBARD (TRIPLEX PHALL PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	6+	6+	5+

Weapons	Range	Firepower	Notes
Siege Mortar	45cm	2BP	Ignore Cover, Slow Firing, Indirect Fire
Heavy Bolter	30cm	AP5+	-

MANTICORE

Often referred to as a rocket launcher, the misnomer of the Manticore is most easily understood when the guided missiles go flying and their target is brutalized in a horrific storm of death. Storm Eagle missiles carry a variety of warheads to their targets at extreme range. With a launcher affixed to a Chimera chassis, the Manticore is a piece of equipment vulnerable to enemy attack. Fortunately the ability reach across the kilometers shields it from all but the most determined foes.

MANTICORE (TRIPLEX PHALL PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	6+	6+	5+

Weapons	Range	Firepower	Notes
Rocket Launcher	150cm	2BP	Disrupt, Indirect Fire, Slow Firing
Heavy Bolter	30cm	AP5+	-

DEATHSTRIKE MISSILE LAUNCHER

The Minervan Legion seldom counts on the availability of the Deathstrike missiles despite the tactical advantages that they provide. The ever increasing pressure of warfare across the Imperium of Man has strapped production of these powerful weapons and forced HQ Commanders to make strategic decisions that employ Manticores and other long range devices in greater numbers.

Always on the requisition files, when a Deathstrike Launcher is finally obtained it is almost always employed against larger war engine targets such as Ork Gargants and Tau Manta Destroyers. Their powerful warheads have the capacity to critically damage these giant titans and support craft, outright destroying 'smaller' war engines such as the Engines of Vaul fielded by the Eldar.

DEATHSTRIKE MISSILE LAUNCHER (TRIPLEX PHALL PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20cm	6+	6+	5+

Weapons	Range	Firepower	Notes
Deathstrike Missile	Unlimited	MW2+	Indirect Fire, One-Shot, Titan Killer (D6)
Heavy Bolter	30cm	AP5+	-

HYDRA

Hydras are used with great frequency by the Imperial Guard and even more so with the Minervan Legion. Its quad anti-aircraft autocannons are a vital part of the protecting its armored companies and the supply lines that feed its ammunition hungry regiments.

Most tacticians credit the use of Hydras to be what saved Minervan forces from outright destruction on Scarab at the hands of the Dark Eldar. Ravens cleared Imperial Fighters from the skies with blinding efficiency and Razorwings disabled even the most heavily armored of Imperial tanks. During the initial phases of the Dark Eldar raid, it was the Hydra alone that kept these vicious pirates from completely dominating the skies.

HYDRA (METALICUS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	30cm	6+	6+	5+

Weapons	Range	Firepower	Notes
2 x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	-
Heavy Bolter	30cm	AP5+	-

3.02 SUPER-HEAVY TANKS

STORMHAMMER

The Stormhammer one of a variety of so-called 'second generation' Baneblade variants. Unlike 'true' Baneblades, the Stormhammer does not utilize high-technology components, or even the best metal alloys. In order to reach the same standard of armour protection as a true Baneblade (Which possesses exotic reactive armour layers), its armoured plates have to be significantly thicker, as they are simple slabs of metal. The inferior engine fitted to the Stormhammer cannot compete for raw power with the Baneblade either, and loaded down with the extra weight of armour the Stormhammer is slower than the Baneblade.

Its armaments are also inferior to the Baneblade's, if perhaps more numerous; it takes two of the short-ranged 'snub' Stormhammer battlecannons to equal the destructive firepower of a single Baneblade's main cannon, which can fire accurate shots out to almost twice the distance of the Stormhammer's inferior cannons. It is only in quantity of munitions rather than quality, where the Stormhammer can be said to be superior to the Baneblade. Still the Stormhammer continues to be a favored super heavy tank amongst the Minervans and they are ordered in volume, possibly due to availability more than preference.

STORMHAMMER (FLOGUSUS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	3+

Weapons	Range	Firepower	Notes
2 x Twin Snub Battlecannons	30cm	AP3+/AT3+	-
4 x Heavy Bolters	30cm	AP5+	-
Defensive Boltgun Array	(15cm)	Small Arms	-

Damage Capacity 3. Critical Hit: The Stormhammer's magazine explodes. The Stormhammer is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6+.

Notes: *Reinforced Armor, Thick Rear Armor.*

BANEBLADE

No tank is more iconic of the Minervan way of war than the legendary Baneblade. For ten thousand years Baneblades have served the Emperor with unblemished reliability, solidity, and valour. It is with this grand history in mind that Minervan armies deploy their Baneblades into the very thickest of fighting, secure in the knowledge that their holy Child-Gods will persevere in the face of the greatest of challenges. Minervan Baneblades are often very old; one such super-heavy can rightly expect a service life of between two and three hundred years before it finally succumbs to the twin pressures of time and fate. Those that survive longer than this are honored in special rituals and adorned with unique golden icons of the Emperor.

Once it has finally been damaged beyond prudent repair, or time has simply taken its toll and its aged frame has begun to fail, the Tech Priests will normally endeavour to return the ancient hulk to the Forgeworld of its birth, where it can be melted down and its constituent materials used in the creation of the next generation of Baneblades.

BANEBLADE (MARS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+

Weapons	Range	Firepower	Notes
Baneblade Battlecannon	75cm	AP3+/AT3+	-
2 x Lascannons	45cm	AT5+	-
Autocannon	45cm	AP5+/AT6+	-
Demolisher Cannon	30cm	AP3+/AT4+	Fixed Forward Arc, Ignore Cover
3 x Twin Heavy Bolters	30cm	AP4+	-

Damage Capacity 3. Critical Hit: The Baneblade's magazine explodes. The Baneblade is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6+.

Notes: *Reinforced Armor*

STORMBLADE

The Stormblade is an increasingly common sight in Imperial armies. Once regarded as a low-tech semi-blasphemous alternative to the Shadowsword produced by a few radical Forgeworld, consistent Imperial Guard reports of its utility on the battlefield for several centuries have convinced many Forge Masters that there may be some merit in the design, and have placed regular orders for the construction of Stormblades. Minerva, a close neighbour to the Forgeworld of Lucius, has been one of the planets to benefit from this increased supply of Stormblades.

The young super-heavy tank design has found a home amongst the armoured divisions of Minerva -not only as a supplemental alternative- but more particularly as a solid half-way stage between the extra-ordinary firepower of the Baneblade and the focused attack power of the Shadowsword. The Stormblade's variety of weapons mean that it is at its best when faced with an environment with multiple target types. Where a Baneblade might fare poorly against enemy war engines or a Shadowsword might fare poorly against infantry hordes, the Stormblade can put up a solid fight against almost all types of opponents.

STORMBLADE (LUCIUS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	5+

Weapons	Range	Firepower	Notes
Plasma Blastgun	45cm	2 x MW2+	Slow Firing, Fixed Forward Arc
2 x Lascannons	45cm	AT5+	-
2 x Twin Heavy Bolters	30cm	AP4+	
Heavy Bolter	30cm	AP5+	

Damage Capacity 3. Critical Hit: The Stormblade's plasma generator ignites. The Stormblade is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6+.

Notes: *Reinforced Armor*

STORMSWORD

The Stormsword super-heavy tank is a truly specialized vehicle. Armoured targets have very little to fear from this slow, short ranged tank, but infantry finding themselves within range of its weapons are not likely to remain so for long! Originally developed as a way of making useful damaged Shadowsword hulls, the Stormsword has become so popular over the centuries since its invention that some Forgeworlds now regularly produced new-built Stormswords.

Minervans often employ a triad of Stormswords when a front line has been well established and the war engines can advance without the need to worry about returning fire. Heretic worlds have watched their finite numbers dwindle and fortifications collapse before its Siege Cannons and Horde armies of the Orks have fled the punishing Bolter fire of these unstoppable tanks. The Stormsword has won a position amongst the great combat vehicles of Minerva in the spilled blood and crushed bone of the enemy.

STORMSWORD (LUCIUS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+

Weapons	Range	Firepower	Notes
Siege Cannon	45cm	3BP	Disrupt, Ignore Cover, Fixed Forward
2 x Twin Heavy Bolters	30cm	AP4+	-
Heavy Bolter	30cm	AP5+	-
2 x Heavy Flamer	15cm	AP4+	Ignore Cover

Damage Capacity 3. Critical Hit: The Stormsword's cannon munitions detonate. The Stormsword is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6+.

Notes: *Reinforced Armor*

SHADOWSWORD

Titans of the Eldar Craftworlds and all manner of Ork Gargants have fallen before the Shadowswords of the Minervan Legion. Their Volcano Cannons have downed the most gigantic of constructs the galaxy's xenos have fielded and left their charred remains adorning the ground – warnings for those who would dare tread on the worlds liberated by the Emperor's forces. The Shadowsword has the singular mission of annihilating the huge machines that tend to dominate the massive battles that rage across the galaxy.

SHADOWSWORD (LUCIUS PATTERN)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	5+

Weapons	Range	Firepower	Notes
Volcano Cannon	90cm	MW2+	Titan Killer (D3), Fixed Forward Arc
2 x Heavy Bolter	30cm	AP5+	-

Damage Capacity 3. Critical Hit: The Shadowsword's energy coils explode. The Shadowsword is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6+.

Notes: *Reinforced Armor.*

3.1 HISTORY OF THE MINERVAN LEGIONS

The 37th Millennium was marked by the colonization of the world of Minerva. This world was ripe with natural resources and diverse ecosystems – a perfect marriage of qualities that spelled industrial potential for the colonists who began their new lives there. But the dream of a vibrant colony was cut short by Chaos forces who invaded the planet for perhaps the same reasons it was being colonized – perhaps for other nefarious reasons.

The Chaos occupation would not last long. The renegades and their Sorcerer Lord were cast down before the liberating forces of the 1st Steel Legion in a swift and decisive victory. It was the Steel Legion that became the inspiration for the Minervan military and what drove the colonists into an accelerated industrialization with the full support of the Imperium behind them. Weapons and armor factories became the norm as the planet slowly turned from a gentle green to a patchy gray.

The productivity of Minerva vastly increased as their yearly output went from churning out companies to regiments. Many systems within the sector benefited from the efficient expansion of the planet's economy and the lack of any massive wars or cataclysms to slow things down meant that Minerva was on the fast track to becoming one of the most important Hive Worlds of the Imperium.

The Armored Legions were a natural development as Minerva struggled to maintain a balance between filling its factories and filling its regiments. In its early days, the planet's population was still burgeoning and the rank and file Minervan guardsmen were difficult to come by for a short time. A surplus of equipment, namely Leman Russ tanks, led to fewer and fewer pure infantry formations and eventually the Tank Legion became commonplace.

The concept behind a tank legion was certainly not new and many Imperial worlds already had regiments that were devoted solely to the armored vehicle. With this said, Minervans were producing and – more importantly – fielding tank companies with greater and greater frequency and quickly became the front runner for armored operations. With excellent craftsmanship and foresight, many vehicles were designed from the get-go to convert to amphibious use – if properly supplied these conversions could be and indeed frequently were done in the field.

The officers, more commonplace amongst the Minervan Legions due to the logistical nature of tank warfare, earned the reputation of being seasoned leaders. Minerva was quickly thrown into many conflicts from the liberation of Scarab from the Red Band to the extended battles on Armageddon itself. Those that had been saved by the Steel Legion had become the saviors as Minervan Regiments rolled across the Plains of Anthrad and assisted in battle after battle, proud to have been able repay an age-long life saving debt.

The varied battle situations Minervan regiments found themselves thrust into meant that training in different environments was not only encouraged but mandated. And so numerous regiments were rotated from one world to the next, eventually finding themselves on their Protectorate planet Scarab at some point. Their swamp green camouflaged tanks rolling in sharp contrast against the golden sand was a common sight for the local inhabitants. Here the tank crews came to train and to be trained - the desert world was often made home by the fighting men and women of Minerva. Its location deep in the Imperium and its heavy occupation as a Protectorate world almost ensured peace. It was never meant to become a battle zone…

3.2 Gaming – Grand Tournament Rules

Armored Regiment Commissars
The Armoured Regiment armies include one Commissar for every 500 points. If there is a Supreme Commander present, then the first Commissar must join that formation. Subsequent Commissars can be allocated to any unit in any order, though no formation may have more than one Commissar. Any excess Commissars are lost.

Amphibious
The Armoured Legions of Minerva are able to convert many of their vehicles on the fly to amphibious use. For every 1000 points, the Minervan player may designate one Armored Company as *Amphibious*. Amphibious companies ignore the Terrain Effects of Marshes, and Rivers count as Dangerous Terrain (instead of Impassable). The designation of specific formations as *Amphibious* must be made prior to placing any units on the game table.

MINERVAN LEGION ARMY LIST

Minervan Legion armies have a Strategy Rating of 2. Minervan Legion formations and Imperial Navy formations have an Initiative of 2+. Titan Legion formations have an Initiative of 1+.

MINERVAN ARMORED COMPANIES

You may have any number of core formations in your army.

FORMATION	UNIT	COST
Tank Company	Ten Leman Russ variants, of which up to two units may be Rare Leman Russ Variants	425 points
Super-Heavy Tank Company	Three Stormblades, Stormswords, Baneblades, Shadowswords, or Stormhammers, or any combination of the five.	500 points
Self-Propelled Artillery Company	Nine Basilisks, Manticores, or Bombards	650 points

LEMAN RUSS VARIANTS

When selecting Leman Russ tanks, apply these modifiers to basic cost of the formation for each tank chosen.
*Tanks marked with an asterisk * are Rare Variants.*

Leman Russ	Demolisher	Conqueror	Thunderer
+20 points	+20 points	+10 points	*Free*

Exterminator	Executioner*	Vanquisher*	Destroyer*
+10 points	+20 points	+45 points	+70 points

ARMORED COMPANY UPGRADES

Up to three Upgrades may be taken per Armored Company.

UPGRADE	UNITS	COST
0-1 Supreme Commander	Upgrade one unit to Supreme Commander	100 points
Flak Support	One or two Hydras	50 points each
Griffon Battery	Three Griffons	100 points
Hellhound Squadron	Three Hellhounds	150 points
Salamander Command Vehicle	One Salamander Command Vehicle	25 points
Tank Squadron	Three Leman Russ variants (may not include rare variants)	140 points

ARMORED COMPANY SUPPORT FORMATIONS

Up to two may be taken per Armored Company.

FORMATION	UNITS	COST
Tank Platoon	Six Leman Russ variants (May include 0-1 rare Leman Russ variants)	280 points
Self Propelled Artillery Platoon	Three Basilisks or three Bombards or three Manticores	250 points
Super-Heavy Tank Platoon	One Stormblade, Stormsword, Baneblade, Shadowsword, or Stormhammer	200 points
Salamander Scout Platoon	Three Salamander Scout Vehicles (may add a Salamander Command Vehicle)	100 points (+25 points)
Mechanized Platoon	Ten Infantry units, plus five Chimeras - may be armed differently within a single formation. (may add a Salamander Command Vehicle)	300 points (+25 points)
Self Propelled Flak Battery	Three Hydras	150 points
Vulture Squadron	Four Vultures	300 points
Storm Trooper Platoon	Eight Storm Trooper units (may have four Valkyries)	200 points (+150 points)
Assault Gun Platoon	Three Medusas	150 points
0-1 Deathstrike Missile Platoon	Two Deathstrike Missile Launchers	200 points
0-1 Orbital Support	One Imperial Navy Lunar Class Cruiser OR One Emperor class Battleship	150 points 300 points

IMPERIAL NAVY AND TITAN LEGION BATTLEGROUP FORMATIONS

Imperial Navy Aircraft and Titan Legion Battle Groups may support Minervan Legion Imperial Guard armies. Up to a third of the points available to the army may be spent on these formations.

FORMATION	COST
One or two Titan Legion Warhounds	275 points each or two for 500 points
One Titan Legion Reaver Titan	650 points
One Titan Legion Warlord Titan	850 points
Two Imperial Navy Thunderbolt Fighters	150 points
Two Imperial Navy Marauder Bombers	250 points

Special Rule - 4.0.1 Technology

Necron

Necron technology allows many of its units to repair themselves at an accelerated rate. This is reflected as the *Necron* ability in a unit's datasheet.

Units with the *Necron* ability that have been destroyed can regenerate. Formations can return one previously destroyed Necron unit in the end phase of each turn either on or off the board. In addition, if a formation regroups on board it can use the dice rolls to either return units with the *Necron* ability to play or to remove blast markers or both (e.g., if you rolled a '2' you could return 2 units to play, remove 2 blast markers, or return 1 unit and remove 1 blast marker). Formations off board are restricted to using their regroup function to remove blast markers only.

Portals

Necron Portals are the primary means by which the Necron forces are transported across the galaxy. Any formation that is in the reserves, either because it has not entered play or has left the board for any reason, may enter play via a portal as part of any activation that allows movement. Measure their movement using the portal as the starting point. Additionally, formations may leave the board by entering a portal, taking them into the reserves. Note that once in the reserves they can either re-enter play immediately via another portal, provided they have movement, or remain in the reserves.

Necron Portals can only be used by Armored Vehicles with the *walker* ability, Infantry, or Light Vehicles. Each portal can be used only once per turn for either entering or exiting the battlefield, not for both. Thus a Formation may enter one portal with part of their movement, and exit from a second, unused portal, continuing their movement from that portal.

If, at the end of the movement, a unit is out of formation it is destroyed (see core rule 1.7.4). Example: if you moved a formation of four units through one portal and out another and two units were unable to make the full movement (i.e. get through the second portal), the Necron player would have to choose which units were to be destroyed, the two that moved through the portal or the two that didn't.

Tomb Complex

Scattered throughout the Galaxy on worlds beyond number, the Necron placed Tombs to house and maintain their race. During the long sleep over millions of years, many of these building have become buried, only to be uncovered by the unwitting efforts of explorers or the design of the C'tan eager to reclaim the Galaxy they once ruled.

These Tombs are the "bases" from which Necron raiders and conquering armies strike at their enemies. As such, they have a high importance to both the Necron (who need them for the troops and support facilities they contain) and the enemies who would destroy them to keep their contents from awaking. Attacking these facilities carries the risk of awaking the Necron within, or attracting the notice of other, wakened forces that might rush to their defence. The Tomb is considered a Necron Portal, and can be used to bring formations from off board into place, or to relay troops to and from other portals. Measure from the edge of the board as the formation's starting point.

Living Metal

Units made of *living metal* receive a Reinforced Armor saving throw against normal weapons, lance weapons, and even macro-weapons. In addition, their save is not reduced by *sniper* abilities. Any Titan Killer attacks are automatically reduced to Titan Killer (1) when resolving hits against Living Metal units, and Living Metal units are permitted a single armor save. See chart below.

| Weapon	Armor Save	RA Save	DC Lost
AT/AP	Yes	Yes	1
MW	Yes	Yes	1
TK (any)	Yes	No	1

Special Rule - 4.0.2 Implacable Advance

The Necron are an offensive army, always on the advance, stopping only to eliminate enemy positions before moving on to harvest others. While subject to disruption from losses and enemy fire, the mechanical nature of the Necron permits them to easily reorganize to maintain the offensive momentum.

Necron formations receive a +1 bonus to Marshal Actions. Due to their steady, deliberate, nature Necron formations cannot take a March action.

Special Rule - 4.0.3 Phase Out

When a Necron formation becomes broken, it does not just fall back, but also vanishes from the battlefield without leaving any proof of its existence.

In the end phase of the turn, remove the formation from the board into the reserves, but keep it away from any destroyed units. The formation will roll to rally in the end phase, handling blast markers as per the core rules (see 1.14). It may re-enter by teleporting, or through a portal. If there are not enough portals to deal with all the off-table formations, then the formation must remain off the table until a portal is available for it to use. If the rally roll fails, the formation must remain in the reserves until it rallies. Note that with the exception of the C'tan, no Necron War Engines may phase out.
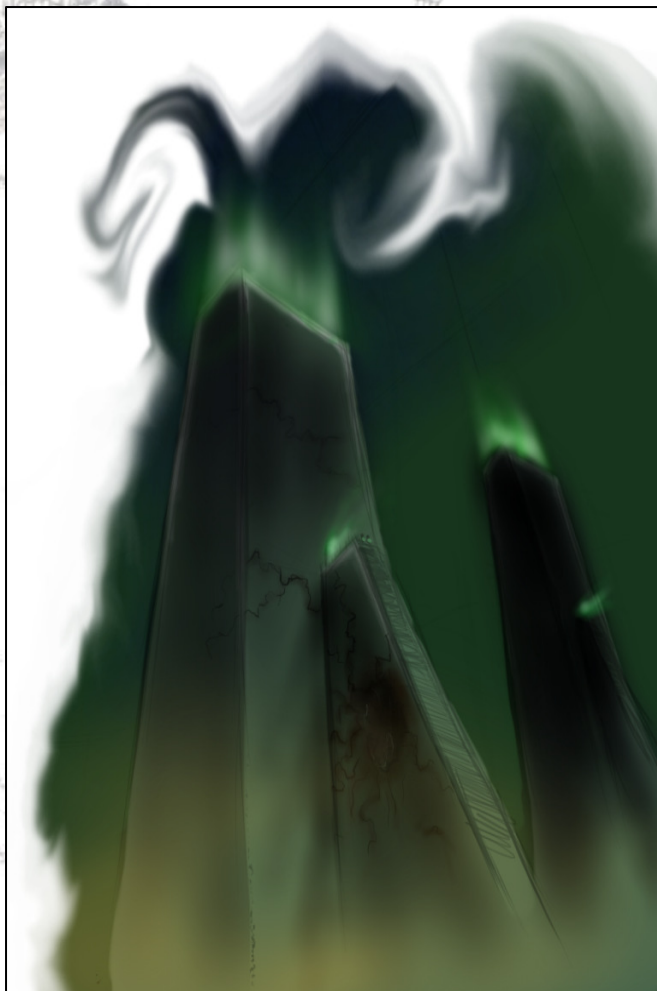
4.1.1 NECRON FORCES

NECRON LORD

The most sophisticated of the C'tan's servants, the Necron Lords act as leaders and energy loci for the Necron Warriors. Clad in crumbling vestments and wielding ancient, arcane staffs, they are a chilling sight on the battlefield, directing their Warriors' attacks in unnatural silence. The patina of age mars the silvered perfection of their forms and they wear the accumulated power of millennia like a robe. Glittering arcs of energy surround their every gesture and soulless fires burn in their empty eye sockets.

Such power was witnessed by many a soldier on the sandy dunes and rocky crags of Scarab when the Necron were woke from their slumber. Necron Lords moved from victim to victim with unnatural speed, spilling entrails and leaving a trail of blood for their comrades to follow. The Lords demonstrated sheer hate for the living in stark contrast to the methodical soulless killing of their Warriors.

NECRON LORD

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-

Weapons	Range	Firepower	Notes
Staff of Light	(15cm)	Small Arms *and*	Extra Attacks (+1)
	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)

Notes: *Leader, Invulnerable Save*

WARRIORS

As The skeletal form of a Necron Warrior is a spine-chilling sight, as bullets and lasblasts bounce harmlessly from its metallic limbs. The gauss flayer it wields is no less terrifying as it strips its target atom by atom; in a heartbeat it dissolves skin and muscle, and then disintegrates bone until nothing else remains.

Soldiers of the Imperium have found fighting such a menace en masse to be far more difficult than the short raids or mysterious attacks conducted by this ghoulish foe in the past. Forces of the Minervan Legion described the Necrons as a relentless enemy whose never-ending assaults could erode mountains. Standing shoulder to metal shoulder, the Necron advanced in an uncaring line of murder as they marched slowly forward toward the forces of man. Never sleeping, never eating, never stopping to care for their wounded, these warriors wore down their opponents with the passing of time and the consistent advance of their numbers. They felt no loss for their fellow soldiers who fell and, in fact, felt nothing but content at battling for hours to achieve a meter of battleground. Only their defeat would inhibit them. Only their destruction would stop them.

NECRON WARRIORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+

| Weapons	Range	Firepower	Notes
Gauss Flayers	15cm	AP5+/AT6+	-

Notes: *Necron*

IMMORTALS

The Immortals were among the most favored Necrontyr servants of the C'tan and were the first of their kind to give up their cursed, fleshy bodies to become the soulless Necrons. It was they who helped enslave the remainder of the Necrontyr and brought about the death of all that their people once were. For their reward they were allowed to keep some sense of self, although to call their existence a life would be a great overstatement. The light of their eyes shimmer with only hate, betrayal, anger, and torment. Locked in their chilled bodies for all time, the Immortals have only themselves to blame for the purgatory of their existence. Upon the battlefield their blasters efficiently rip their victims apart, the luster of their gleaming bodies have been eroded by the ravages of time. Their fleshless metal skulls strike fear into the hearts of their foes, and the eerie silence of their advance is more unnerving than any bloodthirsty battle cry.

Immortals have been seen in raids in a variety of roles: support, shock troops, or sometimes composing an entire force. In larger battles these elite troops seem to surround themselves with the standard Necron Warriors rather than fighting alone. Although it does not appear their presence is required, the destructive ability of the Immortals is enough to bolster a Phalanx to new levels of terror.

IMMORTALS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+

Weapons	Range	Firepower	Notes
Gauss Blasters	15cm	AP4+/AT6+	-
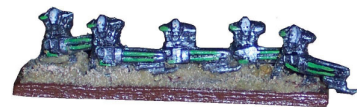
Notes: *Necron*

FLAYED ONES

Twisted and ghoulish terrors of the night, the Flayed Ones advance before the Necron force, spreading fear like a plague before them. Stooped, yet terrifyingly agile beasts from man's darkest nightmares, the Flayed Ones' long flensing blades can strip the skin from their prey in seconds. Thin and wiry, they adorn themselves with the still-wet hides of their victims, leaving the skinned corpses to sow fear and confusion amongst the enemies' ranks.

At the rim of Digg's Canyon, the Flayed Ones led a surprise charge against the Minervan Command Center. These horrors caught young men and women unawares as they ran for the safety of their armored vehicles and gun emplacements. Bodies were skewered against the armor plating of the super heavy tanks and broken against the sharp crags. Later in the Scarab Conflict, the Flayed Ones managed to make deadly assaults on the supply lines running from Cullard Drill, weakening an already decaying front for the Minervan forces.

FLAYED ONES

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	-

Weapons	Range	Firepower	Notes
Claws	(base contact)	Assault Weapons	-

Notes: *Necron, Infiltrator, Scout, Teleport*

TOMB SPYDER

These arachnid creatures are artificial constructs created to maintain the ancient Necron tomb complexes. Their many eyes stare out from an otherwise featureless head. The hooded carapace of a Tomb Spyder provides essential protection while their flexible metal limbs are capable of performing a variety of tasks. Collection and repair of Necrons from the battlefield, which they will also fight to protect, seem to be their primary task.

It is from the Tomb Spyders that swarms of Scarabs spew forth as well. The Spyder's smaller counterparts form an inescapable blanket of doom that creeps along the ground and dismantles the men and great war machines of the Imperium one mechanical bite at a time. Spyders and Scarabs were seen in great numbers at the final battle at Dig Site 113 which was later found to be evidence that the Tomb Complex on the planet was fully roused.

TOMB SPYDER

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15cm	4+	5+	5+

Weapons	Range	Firepower	Notes
Scarab Swarm	30cm	AP5+/AT5+	Ignore Cover
and	(15cm)	Small Arms	Extra Attacks (+1), Ignore Cover
or	(base contact)	Assault Weapons	Extra Attacks (+1), Ignore Cover
Claws	(base contact)	Assault Weapons	Macro-weapon

Notes: *Fearless, Leader, Skimmer, Walker.* Scarab Swarm close combat attack is a standard 5+ CC and not a macro-weapon attack.

EVEN THE SUPERHEAVY TANKS OF THE IMPERIUM FALL TO THE RED HARVEST

PARIAHS

Crafted from a terrible symbiosis of Necron technology and human evolution, Pariahs represent the next phase of the C'tan's ideal for the galaxy. Resembling artificial beings of soulless perfection, Pariahs radiate a sense of palpable menace and horror to those around them. Blotting out psychic emanations and infusing those nearby with the sense of their own mortality, Pariahs embody the ultimate horror of the Necron threat. Since man's first encounter with these hybrids, speculation began to surface that their origins were not of the Necrons but the

Adeptus Mechanicus itself, or at the very least from some Imperial traitors. Dark Eldar forces on Scarab were not afforded the luxury of time for speculation, however.

The raiders who had come to this barren planet found themselves the target of Necron assaults while simultaneously fighting against the Minervan forces. Pariahs led the initial attacks on the beleaguered kabals; the mere presence of these half-breeds was an unnerving element in the assaults that led to the darklings fleeing at every turn.

PARIAHS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+

Weapons	Range	Firepower	Notes
War Scythe	15cm	AP4+/AT6+	-
	(base contact)	Assault weapons	Macro-weapon, Extra Attack (+1)

Notes: *Inspiring*

DESTROYERS

Necron Immortals fused to flying skimmers are known as Destroyers. They are a heavily altered form of a Necron Immortal, equally broad with a more pronounced spine from which their terrible weapons draw their power. The speed and ferocity of their attacks are undiminished by their antiquity, and they remain at the forefront of the Red Harvest.

As the Necron Tombs awaken with greater regularity, civilian and military targets alike have found the presence of Destroyers to be the straw that broke the camel's back. The skimmers herd infantry targets away from areas of support only to have the regular warriors finish off the job they have started. Pride is no factor as the forces work in mechanical cohesion to execute brutal killing tactics.

DESTROYERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	4+	6+	3+

Weapons	Range	Firepower	Notes
2 x Gauss Cannons	30cm	AP4+/AT6+	-

Notes: *Necron, Mounted, Skimmer*

HEAVY DESTROYERS

Like their lighter brethren, Heavy Destroyers are a fusion of a Necron Immortal and a flying skimmer craft. As standard, these mount the heavy gauss cannon and home in on enemy armor, fixing them with their baleful multi-lens targeters before raking them with devastating heavy gauss cannon fire.

Minervan artillery officers greatly misjudged the attack

capabilities of the Necron by positioning themselves against the rim of a canyon, hoping to only fight on a single front. Instead Heavy Destroyers were deployed around the mighty Basilisk emplacements, rending gun muzzles from the mobile platforms and forcing the Imperium into the most dire of positions. Days later these same Destroyers harassed regiments of Leman Russes on the desertscape outside Dig Site 113.

HEAVY DESTROYERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	4+	6+	4+

| Weapons	Range	Firepower	Notes
Heavy Gauss Cannon	30cm	AT3+	-

Notes: *Necron, Mounted, Skimmer*

WRAITHS

Grotesque and floating killers, Wraiths move like ghosts, shifting in and out of phase. It's spinal cord is elongated and fluid, equipped with powerful shock lashes and blades. Wide hunched shoulders support a leering, skull face and long, whip-like arms wield scalpel blades for fingers and a nightmare assortment of arcane surgical equipment.

The phase technology of these serpentine murderers is perhaps the most disturbing of all their features. Imperial forces in secured compounds have witnessed Wraiths passing through walls and attacking vulnerable personnel and destroying sensitive equipment within. Before an adequate defense can be mounted, the Wraiths have passed through the next set of walls and onto their next target.

WRAITHS

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	4+	-

Weapons	Range	Firepower	Notes
Claws	(base contact)	Assault Weapons	Extra Attacks (+1)

Notes: *Necron, Jump Pack, First Strike, Invulnerable Save*
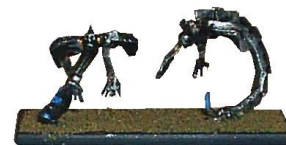
4.1.2 WAR MACHINES
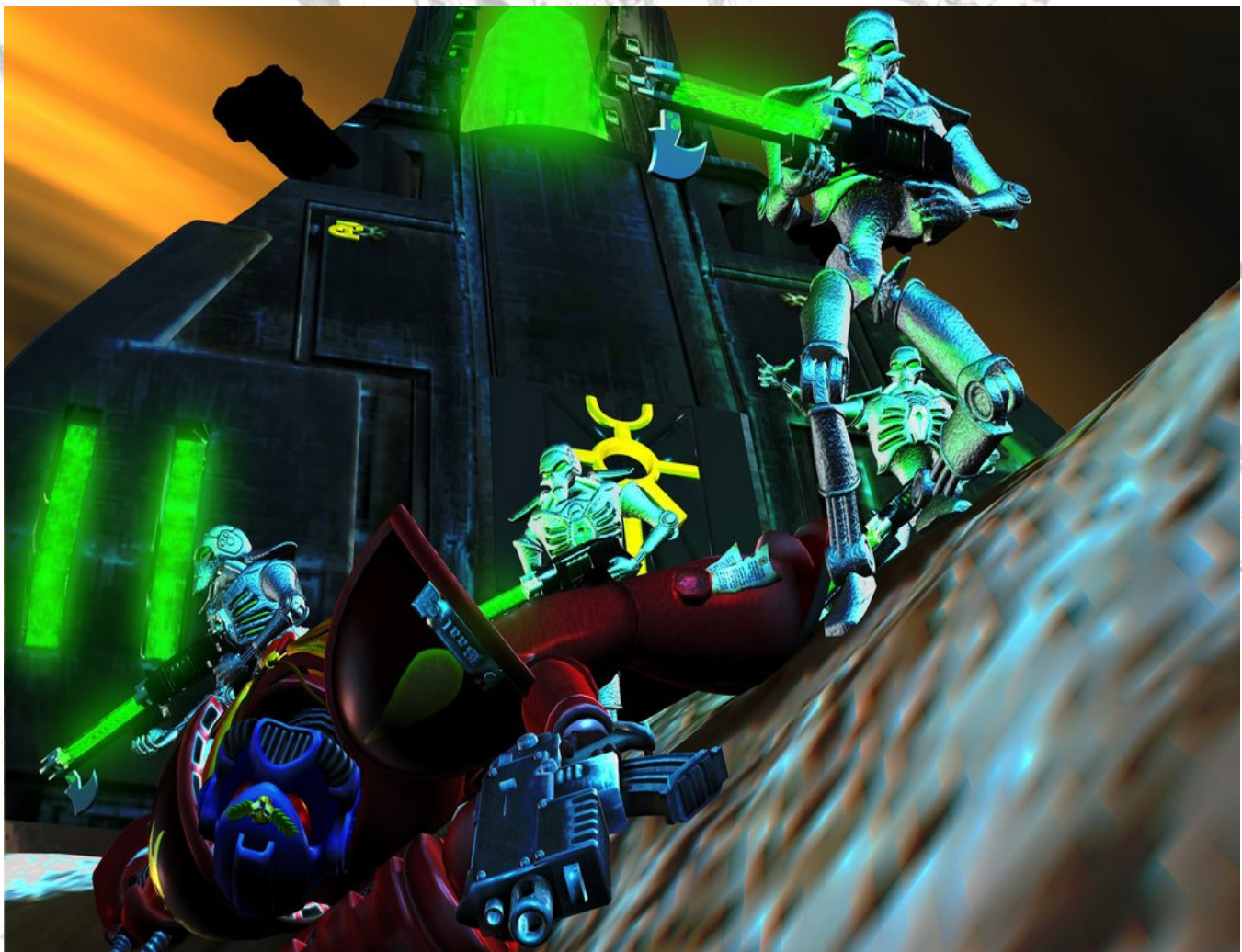
MONOLITH

Appearances of Monoliths have been recorded across the galaxy, but few experiences have recorded the vast number of Monoliths the Minervan Legion faught against on the planet Scarab. To the vast majority of soldiers and tank drivers, the obsidian machines were a mystery both in form and function – a mystery that would not last long. Entire platoons were atomized and Leman Russ tanks torn asunder from the powerful weapons. Men and women looked on in shock as these same deadly machines opened their maws and belched forth a sea of Necron Warriors far beyond what they would have been able to carrry.

The Monolith combines the properties of transport craft, armored destroyer and Necron power icon. Its ponderous form floats across the battlefield, its crystal core pulsing with sickly energy, all the while powerful beams of gauss lightning whipping from its weapon mounts. The frontal section is capable of opening a dark portal and transporting Necrons to the battlefield to cause fresh havoc. With a phalanx of Warriors between the Monolith and its target, this machine provides deadly support on the front as the Necron forces advance toward the barrels of guns.

MONOLITH

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15cm	4+	6+	5+

Weapons	Range	Firepower	Notes
Particle Whip	30cm	AP4+/AT4+	-
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+2)

Notes: *Living Metal, Portal, Fearless, Skimmer, Teleport, Thick Rear Armor*

THE SPACE MARINES CONFIRM REPORTS OF A NECRON MONOLITH SIGHTING.

OBELISK

A rare sight in the raiding forces that heralded the first appearance of the Necron, the Obelisk has become an almost common sight in full-fledged armies. These constructs are squat cubes, topped by a crystal virtually identical to the one that tops a Monolith. Capable of manifesting a Particle Whip, the Obelisks are primarily seen defending the Monoliths that form the backbone of the Necron vehicle force.

Occasionally, formations of Obelisks are deployed to offer heavy fire support to infantry or perform deep raids behind enemy lines. This tactic has been associated mostly with cutting off supply lines, but has also been used to develop brutal crossfires on normally strong fronts. The psychological damage of having a position compromised with ease has proved devastating to morale, forcing entire positions to fold and reposition in the midst of battle.

OBELISK				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	30cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Particle Flail	45cm	AP4+/AT4+	-	

Notes: *Fearless, Reinforced Armor, Skimmer, Teleport, Thick Rear Armor*

PYLON

A great crescent is silhouetted against the storm-wracked sky, and a searing line of emerald fire scorches the heavens. Even while its target's twisted wreckage plummets from the sky, the Pylon reconfigures its crystalline weapons array to lock-on to another sky-born adversary. The devastating power of this Necron construct is not limited to airborn targets as it levels and takes aim on the mighty war engines of the Imperium.

A Necron Pylon is a monumental stationary weapons array, designed primarily to both swat opposing flyers from the skies

and pierce the armor of Titans with a devastating salvo of plasma fired from its particle accelerator cannon. These machines have contributed to the deaths of a score of machine spirits across the Imperium and rumors abound that the Orks have lost at least three Great Gargants. Eldar records elude that Pylon technology goes back farther than their own existence and undoubtedly has been employed against the Old Ones themselves. More recent sightings seem to be isolated to combating aircraft with their stunning range and deadly accuracy.

PYLON				
Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	4+	-	4+
Weapons	Range	Firepower	Notes	
Particle Accelerator	120cm	MW4+	Titan Killer (D3)	
and	90cm	AA4+	Titan Killer (1)	
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+2)	

Damage Capacity 2. Critical Hit Effect: The Pylon explodes, inflicting a hit on any unit within 3D6cms (armor saves allowed).

Notes: *Living Metal, Fearless, Teleport, Thick Rear Armor. Unit may not Phase Out.*

4.1.3 HARVESTER ENGINES

WARBARQUE

Uncommon even in the heyday of the Necron domination of the Galaxy, the Warbarque is a fighting platform of incredible power developed under direction by only the most powerful of the C'tan. Capable of laying down an impressive amount of firepower at range as well as possessing close in firefighting capability superior to that of a Monolith, the Warbarque is a powerful unit on its own. As a supporting unit, the Warbarque can deploy or relocate infantry units with its built-in portal.

Multiple Warbarques appeared for the first time in Imperial history during the Scarab Conflict (at least for the first time that witnesses were left alive to record their presence). Particle Cannons became the dread of every tank pilot on the battlefield as the Minervan forces struggled to close range on the giant Necron machines. But once within range, the Warbarques were able to support themselves with hundreds of Necron Warriors to force the Leman Russes backward. Commanders were quick to note that these slow moving devices did not have the flexibility of disappearing like the smaller Monoliths, possibly indicating that phase technology was limited by the size of the vehicle.

WARBARQUE				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
2 x Particle Cannons	60cm	AP5+/AT3+	-	
2 x War Cannons	30cm	AT4+	-	
2 x Gauss Cannons	30cm	AP4+/AT6+	-	
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+2)	

Damage Capacity 3. Critical Hit: The portal malfunctions and cannot be used for the rest of the game. Additional critical hits destroy the Warbarque.

Notes: *Living Metal, Portal, Commander, Fearless, Skimmer, Teleport, Thick Rear Armor. Unit may not Phase Out.*

ABATTOIR

In the ancient days, when the power of the C'tan dominated the Galaxy, the servants of the Star Gods raised gigantic temples in their honor. In these places of darkest nightmare, horrific sacrifices were performed to feed the endless desire of the C'tan. In time, sacrifices could not be brought to the temples fast enough to sate the C'tan's evil hunger for suffering and so they used their power and the technology of their servants to transform the temples into gargantuan engines of destruction. During the latter days of the War in Heaven, before the Necron's long slumber, the Eldar called these terrifying constructs "World Harvesters". Since their recent appearance, the Imperium has given them a new name: The Abattoirs.

Massive beyond belief, these structures are not equipped to "phase". Instead, they must be transported to the world whose population they are to harvest by a Necron fleet. The ships simply glide into orbit and drop them onto the world to let them perform their grizzly task.

The Abattoir's weapons are similar in function to the gauss weapons of the other Necrons, but vastly more powerful. These "harvesters", which are born on tentacle-like arms deployed from the capacitor pyramids, not only rip their victims apart at the molecular level, but also are able to absorb and store the terror and agony of their victim's death. The monstrous energies are used to feed the C'tan, sustaining them in times when fresh victims are in short supply. Additionally, the Abattoir is able to drop the scarabs that it creates to help maintain its systems. These scarabs swarm out to dispatch foes and assist in the harvest.

ABATTOIR

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	2+	4+

Weapons	Range	Firepower	Notes
3 x Scarab Swarms	30cm	AP5+/AT5+	Ignore Cover
and	(15cm)	Small Arms	Extra Attacks (+1), Ignore Cover
or	(base contact)	Assault Weapons	Extra Attacks (+1), Ignore Cover
Harvesters	(base contact)	Assault Weapons	Extra Attacks (+2), Titan Killer (D3)

Damage Capacity 8. Critical Hit: A capacitor explosion inflicts a TK hit on every unit within 5cm (including the Abattoir) on a D6 roll of 4+.

Notes: *Living Metal, Fearless, Infiltrator, Portal, Skimmer, Thick Rear Armor. Unit may not Phase Out. Counts as ruins for the remainder of the game when destroyed (see Terrain Effects chart).*
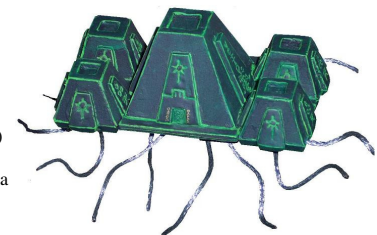
ÆONIC ORB

Created long ago as an expression of ultimate power, the Æonic Orb is the epitome of Necron technology and a testament to the might of the C'tan. In essence, the orb is a fragment of a star contained within a necrodermis sheath and stabilized with the incredible power of Necron magnetic technology. This containment system, which gives the orb its primary power source, is mounted on a massive skimming platform that also gives the orb its mobility. Rare even at the zenith of the Necron Empire, the Æonic Orb is probably the rarest Necron weapon in modern times. Legend has it that the C'tan were required to destroy an entire star to create even one. When one has been encountered, it has invariably been in antithesis to a Titan.

Its weapons systems are both simple, and powerful. The Solar Flare is generated by an adjustment of the containment field, which focuses a concentrated plume of plasma generated by the stellar fragment into a high velocity bolt. So powerful is the containment "Beam" that the plasma suffers no loss of heat or velocity for an extended range. This allows the plasma to cut through virtually any material effortlessly. Reports from the few sightings of the Orbs indicate that a single hit is capable of inflicting significant damage on unshielded Battle Titans, and even shielded Titans can suffer terrible damage should they be hit. Nothing drives this point home more than the conflict between the *Solitudo Custodis* Warlord Titan and the Æonic Orb uncovered on Scarab; this battle of war machines remains a hotly studied conflict in war rooms across the Imperium.

The final weapon is similar in concept to the Solar Flare, but less energetic, and thus less powerful. A much weaker containment beam is used to guide a mass of plasma and dispersing it on a target location, which results in the plasma loosing heat at an incredible rate. By the time it reaches its target, its effects -while powerful- do not begin to compare to the Solar Flare. The swift loss of heat also limits the effective range of the weapon significantly. On the other hand, the explosive force and resulting radiation is quite sufficient to create havoc amongst victims who are unfortunate enough to be caught in the open.

ÆONIC ORB

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	-	3+

Weapons	Range	Firepower	Notes
Solar Flare	90cm	MW3+	Titan Killer (D6)
or	90cm	12BP	-

Damage Capacity 6. Critical Hit: Containment breach! A rupture in the necrodermis results in an uncontrollable plasma burst. Center a single Orbital Barrage Template on the Orb – any unit (including the Orb) that falls under the template is subject to a BP4 (MW) attack.

Notes: *Living Metal, Fearless, Skimmer, Thick Rear Armor. Unit may not Phase Out.*

SCYTHE CLASS HARVESTER

While the Necron ground forces carry out the Red Harvest on a planet's surface, various Necron starships wait in orbit for their victorious forces to return. In the case of extreme opposition from the life forms the C'tan seek to suppress, the harvester craft turn their high-energy weapons on their adversaries, either bombarding their forces with dispersed solar pulses, or destroying key objectives with devastating pinpoint attacks.

These spacecraft carry planet harvesters of their own: Orbs, Abattoirs, and Warbarques. All have been witnessed as transported in some capacity. The strategy of the Necron confirms that their xenos technology has limitations which may be associated with physical size. This is of no consolation to the targeted worlds of the C'tan, however, whose orbits are controlled and whose lands are shadowed by the terrifying machines of the Necron.

SCYTHE CLASS HARVESTER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	-	-	-	-

Weapons	Range	Firepower	Notes
Orbital Bombardment	-	4BP	Macro Weapon
2 x Pin-point Attack	-	MW2+	Titan Killer (D3)

Notes: *None*

4.1.4 C'TAN

THE NIGHTBRINGER

The Nightbringer is death incarnate, a sadistic god with the power to unmake the stars. It delights in inflicting pain and suffering not only to feed, but simply because it can. Its gaze is death and its mighty scythe has feasted on the deaths of civilizations. With a spacecraft imbued with a measure of its power, the Nightbringer has destroyed entire star systems on a whim and gorged itself on the death agonies of countless billions of lives.

Awakened by a group who were either ignorant of the C'tan's true nature or its abilities, the Nightbringer is a force that the residents of the galaxy dread. It is death incarnate – it is destruction unstained by morality or physical limitation. Its singular purpose is cloaked in mystery only by virtue of a lack of survivors left to tell of its presence.

C'TAN – THE NIGHTBRINGER				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
War Engine	15cm	4+	3+	5+
Weapons	**Range**	**Firepower**	**Notes**	
Lightning Arc	30cm	MW4+	-	
Gaze of Death	(base contact)	Assault Weapons	Extra Attacks (+2), Macro-Weapon	
Scythe	(base contact)	Assault Weapons	Extra Attacks (+2), Titan Killer (D3)	

Damage Capacity 3. Critical Hit: The Nightbringer is destroyed and a force of energy is released. All units within 5cm take an automatic MW hit (armor saves allowed if applicable).

Notes: *Living Metal, Fearless, Inspiring, Supreme Commander, Skimmer, Teleport*

THE DECEIVER

The Deceiver's greatest achievements are wrought from deception and lies, its empire of fear built upon manipulation and mistrust. Subtle and charming, its web of half-truths and outrageous falsehoods has led planets to their doom and great leaders into slavery, all for the mocking amusement of the Lord of Deception. In ages past, even when the Necrontyr were still clothed in flesh, the other C'tan learned to shun the influence of the Deceiver. Only a few were consumed by the entity itself whilst others were set to fighting amongst themselves.

Awakened now for an unknown time, *Mephet'ran*'s involvement in the galaxy's affairs are only now starting to come to light. As a single data point, Tech Priests of the Adeptus Mechanicus uncovered a link from the strange conflict on the Imperial planet Scarab to the Deceiver himself. Dark Eldar prisoners under interrogation gave solid descriptions of what they called the Jackal God appearing just before the unearthing of the Æonic Orb. These descriptions were confirmed against a dying Stormtrooper's account of a 'golden xenos figure' transfiguring before him. This creature's appearance as both Dark Eldar and human lends strong credence to the theory that the entire conflict was orchestrated for the sole purpose of gaining unrestricted access to the planet surface and the treasures it held.

C'TAN – THE DECEIVER				
Type	**Speed**	**Armour**	**Close Combat**	**Firefight**
War Engine	15cm	4+	4+	4+
Weapons	**Range**	**Firepower**	**Notes**	
Despair	45cm	4BP	Disrupt	
Claws	(base contact)	Assault Weapons	Extra Attacks (+2), Titan Killer (1)	

Damage Capacity 3. Critical Hit: The Deceiver is destroyed and a force of energy is released. All units within 5cm take an automatic MW hit (armor saves allowed if applicable).

Notes: *Living Metal, Fearless, Inspiring, Supreme Commander, Skimmer, Teleport*

THE NIGHTBRINGER UNSEALS ANOTHER TOMB.

4.2 Rise of the Necron

The Necron are an ancient race whose origins are a mystery to the scholars of the Imperium. What precious little information has been learned from interrogations of Eldar who themselves only have stories that have become little more than legends. Known to the Eldar as the Yngir, the Necron are the remnants of an ancient race called the Necrontyr.

Orbiting an unstable star, the Necrontyr home world was constantly bombarded with intense, often lethal radiation. How life ever developed on their planet was considered a profound mystery for ages. The people led short, brutal lives, struggling to eke out a meager existence. It is thought that a combination of their harsh environment and a total lack of connection to the Warp drove the Necrontyr into the frenzied dive of technological advancement to try to compensate for the difficulties they faced, along with the deformities brought on by the harsh radiation.

Whatever the reason, this desperate push for advancement allowed them to achieve space flight and interstellar capabilities, albeit on slow lumbering ships. Armed with the progress of interstellar travel and the promise of a better future, the Necrontyr went forth into the galaxy to find new habitable worlds. Their ships of living metal protected and preserved their short life spans during the plodding flight through deep space. Their methodical colonization did not continue for too long, however, before they encountered the Old Ones.

While even less is recorded about the Old Ones than about the Necrontyr, it is impossible to reference one without the other. What is known is that the existence of the Old Ones stood in stark contrast to those who had encountered them. The Necrontyr lived short, difficult lives filled with grieving loss whereas the Old Ones lived their near-immortal lives in apparent comfort. The worlds these beings inhabited were paradises compared to the radioactive nightmare of the Necrontyr homeworld. And although the catalyst to the war is lost to history, most believe the Necrontyr's covetous nature drove them to murderous xenophobia and to devote their machinations and technologies to the destruction of the Old Ones.

It was not that their cause was blinded by hate that resulted in their defeat, nor was it the vastness of the Old One's dominion. The technology of the Necrontyr was terrifyingly advanced and they waged war with an unmatched fervor. They developed ships that were faster than any that had traversed the galaxy, yet the Old Ones' tactical use of the Webway outmatched them at every engagement. The living metal of their war machines withstood mighty blows and out of their weapons spilled floods of destructive energy, but despite all this, the Old Ones' power was too great a match for their adversaries. As masters of the Warp, they were able to alter reality itself and even bend the physical laws that the Necrontyr's

technology was based upon. Outmatched at every turn the Necrontyr were beaten back to the orbit around their deadly sun; bruised but certainly not broken.

Always looking to new discoveries as a means of salvation, the Necrontyr engaged in increasing their already prodigious technological knowledge to new heights. It was this ambitious push that allowed them to discover the terrible truth behind the horror their race had endured since the beginning. Nestled in the corona of their sun they discovered a massive being of pure energy feeding upon the energy of their sun, its leech-like behavior responsible for the instability of the star and the radiation they had been forced to endure. Even though their studies of the creature showed that it was sentient, it existed on a scale so vast that the Necrontyr were literally beneath its notice. Their defeat at the hands of the Old Ones always first in their mind, plans were made to harness the strength of this ancient force to use against their enemies.

Through slow, laborious effort they finally managed to communicate with the creature. In order to facilitate contact and hoping to utilize the being's immense power in their war against the Old Ones, the Necrontyr constructed for it a body of a living metal material known as *Necrodermis*. Baited to enter this artificial body, the creature experienced the physical realities of a corporeal existence for the first time. Overwhelmed with the sensations it was experiencing, it did what came naturally to it, reaching out to the nearest source of energy to feed: the Necrontyr themselves. The newly corporeal creature discovered the 'taste' of the fear and horror generated when it fed upon its discoverers was far sweeter than the bland energy of stars. Relishing this new sensation, the creature that would become known as the Nightbringer fell upon the Necrontyr and feasted upon them with a terrible appetite.

It did not take long for the Necrontyr to realize they would be devoured by their new discovery. In a desperate move they pleaded with their destroyer for an opportunity to serve it rather than be consumed by it. They managed to convince the Nightbringer that, if it would spare them, they would pledge their service to help it feed upon the Old Ones which would provide an even greater feast. The Nightbringer ceased its slaughter of the Necrontyr and agreed to assist them in destroying the Old Ones- hungry for their extraordinary energies. It was soon after that other star feeding creatures like the Nightbringer were found to join in this horrific genocidal mission; these beings came to be known as the C'tan. How many there were is unknown, but before the process was over the C'tan ceased to be weapons in the Necrontyr arsenal and instead became their gods.

One particular C'tan, believed to be the Deceiver, offered its followers immortality in perfect, unchanging bodies. Many readily agreed, driven by their desire for the long lives of their most hated foes, and so had their souls transferred into deathless metal constructs and became Lords and Immortals. These dangerous soldiers and their lordly captains forcibly converted others of their race who were more reluctant to serve into near-mindless Warriors. The other C'tan swiftly followed suit with their followers, and so the race of the Necrontyr passed into oblivion and the Necron were born. Deathless, implacable, devoted solely to the destruction of all life to feed to their gods, the Necron and their C'tan went forth to destroy their enemies.

WAR IN HEAVEN

The C'tan and the Old Ones fought with all the power at their command. Slowly, but steadily, the Old Ones were driven back. Pushed to the brink of extinction by the relentless assault of the C'tan and their Necron, the Old Ones were forced to create entire new life forms in order to attempt to preserve their own existence. Creating races such as the Eldar, Krork, and in theory Mankind, the Old Ones gave their creations a strong connection to the Warp- the one thing neither the Necron nor the C'tan could understand or fully counter.

Meanwhile, the C'tan began to turn upon one another. Convinced by an unknown being (believed by some to be the Deceiver and by others the Laughing God of the Eldar) that their fellows represented the ultimate meal, they attacked and fed upon each other until only four remained. The Nightbringer, the Deceiver, the Void Dragon and the Outsider ended their orgy of self-destruction when the Old Ones and their creations attacked, determined to take advantage of the moment of weakness.

In what is referred to as 'the War in Heaven', the Old Ones and their allies swept out of their bastions and attempted to end the Necron threat for all time. Unable to counter the psychic power of their foes, the C'tan conceived a plan to sever all connection between the material plane and the Warp, rendering the Old Ones and their progeny helpless. While designs were made for this cataclysmic event, the Necron vented their undying hatred upon the Old One's children, slaughtering them with merciless efficiency in order to feed their gods.

Whole worlds died in the face of the Necron's vengeance on all living things. Entire species vanished, as their life and even their flesh was rendered into pure energy by means of Gauss technology. But the young races rallied even in the face of ultimate horror and steadily drove the Necron back again and again thanks to the psychic gifts they had been given.

Before the Necron plan to seal off the Warp could be brought to fruition, the situation changed dramatically. Though their connection to the Warp was strong, the newer young races were not as mentally disciplined as their creators. The Warp, sensitive to the mental impulses of those connected to it, began to change. Intelligences formed in the Warp and they began to prey upon the psychically sensitive young races, as well as their powerful creators. Known as the Enslavers, the creations from the Immaterium began to spread like a plague and hunted the Old Ones to their end. Driven to the brink by the Necron, this last blow proved too much for them to handle, and they were all but wiped out, consumed by a horror they had inadvertently created.

Seeing that their prey were being consumed by these Enslavers, the C'tan decided to entomb themselves and their followers in stasis until the Enslaver threat past and the galaxy once again repopulated with sentient beings on which they could feed. For the Deceiver this process went smoothly, but the Nightbringer suffered a

tremendous set back. Being the most hated of the C'tan and considered the most brutal and terrifying, the Eldar and their allies did not hesitate to launch an assault to destroy the Nightbringer as it entered sleep. When the location of its chosen Tomb World was discovered (some say leaked by a rival C'tan), the children of the Old Ones were able to banish their foe's greatest weapon into the Warp. This vessel of tremendous power, capable of stripping stars, had been in the process of collecting energy from the system's sun to sustain the Nightbringer in its hibernation. Deprived of the energy it had intended to survive upon, the Nightbringer had little choice but to feed upon the energies of its followers to survive. Even with this power to draw upon, the Nightbringer may have still perished had not the descendents of the Eldar inadvertently saved its life.

THE 41ST MILLENNIUM

Awakened by an insane noble convinced he would receive immortality and a band of meddling Dark Eldar pirates, the Nightbringer arose once more. Confronted by Captain Uriel Ventris of the Ultramarines chapter, the Nightbringer was forced to retreat to avoid becoming trapped within its own tomb, where it would starve without anything to feed on. Where it set up residence after this confrontation is unknown, but the Nightbringer has since been seen leading its forces on culling raids to gather the power it needed to completely awaken its armies.

The location of the Void Dragon and the Outsider remain unknown and no reliable reports of any activities on their part have ever been made. Still rumors circulate throughout the Imperium of Man that their influences run long and deep; that perhaps humanity has fallen under the influence of these C'tan in some intangible way.

The most unnerving discovery, however, was that the Deceiver had been active for quite some time, though exactly how long was not known. Its subtle influence was felt in almost ever corner of the galaxy and it too was known to lead its forces into battle. Small raiding groups ballooned into massive assault forces, giving rise to strange machines and deadly weapon platforms. Few reports of the composition of these armies made it out as the planets the Necron attacked simply fell silent, only to be discovered devoid of life. The great minds of the Ordo Xenos became concerned that these were not random raids to simply feed the C'tan's hunger. Instead evidence pointed to an organized effort by the Deceiver to reawaken the old Tomb Worlds, to stir from slumber those who would serve the C'tan, to collect the ancient savage weapons of the Necron together that have lain dormant for so long, and to gather them all to war.

4.3 Gaming – Grand Tournament Rules

Necron Reserves

Any Necron formation may be held back "in reserve" (with the exception of the Æonic Orb and Abattoir) if you are playing a Grand Tournament scenario. Note that formations that do not have the Teleport ability will only be able to enter play through Portals.

Any Necron formation in the reserves for any reason (either because it has not yet entered play or it is broken) is considered destroyed for the purpose of calculating a Tie Breaker, or the Break Their Spirit victory point.

Garrisons

The Necron typically act in an offensive manner and as such, their formations may not Garrison in the Grand Tournament Scenario unless fielding a Tomb Complex (See Special Rule 1.01). To represent that a Tomb may contain active Necron, the player may choose to garrison up to two Phalanx formations at the Tomb Complex.

NECRON ARMY LIST

Necron armies have a strategy rating of '2'. All formations have an initiative of 1+.
No more than one third of your points may be spent on War Engines.

NECRON INDIVIDUALS

FORMATION	UNITS	NOTES	COST
0-1 Tomb Complex	One Tomb Complex: When purchased for your army, replace the Blitzkrieg objective on your side of the table with a Tomb Complex. The Tomb is considered indestructible for the Grand Tournament Scenario.	The Tomb Complex functions both as a Portal and as an objective for rules purposes. It may not be attacked or destroyed. *IMPORTANT NOTE:* The Tomb Complex must follow the Portal Special Rules and may only be used by formations made up exclusively of armored vehicle units that have walker ability, infantry, and light vehicles; formations that include any other type of unit may not use a Portal to enter play.	75 points
0-1 C'tan	One Nightbringer or one Deceiver	Note that the C'tan counts toward your War Engine allocation.	300 points

NECRON PHALANXES

You may have any number of Infantry Phalanx formations in your army.

FORMATION	UNITS	UPGRADES	COST
Infantry Phalanx	Six Warriors and one Necron Lord character	Tomb Spyders, Pariahs, Immortals, Wraiths	225 points

NECRON SUPPORT

You may include up to three support formations for each Phalanx in the army, chosen from the selections below.
Note that Pylons count toward your War Engine allocation.

FORMATION	UNITS	UPGRADES	COST
Venator Maniple	Six Flayed Ones	Necron Lord, Tomb Spyders, Pariahs, Wraiths	200 points
Eques Maniple	Six Destroyers	Necron Lord, Wraiths; any number of Destroyers may be replaced with Heavy Destroyers at no cost	375 points
Monolith Maniple	One Monolith and two Obelisks	0-1 Monoliths, 0-1 Obelisks	200 points
Monolith Phalanx	Three Monoliths	0-3 Obelisks	275 points
Armored Phalanx	Six Obelisks	None	300 points
Pylon	One Pylon	None	200 points

NECRON UPGRADES

UPGRADE	NOTES	COST
Necron Lord	0-1 per formation	+25 points
Pariahs	Maximum one unit per formation	+60 points
Immortals	Up to three units per formation	+40 points each
Tomb Spyders	Up to three units per formation	+50 points each
Wraiths	Up to three units per formation	+50 points each
Obelisks	None	+50 points each
Monoliths	None	+75 points each

HARVESTERS

All units in this section count toward your War Engine allocation.

FORMATION	UNITS	COST
0-1 Spacecraft	One Scythe Class Harvester	350 points
0-1 Large Harvester Engine	One Abattoir or one Æonic Orb	750 points
0-2 Small Harvester Engine	One Warbarque	300 points*

* Add Supreme Commander to unit for +50 points
Only one Supreme Commander is allowed per Army

5.0 The Scarab Conflict

The Final Battle

Millions of years ago…

Standing amid the twisted corpses of fallen kith and kin and the shattered wreckage of the Yngir war machines, the Warlock surveyed the scene with an impassive gaze. The grand scheme was nearing fruition, but sacrifices of equal magnitude had been required to dupe the insane Star God and its minions into making a significant error of arrogance. Without this mistake, even a victory as costly as this one would not have been possible against the ancient ones.

As his thoughts returned to speculate on what a galaxy free of the Yngir would resemble, the warlock once again considered his own fate and what a future free of conflict would mean to him and the path he had chosen. He had devoted the entirety of his adult life to resisting the horror and tyranny of the Star Gods and their minions, and their soulless metallic forms haunted his every thought even when fitful sleep took him.

Perhaps, in time, the Eldar would succeed where their masters had failed, and drive the Yngir from the galaxy before they extinguished all intelligent life. Only they, the Eldar, possessed the wisdom of the Old Ones so it was natural that this greatest of tasks should have fallen to them, the most perfect of their creations.

Shaking himself from his reverie, the Warlock returned his attention to the battle at hand, gently chastising himself for his momentary lapse of concentration. If they failed here, now, the future would be irrelevant.

In the distance, he could see the titans striding across the tortured landscape, closing the last of the distance between them and the Æonic Orb, now damaged and misfiring. Beneath them, Eldar warriors fought on grimly against the hordes of Yngir, their forms made tiny by the distance and the huge, graceful bulk of the titans.

As he watched, a ragged bolt of energy lashed from the Orb, feeling its way towards the nearest of the Warlock titans like a living thing. Shorting out before it could accumulate fully, the energy bolt went wide, striking a nearby Monolith in the process of disgorging yet more Yngir warriors from its active portal. Its living metal shorn through by the power of such a blast, the construct detonated with a sub-sonic boom and a flash of white light, fragments of its hull scything into the ranks of both sides and hurling broken bodies high in the air.

Briefly, the Warlock pondered the destruction such a blast would have caused inside the Necropolis to which the Monolith had been linked, and a look of grim satisfaction crossed his features as he did so. The Titan had finally closed the gap between itself and the Orb, but the last of its supporting troops had been caught in the energy release from the exploding Monolith, and perished.

Perversely, much of the Yngir technology appeared to be centered on the extraction and harvesting of the life energies of intelligent living beings. The constructs known as Abattoirs were among the most horrifyingly efficient at this grisly task, but fortunately for the Eldar, the Krork forces on the far side of the planet were engaging the Dragon's slaughter engines. The Mad One's war engines were however, most unlike other Yngir constructs in that they contained their own immensely powerful energy source: a captured fragment of a living star, which also served as a weapon of unspeakable potency.

How the Yngir had managed such a technological feat was not understood, but the awesome power generated by the Æonic Orb ensured that their living metal hulls were capable of regenerating almost any damage inflicted upon them by Eldar weapons. This ensured that these hellish constructs were virtually indestructible, no matter how much firepower was brought to bear upon them.

However, unlike the Abattoirs, the Æonic Orbs were unable to absorb the soul essence of living beings, and utilize it in such a way that it could be used to nourish its C'tan creator. Although the orbs could provide a raw source of energy that could be used to allow the C'tan to survive in a state of torpor, they could not supply the exquisite life energies found only in living, intelligent beings.

Already, the dread Bringer of Night and its Tombship had been banished to the Empyrean through the combined efforts of the Eldar and several allies including the Krork. Imprisoned within its Sepulcher while it drifted helplessly within the currents of the Immaterium, it was believed that the Nightbringer would be trapped there for eternity, starved and unable to awake from its torpor.

The Eldar Council of Seers had already foreseen the Mad One's plan to return to hibernation within its own Sepulcher, intending to utilize the power of the orbs to sustain itself and its minions. However, a favorable path had been divined in which the orbs could be destroyed, denying the Mad One the sustenance it would need to survive the long eons in torpor. Thus, the grand scheme had been set in motion, and had succeeded, though barely.

The Warlock allowed himself a small smile of satisfaction as the Titan covered the last of the distance between itself and the Orb, driving its colossal power fist into the damaged construct as it did so. For a moment it appeared as though the Orb would explode, releasing the awesome power within, as eldrich energies whipped across the sky, before it simply flickered and fell, fading from

reality as its master had already done. However, as the orb died, so too did the Titan, all power draining from the fighting machine as quickly and inexplicably as it had done from the Yngir construct. The crew, unfortunately, suffered the same fate as the life was sucked from their bodies.

Many brave souls had been lost, both Eldar and others, to make this costly victory possible, but they had done what they could to preserve life in the Galaxy, and rid it of the Yngir and their terrible masters. They could only hope that their great sacrifice would be enough…

Overview

Lying along the edge of Segmentum Pacificus, the Scarab system had always been something of a mystery to the Imperium. The system's sole planet, unimaginably named Scarab as well, is a virtually uninhabitable desert world that had been extensively ravaged by war in its ancient history.

Adeptus Mechanicus Explorator files postulated that millions of years ago, Scarab possessed a stable biosphere which supported an advanced technological civilization, although no sound hypothesis has been agreed upon to explain the devastation of the planet's ecosystems or its indigenous population.

Natural cataclysms had been ruled out since the planet showed no sign of having endured catastrophic climatic or geo-tectonic changes. Similarly, the planet's parent star was determined to be a stable main sequence body, not prone to coronal mass ejections or other activity that could have resulted in the global desertification of Scarab. Ruined structures discovered in various locations across the planet's surface hinted at an ancient global conflict involving weapons of mass-scale destruction which could conceivably have triggered planetary scale environmental changes, though evidence was insufficient to allow a solid theory to be developed.

Despite many unanswered questions the Administratum, in its wisdom discontinued any further research contracts with the Adeptus-Mechanicus and decreed the planet suitable for development as a mining world.

Minervan Protectorate

Scarab was first colonised early in the 31st Millennium during the Great Crusades. However, after enjoying several millennia of undisturbed peace, the planet was attacked and subjugated by a Chaos cult known as the Red Band late in M38. With a new base of operations and an enslaved population to maintain their ships

and equipment, the Red Band proceeded to launch a series of brutal raids at the inhabited systems throughout the Segmentum Pacificus and neighboring sub sectors. Eventually this thorn in the side of the Imperial Navy High Command became so irksome that a task force was assembled and dispatched to hunt down and destroy the pirates and their base, assuming it could be found. Nearly three decades were to pass before the Navy task force could finally succeed in either tracking the Red Band's base, or bringing their ships to battle

Traversing the vicinity of the Scarab system, the Blessed Endeavour, an Imperial Galaxy class transport carrying four Minervan Guard regiments suffered a loss of integrity in its warp field generator. System records indicated that a small colony existed in the nearby Scarab system where repairs could be made, so the Endeavour's Navigator initiated a course alteration, dropping the vessel out of warp on the edge of the system.

As the transport headed sunward towards the planet, a picket ship belonging to the Red Band attacked without warning, moving in quickly to initiate a boarding action. Unable to avoid the swifter ship, the lumbering transport was swiftly ensnared by the picket's boarding grapples and drawn towards it, as boarding capsules sped towards its outer hull.

Chaos boarding parties quickly breached the Endeavour's hull, swarming into the transport's outer sections with the intention of fighting their way to the bridge and overwhelming its crew. However, their enthusiasm proved short-lived as the Minervan regiments aboard the Endeavour, keen to vent their frustration built up over such a long voyage, took the fight to the raiders with unbridled fury. After a brief but savage encounter the Chaos boarding parties were routed and in an ironic twist of fate the picket vessel was quickly overrun by the enraged Minervans.

After a brief examination of the picket ship's data logs, it was concluded that this was indeed one of the Red Band's vessels, and furthermore, Scarab was in fact the secret location of the pirate's long sought-after base.

Using the captured picket ship as a ruse, the blessed Endeavour followed the Chaos ship into orbit around Scarab, creating the impression that the picket had been successful in overrunning the transport. Detecting the rest of the picket squadron in low orbit above Scarab, the Minervan commander, General Joachim Alizar immediately ordered further boarding actions against the remaining ships, while initiating a simultaneous ground invasion with the remaining two regiments aboard the Endeavour.

After a brief but bloody battle, the Minervans slaughtered the Band and cleansed the world of the cult – a end to the occupation reflective of the Minervan homeworld's humble beginnings. With a single battle, the scourge of the Segmentum was ended. In gratitude the Administratum offered the world as a protectorate under Minerva.

For nearly three millennia Scarab slowly grew, without seeing any further sign of pirates or raiders. Minervan regiments found the open plains of Scarab to be a perfect training ground and came to maintain several bases on the planet, the largest of which was near the main settlement of Cullard Drill.

As wars and crusades endlessly raged nearby, the base grew to

become an Imperial Guard staging area. Even the Adeptus Mechanicus found the planet conveniently located to establish a supply depot to support Titan Legions on campaigns throughout the Segmentum. The planet's rich metal deposits even allowed for on-site construction of some replacement components for the god-machines, in the supply depot's moderate forges. For over three thousand years Scarab remained a place of peace where war was always one step removed.
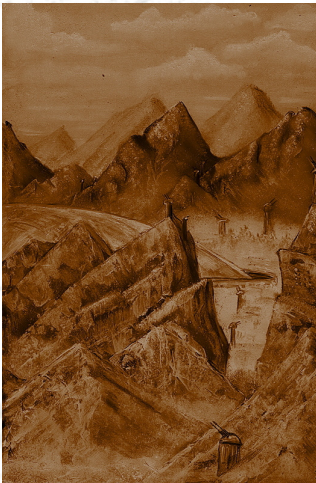
The Mechanicus would occasionally send teams to investigate the ruins in the deep deserts, but only small discoveries were ever made. None were ever able to determine what race had previously inhabited the planet, nor what had destroyed them. In the absence of STC discoveries, the exploratory missions eventually ceased, although private companies occasionally opened a dig site in the hopes of making a discovery.

Schemes Begin

Eventually, as time rolled slowly on, events conspired to return war back to quiet Scarab. Deep within the hidden city of the Dark Eldar, Archon Layr ruled over a mighty Kabal known as the Pain's Way, and ultimately there came a day that the agent Phenas approached his master with an ancient account of a battle fought long ago.

According to the long-ignored account, the Eldar had fought against an unknown foe and as the battle concluded a Warlock Titan had been sacrificed to ensure the Eldar victory. The account hinted that the Titan was almost completely intact and that much undefended wraithbone was a temptation that no Archon could resist. With such a prize Layr could harvest enough of the precious resource to construct several Titans of his own - something which could not fail to help further his desires. How long ago the battles took place and with whom the Eldar fought were details lost to time and of little consequence to the greedy Archon.

Layr marshalled as many forces as he safely could from Commorragh as well as securing some additional troops and ships from his allies. Promises were made for a portion of the slaves to be captured during the raid, thus securing a force of Dark Kin that could cull a world such as this. Layr planned to let his men and allies raid the settlements and mining facilities scattered around the small desert planet while at the same time his most trusted force would quietly undertake a recovery of the ancient Warlock Titan.

Information gathered by agent Phenas showed that the majority of mon-keigh troops had been transported off-world, leaving only a pair of inexperienced training regiments to guard the entire planet. Layr set out with his small fleet confidently believing that nothing more was underway than a bold raid intended to recover the wraithbone and harvest a portion of the population of an Imperial world. It would be a victory for his Kabal true, but the actual raid itself was intended to be swift and untroubled; the Archon could not have known his actions would set the small desert world aflame with war.
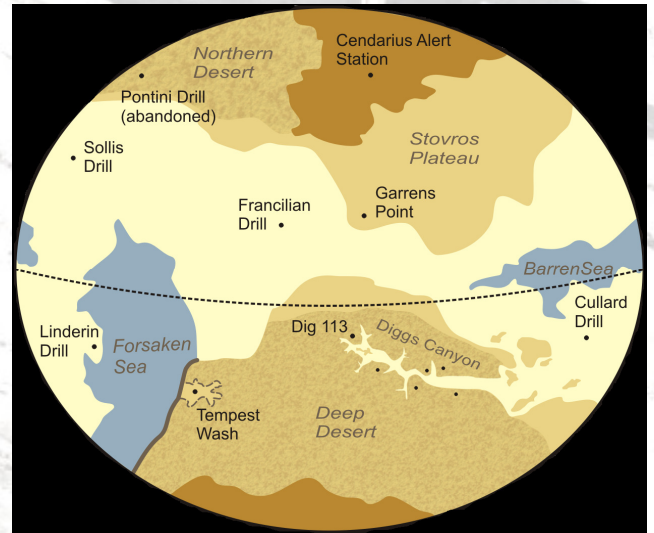
Map of Scarab

The Culling

Layr's Palace Cruiser exited the Webway with seamless precision along with a series of smaller ships. The Dark Eldar Corsairs swam around Layr's command ship in fluid patterns while the cruisers took up positions along the flanks of the formation. Rapidly the ships' mimic engines powered up to hide their true

shape from the Imperials. The feint was necessary for the task at hand; the target planet was devoid of any functioning gates and the nearest Webway exit point for the Dark Eldar craft was too far away to facilitate the execution of a more direct hit-and-run attack.

As the Dark Eldar ships cautiously approached the planet, they began to receive communications chatter from the Imperial defences in high orbit around Scarab. The humans were under the misapprehension that they had detected the energy signatures of friendly ships on an approach vector and still had not adopted a defensive posture when the first Impaler modules were launched towards Scarab's main orbital station. By this time it was too late for them to successfully resist the Dark Eldar attack. With a flicker of light, the Dark Eldar ships disengaged their mimic engines and activated their weapons batteries.

In desperate reaction, the human transports and system monitors boosted into high orbit as they realized the trap. A trio of Firestorm Escorts mingled with the local craft in an effort to support the orbital defences above. Managing only one sustained volley before the first of the Impalers sheared into its hull, the space station crews experienced brief satisfaction as one of the incoming Corsairs exploded with a flash, sundered by the Imperial weapons batteries. Moments later, fires had ignited on several decks of the station as boarding parties and enslaver teams ranged throughout the orbital, disabling vital systems and rounding up the stunned survivors.

Meanwhile, the rest of the Dark Eldar fleet engaged the floundering system ships, dark lances tearing open their hulls with terrifying ease as the human vessels frantically attempted to organize a defence. With most of the system ships reduced to blazing debris, the three Firestorm frigates made a last, defiant assault on one of the raider cruisers. Rewarded fleetingly for their bravery, the human frigates succeeded in causing significant damage to one of the Torture class cruisers before they too, were scrapped by the Dark Eldar's highly advanced weaponry.

With the space above Scarab now uncontested and the station under control, the Dark Eldar ships moved into low orbit, disgorging dozens of Executors and Slavebringers towards the planet below. Scores of Incubi and hundreds of Partisans, eager to further stimulate their jaded palates with acts of torture and sadism, were among the massed ranks of Warriors that gathered in preparation for their attack on the human city. Soon, their appetites would be sated…

Foothold

The platform city of Tempest Wash towered over the desert landscape on massive legs. To the hardy inhabitants of the city the titanic platform was a fortress against the harsh forces of nature. For a few scant weeks each winter the basin where Tempest Wash sat became inundated as the brief wet season battered the desert landscape. Water would rush in along the desert washes and dried riverbeds, flooding the basin and taking with it anything (or anyone) that stood in the open. The well prepared miners celebrated the annual storms as a time of rest from their hardships.

It was the knowledge of this phenomenon that sent the people of Tempest Wash into the city streets to watch as dark clouds gathered and thunder rolled across the moonless night sky. However, unlike the winter storms that developed over the nearby mountains, this storm had formed high above in the atmosphere; the gathering clouds were misshapen, fast moving, and ominously black. When the first Dark Eldar Raiders penetrated the clouds and dove toward the elevated city the civilians began to retreat in terror from the sky that had betrayed them so cruelly. The meagre

planetary defence forces stationed at Tempest sprang into action and lit up the night sky with anti-aircraft fire. As the shells penetrated the shadowfields of the invading Dark Kin, the outlines of the Executors and Slavebringers came into view. Like the orbiting forces above the planet, the human resistance began far too late to influence the battle to come.

Communications links were quickly destroyed by the invaders to maintain their advantage as further waves of xenos attack craft filled the view above the city. A single Executor would have been too much to defend against and now Tempest Wash was surrounded by three of the massive support craft. Slavebringer Assault Boats quickly unloaded their forces on the city's landing pads while Raiders and Ravagers swarmed over those scattered human forces which attempted to hold back the inevitable. Dark Eldar riding bladed jet bikes and strange hover boards kept the population running and terrified. Their screams combined with the loss of communications rendered most of the Imperial fighting men useless with fear. The culling had begun.

There was a dual purpose behind the choice of Tempest Wash as the first Dark Eldar target. Archon Layr had now seized enough slaves in a single night to bolster his position with his Dark Kin allies, most notably with the fleet commander who had already sustained a significant loss. But more important was that - according to agent Phenas' information - the ancient Warlock Titan was no more than a day's travel northeast from the blood soaked city streets. Able bodied prisoners were quickly rounded up and dispatched to the excavation point known to the humans as "Dig Site 113", all under the direct supervision of the dark agent.

Once there, securing the archaeological dig site in the Equatorial area of the Deep Desert took the Dark Eldar raid no more than moments. Layr turned the seized crew and a selection of the

Tempest Wash prisoners to task on excavating the ancient Titan while sending raiding forces to attack the outlying mining camps along the planet's most notable feature: Digg's Canyon.

Layr's personal Executor carried a Gate of Ransom in its cargo bay: a large Webway portal that allowed the larger vehicles of the Dark Kin to transport to the planet's surface. One such use of the portable gate was for the Dark Eldar to launch their fighters and bombers without runway or landing pads. The Ravens and Razorwings – until this time safely stowed aboard Layr's orbiting fleet - screamed from the Ransom Gate and took to the skies in search of targets. It would not be long before the mon-keigh sent its own (albeit inferior) aircraft to scout the area, and the skies needed to be controlled to keep the operation secure.

The Cendarius Alert station had also recently fallen. Raiders and Ravagers dispatched to the frozen outpost were essential elements to the survival of the fleet. The message from his lead Dracite on the northern expedition were sketchy: the communications had been disabled but it was unclear if a distress signal had been sent in time. Time was a hunter that threatened to devour Layr's plans.

The Enemy in the Sky

The majority of Layr's forces were deployed to the northern reaches of the continent, where the second largest native population was concentrated. It was here that the Dark Eldar first encountered organized resistance: the 4th Minervan Armoured Regiment.

Garren's Point stood as a monument to the Minervan commitment to the people of Scarab. Its low walls and level ground signified that the fortress had been designed with utility for armored vehicles in mind. It was the largest fortification on the Minervan northern line and was considered to be impregnable by the locals. However neither the swiftness of the Dark Eldar strike nor even their arrival was contemplated by the Imperium who had become accustomed to training on Scarab instead of true war fighting. When two Salamander scouting parties failed to report in, a pair of Vulture Squadrons were dispatched to discover the cause of the communications failure. While engaged in a search of the desert, the pilots of the strike aircraft spotted the dust clouds raised by the fast-approaching Dark Eldar and opened fire on the authority of the Wing Commander. Hellstrike missiles hammered into their targets, but the Vultures were a paltry eight craft against an army and quickly began a retreat. Powering at full speed towards Garren's Point, six disabled Raiders would be their only victory, as every one of the Vultures was cut from the sky by the Ravens of the Pain's Way. Their distress calls were scrambled by the Dark Eldar and Garren's Point would be attacked without any advanced warning.

The first notice the fortress of Garren's Point had of the Dark Eldar presence was huge sections of the perimeter wall being abruptly sliced from their foundations; Vessels of Pain, known for their feared phantom lances, took the fortress apart piece by piece as Ravagers picked off unwarily exposed Leman Russ tanks with blinding speed. Three companies of Baneblades, which had just returned from maneuvers and were fully powered up, moved to fill the gaps created in the perimeter wall, but the enemy had already moved on. By the time the super-heavy tanks and Hydra batteries set up a line to defend the Point, smoke was already rising from nearby settlements.

The Baneblades moved as quickly as their power plants could push them to engage the pirates, but the Imperial pursuit had been
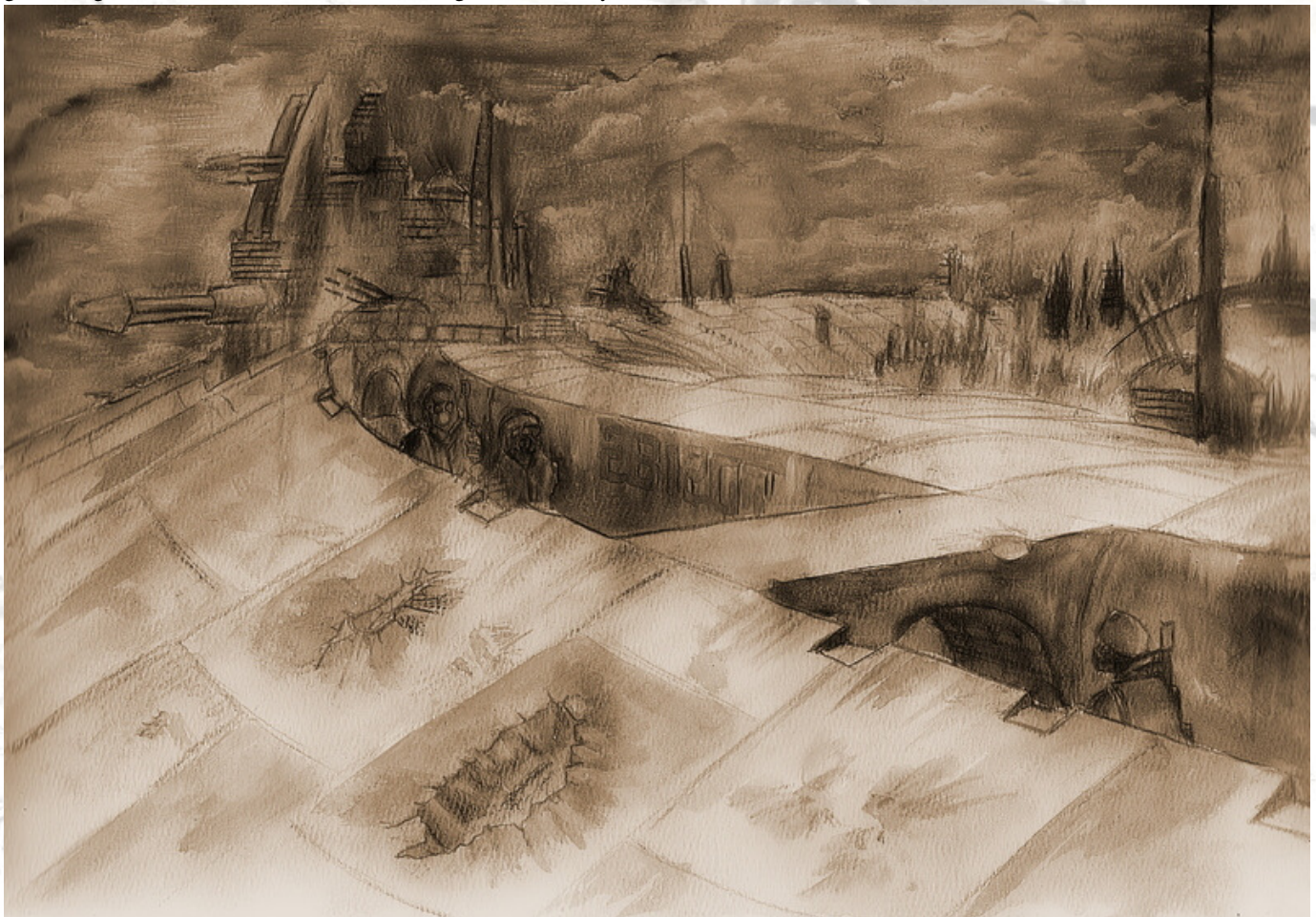
anticipated by their cunning foes. Razorwing Bombers lanced the massive tanks with their dark weaponry, disabling two of the mighty vehicles before the Hydra flak was able to drive the aircraft away.

This hit-and-run attack went on for hours as the Minervans pursued their rapid prey in vain. An attack on a military target would be followed by an attack on a civilian one. Just as the Imperial forces were able to organize a sizable force, the xenos would move onto their next location. The panic of the citizens was in many ways more difficult to deal with than the pirates themselves, as tens of thousands of non-combatants streamed into the desert. The constant shifting priorities kept the Minervan 4th Armoured Regiment from mounting a successful coordinated defence.

Last Stand at Strovos

One of the largest assault forces struck a Minervan training regiment, largely equipped with Leman Russ Conquerors, located on Strovos Plateau. The mountainous landmass had been resculpted by the Adeptus Mechanicus many years before for training troops in siege-breaking tactics, and boasted a small well-equipped fort to boot.

The initial assault of the Dark Eldar upon the Minervan lines proved costly for the humans as the aliens utilized their superior agility to flank the entrenchments and tear into their rearguard, destroying logistics and support infrastructure. The training regiment in the field, only outfitted with dummy rounds, was unable to put up a resistance and many Leman Russ Conquerors were left sitting on the dunes as the guardsmen abandoned their defenceless vehicles and ran from the hopeless situation. Commissariat officers quickly stepped in and with the assistance

of regular field officers rallied the broken trainees, withdrawing the majority of the regiment into Strovos Fort, where they were able to re-equip with live ammunition. The remaining Leman Russ Conquerors laid down heavy suppression fire on the approaching xenos while the last straggling trainees finally scrambled to safety.

The Dark Kin's force, the majority of which were Coven formations, were dismayed as their 'easy targets' did not keep running like so many other mon-keigh forces had in the past. Enraged by the humans' brave stand, the Haemonculi drove their Grotesques to the high points of the wall and sacrificed them in droves to the enemy fire. Their twisted forms fell by the dozens while Scourges high above fired their splinter rifles indiscriminately at the wall, hitting friend and foe alike.

Talos and giant Perditor machines took advantage of the mayhem at the high positions, managed to wrap around the fortification's low points and breach the Minervan defences. Once loose within the compound, the Talos vehicles ripped through the Conquerors' armor, snatching the tank drivers from their seats and shredding their bodies. The Perditors pushed down walls and shattered windows like a wheat thresher before the stocks. Hasty sandbag defences were knocked aside by the mighty machines, cornering the trainees until they were finally butchered against the inner walls of the Strovos Fort.

Though heavily outnumbered, the Minervan 26th Training Regiment had stood against the Dark Eldar attack with staunch fervor. Fighting to the last man, the brave soldiers took a dreadful toll on the Dark Eldar and prevented them from taking more than a handful of prisoners, most of whom would soon die from their battle wounds. During the last moments of the assault, a Commissar detonated the fort's power core, killing a third of the Coven forces in a pure flash of light.

The delays incurred by the Dark Eldar as they assaulted Strovos Fort had prevented them from neutralizing an air base located on a plateau to the southeast, and soon those aircraft began to avenge the deaths of the 26th Regiment by bombing the remainder of the Haemonculi forces. Thunderbolt fighters strafed the Raiders while Marauder bombers focused their attacks on the few giant machines that had managed to extricate themselves from the ruins of the destroyed fort. The Dark Eldar initially dispatched Slavebringers to assist collecting prisoners from the fort, but they were now forced by the constant Imperial air raids to retrieve the slow moving Coven machines and make a hasty retreat to rejoin the main Dark Eldar force. The news of the Dark Eldar attack was out, and the Imperial forces were beginning to respond.

Raiders of the Lost Orb

The broken ground was dotted with alien machines from across the galaxy. Mining machines stolen from a half dozen human worlds, robotic drills raided from the Demiurg, earth movers taken as spoils from conflicts with the Ork; all were put to the task of rapidly tearing into the surface of Scarab. Agent Phenas had managed to direct the slave labor and the multiple syndicates to unearth their treasure at Dig Site 113. Subtle movements of the stone and preservation of the lesser discoveries were not considered as bones and metal fragments were cast aside. The whispered threats from the Haemonculi and the strange guttural noises that the Mandrakes would belch forth drove the human laborers to work themselves literally to the bone. Men and women kneeling side by side scratched at the earth until their fingernails peeled back and their skin flapped away from the flesh underneath. The humans wept uncontrollably while dragging large boulders from the tunnels and filling truckloads of earth. Those deemed to be working at a less than frantic speed were plucked from the line of workers and tortured within earshot, only

to be replaced with another slave from their substantial pool of new laborers. To the Dark Eldar, it was the perfect motivation the mon-keigh slaves needed to continue their efforts.

Elation filled every darkling heart as the wraithbone armor of the mighty titan was slowly uncovered. However as more of the stone and sand were cleared away the Eldar began to exchange nervous looks. At first they found a metal finger, then a metal foot, a section of spine, a shiny skull. Young and old members of the kabals now understood who their ancient brethren had fought against on this desolate world and the presence of the Yngir was not to be taken lightly (even in a dismantled, deactivated state). When their concerns fell on Phenas' deaf ears, reports were clandestinely sent to the Archon.

Layr's reaction to the news was mixed; the status reports clearly showed the ancient Warlock titan would soon be his, but Phenas had never mentioned the Necrons before this moment. It seemed possible that the agent had not known the details of the battle but the natural distrust Layr had for everyone was exacerbated by not reporting the find immediately. Layr contacted the Sybarites at the site and instructed them to continue with the task at hand; the agent would be dealt with later. The Archon had no idea how deep Phenas' betrayal really went, or how quickly events were to turn against him.
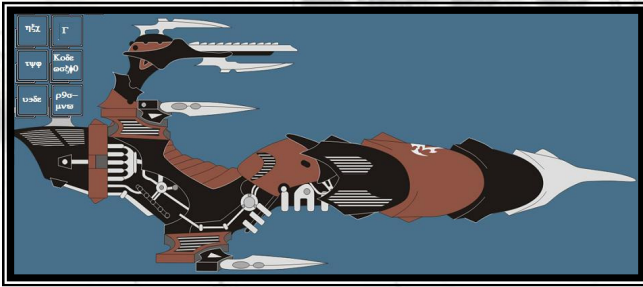
Unexpected Complications

Unknown to the Dark Eldar, there were far more troops on Scarab than Archon Layr had been led to believe. Several regiments had been dropped off at the staging base near Cullard Drill awaiting an Imperial fleet with transports weeks before the arrival of the pirates. The armored forces were being outfitted for amphibious attack against the heretic governor of a nearby planet and their dark green camouflage patterns struck a sharp contrast to the gold and beige subtleties of the Scarab desert. The commanding officers found themselves with a heavy challenge offered by both their enemy and their own equipment.

Finally alerted to the presence of Dark Eldar raiders on the planet, General Sikir, the Minervan army commander, began his plans to crush the invasion. A call to the Princeps in command of the Titan force on the planet brought the Mechanicus forces eagerly into the counter offensive.

With the attack on Garren's Point a tactical nightmare, Sikir began to mobilize a sizable force to bolster the northern continent. The remains of the fortification were quickly secured by the 4th and 8th Minervan Regiments while the nearby city of Francillian Drill remained completely overrun. Reports poured in of civilians being rounded up by the hundreds and carried away by the Eldar's transports. These slave carrying aircraft shuttled up to their ships in orbit or disappeared below sensor range, carrying the Scarab citizens to some unknown horrific destination in the desert. Strange giant beasts roamed the streets unchecked, eating anyone they could dig from the barricaded homes and buildings. The attacks had stirred up the civilian leaders from all over the planet and all those who had not been completely overrun were pleading for an audience with the general.

General Sikir looked at his map as the arcane display built up a three dimensional picture of the geography, friendly positions, and enemy attack locations; Imperial assets appeared as steady green patches, while the pirate attacks appeared as a deep maroon, winking on as fresh reports came in, only to disappear minutes later as new reports showed that the enemy had moved on. The general silently cursed the xenos for acting with such cowardice by refusing to come into open battle. These Eldar had managed to nearly take apart his 4th Regiment with blinding efficiency, all the while kidnapping more civilians.

Visual displays showed the Eldar raiders' seemingly random movements as they struck out at one location, then the next. They had no front lines to engage, no defensive positions to assault, their rapid movements left no avenues for the Imperials to exploit.

"Captain, overlay the last two Eldar attack patterns."

The officer complied with Sikir's order and two purple ovals appeared, intersecting over a thin section of the map. Sikir asked for another display to be overlaid and still another until a half dozen of them all showed the same intersection of activity.

"Captain, what is at this location here?" the general stabbed his thick finger through the three dimensional image of a rocky slab.

"Nothing, sir. It is just open desert."

"Nonsense! Get me the civilian maps provided by Mr. Benict."

The civilian maps were quickly unrolled over the electronic display, the scale of the military display resized to match. The words "Dig Site 113" sat innocuously amidst the indicators of Eldar activity.

General Sikir studied the spot on the map intently,

"So it appears our local man is correct after all. Captain, this is our new target."

Despite the fact the city leaders screamed for extra protection for their homes, it was Lars Benict, an owner of a local corporation, who somehow managed to navigate the bureaucracy of the Minervan officers to gain an audience with General Sikir. Lars explained that the attacks were originating from just outside Tempest Wash, not the fallen city of Francillian Drill as the commander had believed. While the attacks along Digg's Canyon initially didn't seem to warrant the attention of the Minervan fighting force, Sikir had long ago learned to trust the locals of Scarab. An analysis of the enemy movements proved that Benict's information seemed to be true. While the Eldar were enjoying free reign over the expansive desert landscape, most of the data showed forces moving to-and-from a location east of Tempest Wash: Dig Site 113.

Three regiments with Warhound Titan support were currently moving to break an attack on Francillian Drill and so were unavailable, but Sikir took the remainder of his forces with him into the Deep Desert. The distance from Cullard Drill to the Dig Site was considerable, however the enemy movement data indicated the site's location was perhaps important enough for them to defend; if the Imperials could threaten something of import to the Eldar, perhaps they would cease their constant raids and defend their staging post.
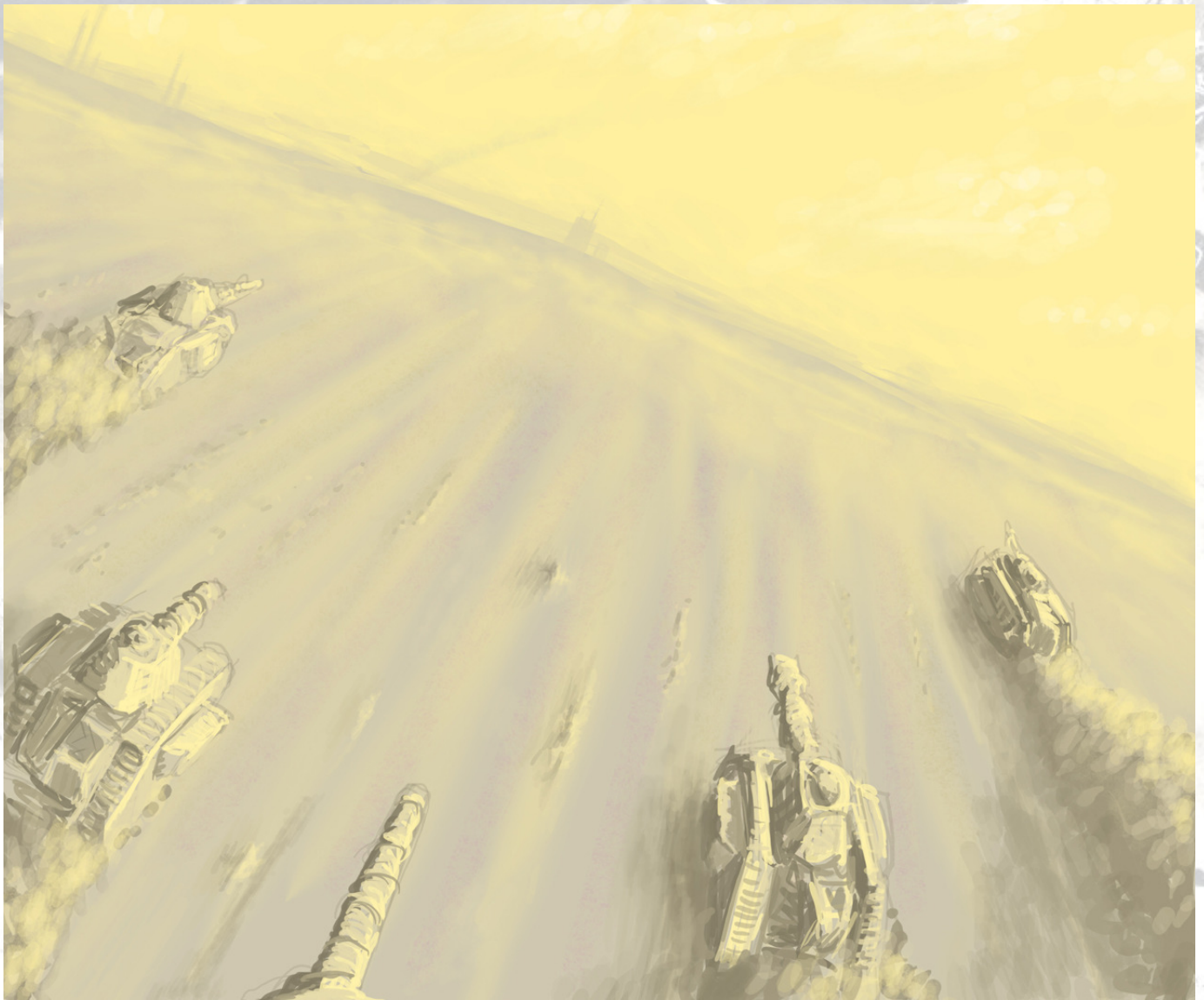
Movement, Above and Below

Six Minervan Tank Regiments cut across the desert at breakneck speed, casting enough dust into the atmosphere that locals commented it looked like a distant sandstorm. Salamanders scouted the way westward while Leman Russ Destroyers under the command of Colonel Ivanachek moved in a southwards hook in order to flank the enemy's expected line of retreat.

Thunderbolts escorted Marauder bombers from the airstrip to gather intelligence and disrupt the raiders' coordination. A vast crescent shape of armored vehicles cut west and north with the intent of plowing the pirates out of the way and forcing them back against the armor at Garren's Point. Supply chains were stretched to their limits as logistic officers scrambled to service the thundering army. Last of all, the ancient Warlord Class Titan *Solitudo Custodis* moved at a steady pace directly towards the dig site, with two Reaver Titans in support; if the enemy tried to break through the Minervan lines they would have to fight against the mightiest of the Imperial forces to escape. A vast trap was forming around the site, either the raiders would flee into the waiting guns of a reinforced Garren's Point or they would stand and die at the rim of Digg's Canyon.

The movement of such a large number of vehicles and Titans was impossible for Layr's ships in orbit to miss, and the Archon was quickly warned of the impending attack. The Francillian operation had been fruitful for guardable landing strips and culling slaves. The city's supply centers had temporarily served as processing sites for thousands of prisoners as the Dark Kin packed as many of the humans into their Slavebringers and shuttled them into orbit. Given the most recent intelligence, however, it looked as though the partially exploited city would have to be abandoned in order to defend the dig site.

To stand against such a large force of Imperial vehicles while simultaneously recovering the ancient Warlock Titan would be a challenging task; the only hope was to consolidate the bulk of the Dark Eldar vehicles to Digg's Canyon and send raiding forces around the enemy's flanks to stall their advances. If Layr could hold off the humans for long enough, a massively profitable escape would remain achievable. The Warlock Titan's remains had to be loaded into the Executor craft *Ulia'till* before withdrawing was an option and yet the ancient Titan was still not completely unearthed. Instead Phenas had ordered excavating more of the Yngir machinery.

Furious that his agent had so underestimated the Imperial presence on the planet let alone disregarded the Archon's commands, Layr ordered his Mandrakes to bring Phenas to him so that he could bear witness to his penance for such a monumental failure. Dracon Indyuvil was dispatched from the

orbiting ships to take over the operations at the dig site. Traveling in her personal Barge of Pleasure, Indyuvil arrived on the surface of Scarab through the Ransom Gate and immediately seized control. Despite their fearsome reputation, not only were the Mandrakes unable to detain Phenas for their Archon but were themselves found butchered, their skins flayed from their bodies and hung from camp buildings without a sound to alert others in the encampment. The Sybarites were puzzled by the Mandrakes' deaths and had in turn set about torturing the humans for information, thinking that an assassin lay amongst them, or that Phenas had realised what was to come and had hidden amongst the mobs of Imperials that continued to excavate the fallen Warlock Titan, which now lay mostly exposed.

The Dracon apprised Layr of the developments on the surface immediately and posted a new syndicate of warriors to look for the missing agent. She then set about reassuring the slave workers they would be spared if the Titan could be quickly pulled free from the sand. It was difficult to believe Indyuvil's promise of release but her soothing words came as soft music compared to the orders barked at them for so many days. Hundreds of men and women pulled at the once-mighty Warlock's powerfist while the kabals focused their cutting machines from within the dig. It was only a matter of hours now before all of the prize could be disentangled from the wreckage and ruins that lay buried in the sands beneath it.

After several hours a message came from the excavation crew that their prize could not be fully extracted. A Dracite from the Pain's Way Cult explained to Indyuvil that a powerful incantation held the Yngir machinery and Warlock Titan together, and her wyches were conducting cultic rituals to free the Titan's fist from the Yngir machinery. Whatever strange spells their ancient kin had woven in the past were now being unravelled to finally release the grip of the Warlock. Indyuvil sensed something was

amiss and explained her reservations to her Archon. His lack of response revealed that her concerns would calculate very little into the ultimate plan. Too much was committed now to retreat. To pull back would be a display of fear amongst the other Archons and that could have long term ramifications in Commorragh. However even this was a secondary thought for the Archon.

Phenas' escape was an annoyance and whatever power ensorcelled the wraithbone giant was a mystery. But Layr didn't have the luxury of venting his rage or pondering the implications of his actions. Instead he turned his attentions to meeting the mon-keigh force that was bent on preventing him from claiming Scarab's most important prize and allowed their efforts to continue.

Overlapping Circles

Soon, Major Falletta of the 44th Artillery Company contacted the command center with word that the excavation site was in range and could be shelled at will. Fortunately for the prisoners, the aerial reconnaissance that fed back to the HQ had identified their presence and the artillery was told to stand down until the bulk of the civilians were clear of the area. Reconnaissance also revealed the presence of the portable Eldar gate that had been providing such a strategic advantage.

The Salamander scouts were the first to make contact with the Ravagers of the Pain's Way. Heavy bolter fire rang out across the dunes ripping gaping holes in the Ravagers' armor plating and sending the exposed gunners' bodies flying into the sand. Disintegrator fire returned from the Eldar pirates and cut into the lightly armored scout vehicles. Against the first attacks the dark kin stood their ground before regrouping tightly to meet the wall of steel that approached from the east.

Lascannons and light battlecannons punched through the Raider craft and their transported forces before many were able to disembark. Leman Russ Conquerors plowed through the Eldar lines, heedless of the danger, not wanting to break the momentum of their desert charge. But before the tank crews could celebrate the xenos resistance was reinforced by something entirely new.

Two Dark Eldar Tormentor Titans sprang from a nearby section of canyon like spiders upon their prey. Metal shard-splinters cut Chimera armor to ribbons while heavy bladed appendages knocked tanks aside like a child amongst insects. Slower Leman Russ tanks crested the dunes above the canyon only to see that their enemy had come to meet them head on. Dark Lance fire blasted from all directions, puncturing steel and snapping treads. The ground forces weren't alone in their counter-strike as Razorwings appeared above the battlefield, cutting dagger like across the Minervan lines. Finally, the massive shadow of an Executor appeared from behind the canyons, blotting out the sun as it approached and showering a hail of splinter fire down upon the Imperial Guard as it approached; finally, the Dark Eldar had ceased their fluid raids and had turned at bay to fight.

Barely withstanding the punishing damage, General Sikir's forces had managed to bring the Dark Eldar to battle in a dune covered valley before Digg's Canyon, no more than a mile from Dig Site 113. The general knew that the enemy could not wage a war of attrition with the Minervan Legion; barely a sixth of his main force was engaged so far, and the pirates were already hard-pressed to hold back the Imperial advance. Setting units of mechanised infantry and armor as a forward picket, Sikir called on his artillery to hammer the now-revealed Dark Eldar battle line, but Major Falletta's artillery would be calling for help before the first shell could be fired.

Mandrakes that had been stealthily lingering in the boulders of the rocky plateaus made their presence finally known by striking firmly at the artillery positions. Three companies of Stormtroopers rapidly answered distress calls from the gunners only to be caught in a crossfire from supporting Scourges. Five Valkyrie transports dove and crashed under the heavy lance fire, sending fifty Storm Troopers with them in comets of fire. Once on the ground, however, the surviving Storm Troopers took up defensive positions amongst the damaged artillery companies, their hellguns dropping the invaders in their tracks.

With little more than bladed weapons to defend themselves with and the element of surprise gone, the Mandrakes retreated from the artillery position and vanished into the desert again.

As the battle ground on, the Dark Eldar fought viciously against the Imperial advance, inflicting horrific losses but taking steady losses in return. The *Solitudo Custodis* and its Reaver Titan support strode toward the battle with the best speed achievable but were beginning to encounter problems of their own. Every few minutes, Dark energy beams sliced through the atmosphere and struck the void shields of the mighty Titans. The god machines were undamaged, but their generators whined and screamed as the energy fields surrounding the Titans were drained, becoming weaker and weaker.

Communications could still not be established with the station in orbit or any other orbital assets; the evidence seemed to indicate the total loss of all Imperial craft and resources above Scarab. Time after time, the unmolested Dark Eldar space craft would strike down at the slow-moving Titans. Hours would go by in their march as their shields would steadily build up only to be fired upon again by the cowardly ships in orbit. The Princeps never showed his fear, but he silently mused on whether the Titans under his banner would be cut to pieces before they even reached the distant battle at Digg's Canyon.

On the front line, Sikir was finally able to assess the true strength of his enemy. From the belly of the hovering Executor, raiding vehicles and jet bikes of all configurations swept towards the battlefield in numbers far greater than the transport could ever carry. This huge transport seemed to be equipped with a portal presumably allowing instantaneous travel from an unknown distant location. The battlefield was a swarm of xenos activity as the light vehicles ducked behind dunes and rocks and popped up to pick at his tanks. Despite the thick armor of the Leman Russ, these Eldar weapons cut deep into their targets to shut down squad after squad. With treads sliced from their wheels, many of the crippled tanks took up static positions and acted as ad-hoc bunkers, sending a storm of bullets and explosive rounds into the air.

Raiders fell from the sky in scores as the grinding waves of Imperial reinforcements finally forced the Dark Eldar to retreat. Even the Tormentor Titans had taken heavy damage from the heedless charge of a Stormhammer tank company which had closed to minimum range before unleashing a hellish salvo of unmatched firepower, forcing the Tormentors back into the canyon. Shifting targets, the Stormhammers opened fire against the Coven formations that had taken refuge in the shifting terrain, easily uprooting them as demolisher cannons shot into the dunes, sending sand and body parts flying in all directions.

A second Executor support craft hovered into view above the canyon, maneuvered low to the ground and fired its main weapon at the lead super-heavy tank. A hole burned through the thick armor like a flame through paper. When the beam reached the reactor, the noise of the explosion echoed against the Executor's underbelly as burning shrapnel flew in all directions. One large fragment cut through a Leman Russ gun turret and detonated the round inside. The crew crawled from the wreckage, horribly injured, quickly bleeding to death on the uncaring sand. Amidst the chaotic aftermath of the Stormhammer's destruction it became clear that the remaining dark kin had fallen back under the Executor's covering fire to Dig Site 113.

Sacrificial Air Raid

The 7th Bomber group with full escort had been diverted from the main conflict around to the rear of the Dark Eldar position. The portal device the raiders had brought with them was not only of value to the ground forces but was now their primary runway for air support too. The xenos aircraft were faster and more maneuverable than their Imperial counterparts and, as long as the portal remained active, the sky over the dig site would be ruled by the alien pirates. Regardless of the cost, the portal had to be destroyed in order for the rest of the air wing to be able to survive and support the ground forces.

Several Ravens patrolling the area around the Ransom Gate were the first to notice the bomb-laden human planes and the smaller fighters that accompanied them. In response, Indyuvil dispatched every Raven within range to stymie the mon-keigh attack crafts. Splinter cannons swept over the bombers as the attack was initiated against the tightly flown bombers. The humans responded with heavy bolter rounds and laser fire of their own. Although rarely striking their targets, the bolters were quick to down the Ravens when they did. The few Dark Eldar fighters that were hit shattered as if made from china and sent debris in all directions. In return the Dark Eldar craft plucked Marauders from the sky one by one, but still the remaining bombers continued through the heavy fire toward their target.

The *Ulia'till* hovered over the Gate of Ransom, a protective mother to the vulnerable portal. As soon as the Imperial forces came into range, the disintegrator array activated its thin energy beams and sliced the wings from Marauders and their Thunderbolt escorts alike. The massive Executor downed a half dozen aircraft while the supporting fighters buzzed around the humans chaotically, yet still the bombers continued on.

Diving low under the belly of the Ulia'till the few remaining Marauders dropped their payloads squarely on the Gate of Ransom before they were cut from the sky in a shower of lance strikes and disintegrator beams. The unleashed tonnes of bombs struck the alien device and the area around it with a series of explosions that shocked the nearby excavation crews and set the defending syndicates abuzz with activity. Even though the tough Webway portal had structurally survived, the fragile alien technology that controlled its functions had been damaged enough to shut the machine down. The Dark Eldar pilots now had nowhere to land and refuel, sending the Ravens and Razor-

Tele'the the Fiery had finally located Phenas. The ancient catacomb was a bizarre mixture of Yngir technology and rustic stone, all covered in millennia of dust. The sybarite had ordered two warriors to remain behind at the tunnel's opening while the remaining five accompanied him to capture the treasonous advisor. He and Phenas had only met once and it was in passing, but his presence was unnerving. Were it not for the explicit orders from Layr to capture him alive, Tele'the would derive satisfaction is torturing him along with the mon-keigh.

There he stood, back to the steps from which they descended. *Layr expects your presence now*, the Fiery stated with a thought.

"I will meet with our Archon in due time," he responded. "I just need to adjust a few things here and I will come with you."

The warriors stepped forward with their bayonets levelled at Phenas. Tele'the spoke through his mind again, *You choose to handle the machines of the Yngir over the presence of your lord? You sicken me! Perhaps I will defy my orders as well and bring you before his throne unassembled...*

The warriors were loyal to their Sybarite and stepped forward in anticipation of gutting Phenas on the spot. These were their last steps as all five simultaneously began screaming. One curled into a ball and whimpered as another young warrior took the blade from his hip and began slicing his eyes from his own skull. A third ran shrieking into a stone wall and crumpled to the floor.

Tele'the could not scream. He could not move. Fear was all that he could feel as Phenas moved swiftly to his position and lifted him by the throat.

Who are you? What are you? he asked telepathically. Speaking with Phenas' powerful grip around his larynx was not an option.

"Are you sure you want an answer?" the advisor smiled, lifting the Darkling and hurling him across the room.

Tele'the landed awkwardly on a fallen stone and squirmed in pain. This was no kin that assaulted him, that crossed the room to stand between his twisted legs. "Tell me!" he croaked.

"Bold you are, child. Because of this I will tell you who I am, although you will soon wish you never asked." Phenas' body shimmered and swayed as he circled the incapacitated Sybarite.

"I am of the First. I witnessed the birth of the universe and watched the heavens expand. I've devoured stars and dined on civilizations. Your pathetic kind call me the Jackal-God but I am so much more. I am the author of the past and the puppet master of the future. Your fathers, the Old Ones, died by my tongue as will your children. The humans fighting in the desert above call me the Deceiver, but do you know what I truly am?"

Tele'the shook his head, the madness creeping into his consciousness from all sides.

What was once Phenas was now a liquid form that barely resembled an Eldar. A mere finger width from the Dark Kin's ear, its misshapen mouth whispered, "I am hungry."

The terrified sounds from Tele'the echoed through every corner of the tomb.

wings scattering across the desert for anyplace to land. The crews of the 7th bomber group would never know of their vital success.

Aboard her barge, Indyuvil felt Layr's angered thoughts reaching out to everyone across the desert expanse, not bothering to direct them specifically to her and her crew. She hesitated before answering long enough for her crew to notice the apprehension in her posture. Her barbed whip snaked out and snapped a hand's length from a warrior's nose. The near strike was a wordless yet effective warning for the crew to mind their stations. The Dracon prepared herself to explain her failure to Layr, mindful that she might fall at the hands of her Archon if she failed again. The word from the Wych Cult that the Titan was finally free was both welcome news for her survival and unsettling for its possible repercussions. She ordered the prize to be loaded into the *Ulia'till*, then Indyuvil ordered the release of hundreds of prisoners and sent them streaming into the desert. No doubt the mon-keigh advance would be disrupted as the survivors were rescued from the front lines. She hoped it would buy enough time to load the massive cargo aboard.

Revelations

The soldiers of the Imperium, filled with righteous fury, determined to cleanse the world they had held safe for three thousand years, threw themselves at the Dark Eldar, boldly advancing to pin the more mobile forces in place while the artillery support decimated any position the pirates dared coalesce to defend. The ranks of the dark kin began to split, with some forces retreating back to the culled city of Tempest Wash, while the majority continued to fall back to the excavation at the Dig Site. All the while the Minervan forces pushed forward with a vengeful pace, encouraging the fracturing Dark Eldar to hasten their retreat.

A Salamander Command Vehicle sped across the rocks, dodging the strange assortment of equipment left behind by the fleeing Eldar and transferring information gathered by the Salamander squadrons back to the main Imperial lines. The vehicle's flame-gunner almost fired at the businessman Lars Benict as he unexpectedly appeared, stumbling across the battlefield. The incongruous sight of the elderly man struggling across the sand dunes amidst the chaos of war caught the attention of the vehicle's officer, who called out to the civilian to vacate the area. Lars continued to walk on seemingly without even noticing the Imperial presence. As the scout vehicle pulled alongside Benict, a Dark Eldar Ravager screamed over the dunes and fired at once. The splinter cannon ignited the fuel from the heavy flamer and fire spewed from the sides and tops. The gunner writhed, trapped in place by his safety harness, screaming as the flames engulfed him. As the skimmer passed, one of the Ravager crew gave Lars a fleeting glance, appraising him as a worthless target, before the vehicle sped off over the terrain.

Benict did not directly see what happened to the Ravager but he knew that it was ripped apart by Imperial fire as the vehicle's fragments were cast into the air over the edge of the dune. A smile appeared on the old man's face and he licked the crooked teeth behind his lips. A Chimera unloaded its cargo of Minervan soldiers nearby, who hastily set up a defensive line moments before chaotic Warp beasts, spurred on by Wyches, savagely cut into the human squad.

Had anyone been paying attention to the insignificant old man at that moment, they would have seen the form of Lars Benict smoothly transform into that of the Dark Eldar agent Phenas. In the transitional moments between the two forms, perhaps some of those present would have even recognized the sinister visage that was for a moment revealed before it cloaked itself in the flesh of

the Dark Eldar agent. Golden and ancient, lithe in form and cunning in action, they would have recognized the true face of the ancient one known to legend as the Deceiver.

Unnoticed amidst the carnage, the figure of the agent Phenas moved amid the dead and dying, gathering the energies of the slain. Unpredictable winds pulled sand and debris high into the air above the battlefield, forming a languid dust storm illuminated by the brilliant orange light of sunset. Phenas stood with his arms stretched out, his fingertips caressing the edges of an unnatural whirlwind that surrounded him. Again the figure transformed, this time into the gold-skinned humanoid that levitated unnaturally above the ground as the storm gathered pace, raising its arms high into the air as though to greet the coming night. The vast dust clouds spun and chased each other, pooled together and grew larger. Smaller tornadoes began to form, circling the dig site, killing Dark Eldar and Imperial Guard alike with indiscriminate ease.

The Deceiver smiled. The rituals of the Eldar were the only things the C'tan could not duplicate, and now these degenerate offspring of his ancient enemy had unwittingly done his bidding. The Dark Eldar had excavated the ancient titan and released it from its embrace with the Necron Æonic Orb with their cultic knowledge. Many souls were here to bear witness to its imminent resurrection; his trap was ready to spring and all that was now required was his space fleet.

As they had done innumerable times throughout the War in Heaven, the Necron ships arrived with no warning – their inertialess drives propelling the ships of living metal across the galaxy in ways unattainable to other species. Caught off-guard, the great speed and maneuverability of the Dark Eldar attack vessels was of little use in responding to such an enemy. The lead Necron vessels began to fire upon the Dark Eldar ships, living tendrils of energy lashing out, enveloping the raiders' vessels.

The Dark Eldar weren't entirely defenceless however, and began to return fire, their own weapons inflicting minor damage upon the living metal hulls of the Necron ships. In the space of several minutes, all of the Dark Eldar escorts had been struck by the arcane lightning, exploding into burning wreckage. In return only three of the smallest Yngir craft had been forced to disengage with moderate damage. Escorts shunted aside, the Necron fleet moved towards the cruisers, engaging the despised Eldar in what would prove to be a very one-sided battle.

Unable to match the power of the Yngir ships, the ships of the Dark Kin began to retreat with the intention of extracting their

ground forces. Hoping to elude the Necron vessels, the three Eldar ships descended into Scarab's atmosphere. One of the cruisers, damaged in the earlier engagement with the humans, proved unable to mask its energy signatures effectively, and was quickly rediscovered by the Harvest ships.

Descending into the atmosphere in pursuit, the smaller Necron vessels quickly closed to within weapons range of the damaged vessel, arcs of lighting slashing out from their hulls to seek out the damaged Dark Eldar cruiser and enclose it in their savage embrace. Charged particle beams followed the lightning strikes, punching into the hull of the damaged cruiser and tearing massive holes in the vessel's superstructure. Hull integrity compromised, the stricken vessel dropped into a death dive towards the surface, spilling debris and bodies as it fell. For a moment, it looked as though the dying Eldar cruiser would strike the surface of the planet and explode, but the stresses upon the structure as it fell from orbit were too much and it began to break up before detonating in a massive explosion when still half a kilometer from the ground. Like a small sun rising, the brilliant flash of the exploding Dark Eldar cruiser was visible on the far horizon in all directions. Practically nothing remained of its hull; only a few twisted scraps of alien alloys and unknown materials remained to impact the rocks beneath, blown clean of sand by the cruiser's explosion. The floor of the crater was a glass like material where the heat of the detonation had fused together sand and rock into a smooth patina that spoke of astonishing power.

The two remaining Torture class cruisers took the opportunity afforded by the destruction of their companion vessel to escape as the explosion temporarily blinded the sensors of the Necron vessels. The two vessels vied with each other in the retreat toward the nearest Webway entry; to remain would mean certain destruction at the hands of their ancient foe.

Containment

Regimental Commissar Krikel looked over the messages with grave concern as reports began to filter back to the Minervan command area. A new enemy had arrived in the midst of the battlefield and was indiscriminately attacking Imperials and xenos alike. A veteran of many campaigns, Krikel was a firm believer in first hand observation. He quickly relocated to a forward artillery observation post in his personal Salamander vehicle.

The trip across the dunes was almost cut short as a beam of power sliced through the transport's flank armor, instantly vaporising several of the Commissar's command staff. Perched atop a far off

hill a large alien structure was firing blasts of energy down towards the Imperial lines. Had the particle accelerator struck the vehicle's munitions storage section the small transport would have exploded. Krikel activated his monoculars and inspected the offending xenos device, identifying it almost immediately as a Pylon. Having encountered and battled Necrons in the past, Krikel recognized the threat for what it was and made haste to speak with General Sikir.

While the news of the Necron arrival had at first left Sikir content to contain the two raiding armies and let the Xenos fight amongst themselves, Commissar Krikel's report of Necrons actively attacking his forces forced him to re-evaluate his strategy.

Shifting his artillery further to the rear, Sikir began laying suppressive fire to create a containment zone, while he sent units of armored vehicles and tanks to engage isolated Necron formations and destroy them in detail.

Ancient Vengeance, Sacrifices

To the east of the still violent whirlwind the Necrons formed defensive lines of warriors and support vehicles around a portion of the dig site. The strange angular structures that hovered above the ground were obviously equipped with powerful weapons that pulsed with arcane energies, yet the range and effect of these weapons were yet to be felt by the bulk of the Minervans as they
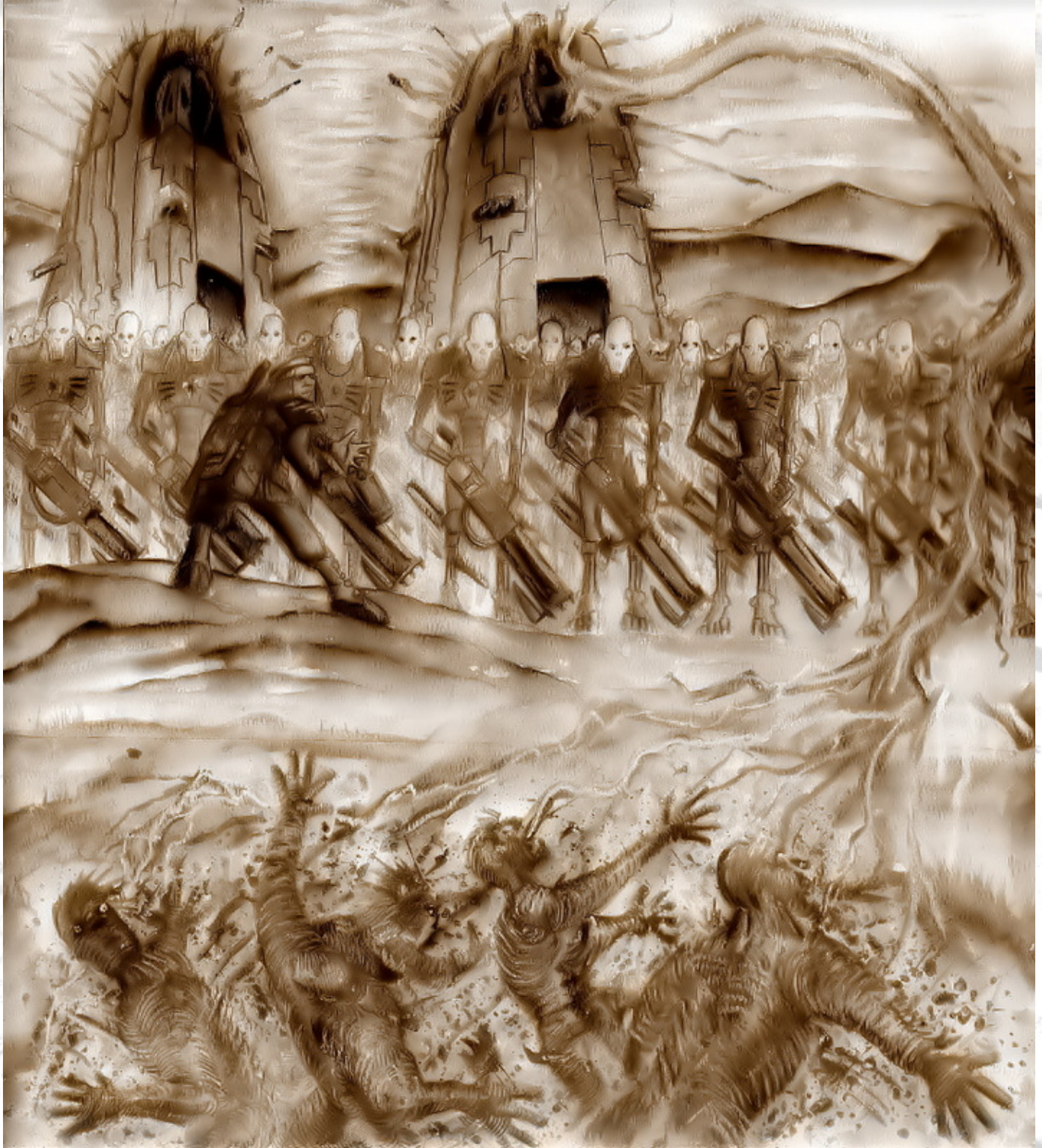
concentrated most of their firepower on expunging the remaining Dark Eldar troops from the area.

When two companies of mechanized guardsmen dismounted their Chimeras and closed in on their metallic enemy's lines, the Monoliths' gauss flux weapons arced and incinerated dozens of the young men mid stride. The major in charge of the probing attack ordered an immediate withdrawal, to give time to assess the new alien presence and wait for more orders to come in from Headquarters. Suppression fire rang out as the Minervans fired deep into the Necron ranks, giving the survivors time to fall back to the safety of their Chimera transports. Despite the mowing down of their soldiers by automatic weapons fire and tank shells, the Necron stood immobile, unwilling to stride forwards from their tight defensive cordon.

In the north the Necron tactics were different however; with their enemy falling back the metallic soldiers strode forwards relentlessly. To Archon Layr it appeared that his race's ancient foe had been waiting for this moment of triumph to surround and destroy his forces (were he were able to know in full the vital part he had played in the C'tan's designs he would not have been surprised by the magnitude of his misfortune).

To enter full retreat before rallying his scattered army would mean that they would lose any chance of mounting a reasonable defence. With the Ransom Gate inoperable and his cruisers fleeing from the Necrons in orbit, Layr's decisions could mean the difference between escape from this barren world and a rapid annihilation. Taking to orbit in his Executor support craft was still possible, but he needed confirmation of the Yngir fleet's orbital position before attempting to flee. His Palace Cruiser's commander spoke with a thought and informed Layr the Yngir had ceased in their pursuit and now held tight control of the planet's orbit. The Archon responded with possible solutions to their recovery but inwardly knew it would be impossible.

Layr focused the efforts of his third Executor, *Bas-lan't*, to recover the Ransom Gate with the hope of repairing it and escaping from the planet directly into the Webway, perhaps with the bulk of his assets. The *Ulia'till* had to be kept back to preserve its cargo of wraithbone while his third support craft *Enarathi* was shepherding some of his remaining forces to Tempest Wash. A large force of human tanks had taken the bait and was following the *Enarathi* towards the platform city under the direction of Dracon Indyuvil – perhaps she would redeem herself after all. Recovery of his Webway portal was in his grasp if he could only push the Yngir from their position for a few moments; The Necron advance had opened a gap in their formations which could perhaps be exploited by a skillful enemy. The strategy was a desperate one, but it seemed the only course.

Talos and Perditors lumbered over the dunes with fully loaded Raiders following behind. The last of the Grotesques and Haemonculi at Layr's disposal were summoned and tasked with breaking the lines of the Yngir. Vessels of Pain skimmed overhead and fired their phantom lances towards the approaching Monoliths. One exploded immediately while a second phased out before could be fully destroyed. The mechanical warriors moved forward, firing their gauss blasters that lit up the twilight landscape in a tapestry of lurid green splashes. Some of the Necron warriors were blown apart by the savage Dark Eldar counter-attack, but those that fell mostly intact were carried away by hovering spider-constructs, only to be replaced within seconds by another warrior. Worse yet their ranks were growing – an endless sea of skeletons rising from the sand between the Eldar and their broken gate.

Where the Dark Eldar warriors began to doubt, the choler of the Haemonculi persevered. Three Perditors with accompanying Talos craft cut into the ranks of the Yngir and plowed their

broken bodies into the sand. The raiders unloaded Grotesques (along with their taskmasters) and met their ancient nemesis in feverish close combat. The syndicates reinforced the fight as splinter rifles shot out in deadly volleys downing scores of their metallic enemies. For the Eldar warriors it was an intoxicating moment that raised visions of the glorious days of the Eldar Empire, for moments they were not Dark Eldar, diminished echoes of former glory, but true heroes striking against the darkest of threats. The assault brought out a glimmer of what the Dark Eldar once were, and for an instant some managed to forget that they were fighting for only themselves. Cheers and howls mingled as the few remaining Eldar formations charged headlong into the weak points in their enemy's lines.

Almost simultaneously at several points of attack, the perfect Necron formations were turned and broken, pushed aside long enough for the Eldar to exploit the openings in the line and push even deeper into the Necron territory. Within minutes they had swept past the Gate of Ransom, but undaunted they charged onwards. The darklings had been consumed by a collective mentality of violence, they would not cease in their charge until they or their enemy was laid broken on the sands.

The Kabal of Pain's Way seemed unstoppable in their assault until a new Yngir vessel appeared on the edge of the dig site as if from nowhere. The Warbarque was a thing of nightmares, spitting fire in all directions as warriors marched from its blackened jaws and immediately engaged the Eldar pirates. Additional Monoliths appeared as well as the C'tan re-deployed his craft to meet this unexpected, unparalleled attack. The Deceiver would make no distinction between the Craftworld Eldar and their Dark Kin; all were descended from the original children of the hated Old Ones who had broken the C'tan's hold on the galaxy in former times. Intending to repay the Eldar for their ancient victory over his kind on Scarab, the Deceiver commanded his newly strengthened force to engage the battle-drunk Eldar with every available weapon. Flux arcs ripped apart the Raiders while gauss weapons of all sizes burned holes into Eldar flesh. Screams went up into the night as every point of retreat was cut off. The Haemonculi and Grotesques who were accustomed to torturous pain now felt their senses overloaded; the powerful shoots of energy peeling away

their flesh in a way that they could never duplicate. Even in death their jealousy to own such exquisite weapons overwhelmed them. The call for the Executor to retrieve the surrounded force went unanswered. Reinforcements never came.

Layr's plan had worked however. The Talos and Perditors would fight unconditionally even after the syndicates were dead. Surely the loss of his precious Haemonculi would be felt for a time and make recruitment for new Covens difficult, but sacrifice was the hallmark of every great endeavor. The Yngir in their desire to meet and destroy his kind had left the Gate of Ransom undefended and the *Bas-lan't* was able to pass by the intense firefight and load the damaged gate into its belly. Layr's Tormentors were damaged but not destroyed and his crews were able to affect field repairs underneath the shadow of the *Ulia'till*. It seemed as if salvaging the valuable Titans was still possible. If only the gate could be repaired some success might still be snatched up despite the attacks of both the humans and the hated Yngir.

Traps Laid

Tempest Wash was once again in sight for the Executor's crew and the trailing armada of Raiders and Ravagers would soon see the pillaged dwelling as well. No longer did the fires burn on the platform city, extinguished days before by the winter storms. With the power cut off the elevated city was a massive darkened silhouette against the night sky. The *Enarathi* along with the Pleasure Barges and other skimmers moved effortlessly over the dunes and Indyuvil mused that the mon-keigh tanks that had been tailing them for several hours would soon get bogged down in the wet sand. They may not even make it to Tempest Wash at all which meant having to double back and attack in the open desert. She had hoped to have the advantage of some cover for her counter-strike. She had also been counting on contacts left at the city to report back to her. While the mon-keigh would not have had a chance re-take the city the Yngir could be waiting anyplace. The lack of orbital reconnaissance was taking its toll on their ability to see the enemy.

After three days rain the basin beneath Tempest wash was already filling up and a small lake had formed where before there was nothing but dry ground. Colonel Ivanachek had taken a big risk a day earlier by splitting his Leman Russ into two forces. One moved fast and tight against the Eldar southern flank, always staying in visual range of the enemy. The other half was loaded onto commercial sand freighters and escorted by Valkyries into the Deep Desert and eventually to Tempest Wash. When the Eldar raiders who were left at the mining city saw the civilian freighter they immediately sprung to action in the hopes that equipment could be stolen or (better yet) slaves could be obtained to entertain them. Two syndicates and accompanying Hellions flew out to meet the clunky freighter unaware of what it transported or what guarded it. They were quickly intercepted by the Valkyries that methodically had hidden themselves in the shadow of the massive transport. The raiders fell apart under the heavy bolter fire and the few stragglers that survived the crashes were quickly hunted down by the Storm Troopers before warning Indyuvil of their circumstance. Once Tempest Wash was secured the Russ tanks, having been outfitted for amphibious assaults just weeks before, Ivanachek ordered the forces to slowly back into the collecting waters of the basin and wait for the Dark Eldar to arrive.

The sand freighter was buzzing with activity as Hellions zipped across its hull and peered into its windows. There was no sign of life and no sign of equipment. Indyuvil had ordered her barge to land on the northern pad of Tempest Wash where she hoped to find her sisters and brothers merely torturing some prisoners. The

lack of reception infuriated the Dracon who swore to her crew that the next Sybarite who disappointed her would be fed to the Wyches' Kashnarak. The *Enarathi* hovered near the freighter as the Cult specialists landed and examined the human vessel. Meanwhile the Hellions were sent back to determine the location and strength of the human tank formations. Little did they know that dozens of gun barrels that protruded ever so slightly from the basin waters were trained on the Executor, just waiting for reinforcements to signal their arrival.

The Æonic Orb

Several hours after sunset, General Sikir received initial reports that the Necron forces were beginning a slow march toward the entirety of the 1st Regiment under the cloak of night. Green flashes lit up the night, as hundreds of Guardsmen were stripped of their lives, their essence transferred and devoured greedily by the ancient Deceiver.

Colonel Skautt along with Commissar Krikel had formed a forward command center four thousand meters east of Dig Site 113. Thirty minutes away, Sikir set up his new command site at Major Falletta's artillery position on the edge of the captured crags of Digg's Canyon. The nearby settlement was evacuated and the buildings commandeered. With the precipitous drop behind them the position was a double edged sword: only one front to defend but nowhere to run. The general was displeased with the artillery location but moving them would mean a lack of support at a crucial time.

The winter storms continued to move away from the main battle and southeast over the Deep Desert but that was the only reprieve the Minervans has seen. The Necron forces ruled the night as their dark soldiers moved against every forward position the legion had. But the General found his greatest challenge yet when in an instant the enemy surrounded the Command Center. Teleporting from whatever vile place they came from, sickening shaped clawed humanoids quickly advanced against the perimeter and drew immediate fire from both the guardsmen and the super-heavy tanks. The Flayed Ones took exaggerated steps as they moved; the blood of the Dark Eldar still dripped from their flensing blades and sickening hides (although to whom the hides belonged was not readily apparent). Two mighty Warbarques and dozens of smaller machines spewed forth their fast moving attackers upon the Minervan artillery position. The machines continued to vomit forth dozens and dozens of skeleton warriors to reinforce the wall they created around the Minervan position.

Major Falletta ordered the Basilisks to engage the Necrons that

had landed on their doorstep. Azimuths dropped as fast as the crews could move the gun barrels all the while gauss fire struck at them from all directions. The Flayed Ones were crawling over the surfaces of the Stormswords and Chimeras, shoving their sword like fingers into every opening that they could find and ripping open hatches that some panicked soldiers had not secured quickly enough. The Destroyers, unlike their ground counterparts, moved quickly to lay waste to the vulnerable artillery pieces and their crews. General Sikir managed to make it to the safety of his personal Stormhammer the *Anvil* before one of the metal talon fiends ran him through. A heavy volley of gauss cannons managed to strike Falletta, one burst through the head and one through the chest sent the officer's riddled corpse to the ground at the feet of his horrified staff. Within seconds the Basilisks fired burst rounds immediately above the SHT positions. The flak knocked scores of the Flayed Ones to the grounds and impaled others to the armored hulls of the massive tanks. Their positions finally cleared, the General then ordered the Stormswords to engage the enemy and drive their positions back away from the artillery. Well over two hundred Necron Warriors stood dispassionately between the Necron war machines, illuminated by the particle whips from the death machines they guarded.

Colonel Skautt immediately diverted elements of the 1st and 14th Regiments to assist the Command Center while trying to maintain his own front from the unknown horrors that seemed to be waking from within the sandstorm. Even over the deafening concussions of Russ fire the men could hear and feel the ground shifting. From the swirling sand a bright beam shot straight up into the night sky and the rocky ground snapped and broke and crumbled. Fissures opened in the stone while the beam of greenish light intensified, bathing Necron and Minervans alike in the alien gleam. The whirlwind then spit sand and rubble in all

directions as the Æonic Orb cut through the remaining stone that had jailed it for so long and rose into the night sky. Giant claws that circumscribed the glowing sphere bent like metallic fingers and clutched the center forming armored slats that masked some of the Harvester Engine's intensity. As the Orb climbed into the night sky the colonel and the rest of the Minervan legion now felt what the populations of countless worlds had felt throughout the ages: the dread of the red harvest.

Dawn

The canyon rim was littered with fragments of metal and shards of moist bones. The basilisks that had been responsible for keeping the ranks of Necron warriors from spilling into the Command Center were all but wiped out. Destroyers maneuvered past the canyon edge and hovered mid air behind the gun emplacements to place the Imperial Guard in a deadly crossfire. All the while Tomb Spyders joined the forces of metallic soldiers and spit forth clouds of robotic creatures that buzzed unnaturally in the starless night sky. These Scarabs descended not like a dust storm but like a sentient swarm of locust. The crew of the Anvil watched helplessly as a Baneblade was picked apart; tiny metal strips were pulled from the armor a thousand times over until the robotic insects finally pierced the armor and devoured the men inside. No screams could be heard over the terrible buzz of wings and scraping of legs but there was no doubt the Baneblade crew suffered.

Only a fraction of the Command Center managed to escape the position against the canyon rim, desperately charging and driving their hulking tanks into the ranks of Necrons, crushing them underneath. The enemy pursued the Minervans relentlessly and once again Sikir found his forces with no avenue of escape. A

shallow cliff ran perpendicular to the canyon and the road his forces had taken to get to Dig Site 113 was still a half a kilometer away. Unfortunately the enemy moved to pin the super heavy tanks against the cliff wall and cut off their only avenue of escape. The Necrons reformed their lines and slowly advanced against the thick barrage of fire. The position was hopeless and another charge would most certainly spell death for the crews.

Sikir looked out through the viewer at the advancing line with a mix of hate and despair. The Minervan forces were pinned in the midst of a miner's graveyard. Artillerymen who were now without their heavy guns took cover behind tombstones, no doubt contributing to the low morale. It was bad enough to be outnumbered on the battlefield, but it rocked him to his core to be outmaneuvered by these skeletal abominations which became more and more distinguishable as the break of dawn arrived. The metal bodies glinted only slightly in the firefight as the horrors attacked methodically. For the most part they were old and blackened as if they had been buried for an eternity. The snapping sound of their gauss weapons were an unwelcome addition to typical concert of weaponry and machine noises they would hear in war time. But the general became more and more aware of a sound underneath the cacophony of battle that neither the thuds of cannon fire nor roar of flamers could hide. Not the sounds of bolter fire or the buzz of the Scarabs could drown out the glorious footsteps of the Titan Legion as they approached from the east.

Rockets from the venerated Reaver pods hissed overhead and exploded into the front ranks of the Necron advance, shattering warriors like the brittle tombstones they marched through. One of the deadly Warbarques split in half and was engulfed in a ball of fire milliseconds before the reverberating sound of the volcano cannon arrived. The three machine gods were still a good distance away but their arrival was felt instantaneously in the powerful display of heavy gun fire.

What was once an advance was now a withdrawal as the Necrons began to vanish slowly from the battlefield. A handful of guardsmen who had been taking cover behind the tracks of the tanks scrambled up the loose earth of the cliff to see the sun rising between the legs of the *Solitudo Custodis*.

* * * * * *

Hundreds of kilometers to the west Ivanachek watched from his command vehicle as his line of Russ cut through the wet sand and rock toward Tempest Wash. The Valkyries that straddled the advancing formations suddenly burst forward ahead of the tanks; seconds later the crackle of a transmission came over the comm informing the colonel that Dark Eldar scouts were seen ahead. He confirmed their orders as a matter of formality but truth be told the pilots knew just what to do.

The Hellions pivoted on their skyboards and angled to close on the Valkyries hoping to close on the humans before their long range weapons could be brought to bear; the Sybarite sent her warnings to Indyuvil that the mon-keigh had arrived sooner than expected but in far less numbers than expected.

The Dracon was displeased with the Wyches and their insistence on fighting the humans out in the open, but punishment of the masochistic cultists would be near impossible and outright killing them was not a viable solution in the middle of a raid. Whatever malevolent concoction of combat drugs the cult had come up with during the night was now coursing through their veins and sending them into a demonic frenzy. They could not see past their immediate desires to kill and engage the enemy, knowing full well the mon-keigh tanks would be in range of their unarmored skyboards within moments.

Indyuvil dispatched the Executor with a thought; the pilots immediately responded to the order and began pivoting the giant craft toward the conflict to reinforce her scouts. Just as the *Enarathi* started to pull away it was lit up by fire from the Russ Destroyers hidden within the waters of the basin. Not wanting to miss the chance of striking the Dark Eldar unawares, the Leman Russ captain ordered a concentrated attack on the enormous hovering transport. The laser destroyer barrels hummed and screeched as the intense beams sliced through the air and into the shadowfields of the support craft. The field generator became suddenly overloaded and shut down – the ship now was visible for all to see in its twisted architecture and sharp lines.

The Dark Eldar were not sure of where the fire came from initially but quickly realized that they had been outflanked when the second volley of shots struck the Executor on its right main engine, shattering the power coils within and breaking off a huge section of the fuselage. Had the volley struck the craft in space the entire ship would no doubt have decompressed. A hundred meters above the surface of Scarab, the *Enarathi* managed to sustain a substantial but less deadly strike. The barges moved forward and fired their desolators into the waters, the gunners not quite sure where the enemy tanks were nor how many sat in the shallow depths underneath the city.

Indyuvil was bombarded with dozens of thoughts at once- the Hellions were being cut from the sky; the enemy had managed to spring a trap and strike from the rear; the Executor was critically damaged and the weapon systems were down. This last report was the most disturbing of them all as she needed the vessel to help secure her heavier assets not to mention protect the Dark Eldar from the advancing line. She couldn't help but think about what Layr might do to her if she lost one of the treasured Executors while they were planning their escape from Scarab. Not knowing the real strength of the enemy force underneath Tempest Wash and rather than risking the *Enarathi* in a potential crossfire, the Dracon grudgingly called for yet another retreat.

Three Barges of Pleasure fired energy pulses into the muddy water and sent waves crashing against the viewing slots of the tanks, obscuring their scopes both visually and electronically. When the gunners managed to adjust their electronic filters the Eldar pirates were on the run again.

<center>*   *   *   *   *   *</center>

Two Executors hovered low above the desert floor, their engines humming and the Webway portals crackling with blue and white light. Raiders and Ravagers were finally leaving the surface of planet, destined for Commorragh with their struggling prisoners and stolen equipment. The Gate of Ransom finally held its charge and activated as the light of Scarab's sun lifted above the horizon. Layr quickly ordered the damaged Tormentors through the massive gate in the hopes of preserving his favorite assets. The Archon had received messages from his pilots that they had made landings on obscure roads in the vast desert, shutting their power cores down to avoid detection. Those Razorwings and Raven fighters were now inbound for their final mission, skimming low across the dunes to avoid detection. Clearly the damage of the Ransom Gate and the unexpected appearance of the Yngir had taken their toll since only half of his air power managed to check in at all.

With his thoughts drifting, Layr realized it had been hours since his Kabal had seen or heard from the Yngir, although skirmishes had broken out with the mon-keigh throughout the night. The Archon hoped that his two enemies would keep each other busy for long enough to make the whole operation worth while. Another heavy loss could damage his position amongst the other Archons and within his own Kabal. When the wounded *Enarathi* arrived from the southeast -its rag tag support in tow- his fury

could be felt throughout the Pain's Way. Indyuvil had allowed one of the most important assets of the raid to be damaged and rendered useless for spaceflight. Before he could bring the Dracon before him to suffer, the Dark Eldar position became even more precarious as his enemies closed in from all sides.

Fallen

With the winter storms all but a memory the hazy sky they left behind made the already piercing sunlight refract across the surface of the desert. Minervan troops squinted underneath their helmets and tank gunners adorned their goggles to combat both the light and the enemy before them. Towering billows of thick smoke occasionally rose up to obscure the sun as Necron and Imperial vehicles exploded.

Colonel Skautt had managed to hold his line in the sand, but the loss of life and equipment was noticeable to all. The 14th Regiment was all but lost. Split to cover the front line and to rescue the Command Center; their deaths in both actions meant that others would now live, including saving the General himself.

The Æonic Orb had terrorized his forces through the long night; entire companies of troops were vaporized in an instant and the heat blast from the shot could be felt all the way back to the supply lines. The hovering machine was not just a man killer but a tank killer as well. The armor of the Leman Russ could withstand the punishment of almost any xenos technology, yet the colonel watched the Orb burn through tanks with frightening ease. And while the bright glowing Necron war engine was an easy target, the Minervans were hard pressed to target it let alone damage it.

Obelisks floated across the battlefield, the uncomfortable hum of their engines shattered only by the crack of their alien weapons. Nightmarish clawed serpents phased through solid rock to catch the Imperials by surprise – these Wraiths struck with a speed and ferociousness that was unseen amongst the slow moving masses of Necron. Scarabs pulled treads from tanks and flesh from bones as the sinister swarms danced along the front line. And the Warriors of this ancient evil were a moving sea of death that was content fighting for hours to gain only meters. They did not sleep and they did not eat; they only attacked.

Still the protectors of Scarab fought on through the darkness and until the light of day came again. The combined arrival of both General Sikir and the Titans sent cheers up and down the lines and battle weary soldiers suddenly fought as if they were fresh for the fight. Word from Colonel Ivanachek was that the Dark Eldar were fleeing and two fresh regiments were moving from the north after securing Francillian Drill. Fighters strafed the advancing enemy while tonnes of ordinance were dropped from the Marauders.

The *Solitudo Custodis* now stood as a beautiful monument to the Emperor as it let loose the power of its volcano cannon. The shot sucked a thick plume of smoke from the air as it cut across the battlefield and smashed into the Æonic Orb. The metal bent and twisted and groaned unnaturally, yet the machine did not move. The harvester engine's armor plates slowly spun as its main weapon was brought to bear on the attacking Titan. The solar flare was an intensely concentrated beam of hellish energy that struck the shields of the *Custodis* and rocked the machine god as no other weapon had done in almost ten thousand years. The reactor responded unfavorably and the Princeps immediately answered by calling for additional fire on the xenos machine. The Reavers retaliated with rocket fire that collided dead on with their intended target. Vulture pilots reported back that the Orb seemed to be repairing itself at an alarming rate – the twisted metal growing back into place as if the thing were alive. Their own

Hellstrike missiles had the same effect on the Orb as it continued in singling out the *Custodis* on the battlefield.

The Deceiver confidently floated along the northern flank of the conflict, no longer hiding his true self from the humans who he encountered. A set of elite troops had come against him by a crude flying machine, perhaps as a skirmishing party or maybe specifically to destroy him. The thought was amusing that these creatures had no real concept of what they had come against. With the small wave of his hand the men dropped their weapons and fell on the ground twitching and screaming.

The C'tan mostly desired to meet the Eldar in combat directly, to remove Layr and his kind from the picture entirely. But the arrival of the Imperial Titans now posed a serious threat to his plans. Moving back toward the center of the Necron forces, the Deceiver began focusing his collected energies toward the Æonic Orb to aid in its recovery. He could feel the Necrodermis shell knitting itself together even as the human weapons continued to pummel the device. It was a Titan of Eldar design that had brought down the Orb in the first place and the Deceiver would not allow it to be destroyed by a Human Titan here.

A well organized force of Hellhounds and Demolishers formed along the southern front and began moving steadily forward; the line breakers brushed the Necrons aside with a vindictive fury and revelled at the sounds of the battlecannons firing over their positions from behind. A triad of Monoliths with Obelisk support appeared on their extreme southern flank in a surprise maneuver, only to have the plasma cannon sponsons of the Minervan forces unleash and devitalize the attack before it could begin.

> On a series of crags that ran near the road to Dig Site 113, guardsmen had abandoned their debilitated Chimeras and had perched themselves in natural cover. Bullets rained down from their autocannon emplacements and cut heavily into the ranks of Necrons that advanced on the Minervan line. Entire swathes of skeletons were mowed down by the automatic weapon fire, only to reform and begin moving once again.
>
> A Monolith appeared over the tallest of the rocky emplacements and opened its tomb-like door to a sickly portal behind it. Necron Warriors and dreaded Pariahs took the small leap from the portal door and immediately engaged the brave Minervans who had provided covering fire for their brethren. Their Warscythes cut deeply into the soldiers as they lay prone against the rocks. Some managed to rise only to be bisected by a dark, barbed staff. The Necron Lord cut the limbs from an entire squad of soldiers, then inexplicably moved in a blur to the next squad to repeat the gruesome dismemberment, its flowing robe twisted and stained in blood.

Above the Minervans, the superheated exchange of fire between the Orb and the Titans scorched the air black and shrouded the sun. On board the *Custodis*, the Princeps and the Moderatii were increasingly hard pressed to keep the void shields up. Techpriests scrambled to make repairs deep inside the Titan as reactor systems began to destabilize. When the shields dropped the situation degenerated quickly – an intense beam from a Pylon connected with the left leg and pierced deeply into its mechanisms. The Princeps automatically shifted the bulk of the Titan's weight to the right to ease the strain on the hydraulics systems. Servitors simultaneously hurried to repair the knee section and to bring the shield generator back online before another blow could strike their great machine. The Æonic Orb adjusted its targeting and struck the right leg joint of the Warlord, melting through the armor, destroying the servomechanisms within, and severing its connection to the main body completely.

The Princeps tried shifting the weight of the *Custodis* from its severed right leg back to its left but the move came too late to balance of the ancient war machine. The crew, while used to the unusual movements of a bipedal machine, were unexpectedly thrown into walls and over workstations. The Moderatii watched in utter shock as the horizon tilted sharply downward and the ground came closer and closer into view. Its gatling blaster struck the ground first, torquing the Titan's upper body forward and across. The rounds within the gigantic weapon detonated and sent shock waves throughout the machine's body. The Princeps managed to disengage the volcano cannon from the main reactor a split second before the barrel impacted with the sand dunes below and broke in thirds. While his final act was one of bravery and undoubtedly kept the reactor from exploding, the Titan's captain felt his consciousness slipping away and never grasped the gravity of his life saving decision. The dying machine spirit and ruptured systems overloaded the Princeps' brain and killed him as the armored head finally smashed into the sand. Razor sharp rocks flew in all directions and the earth shook with such violence that foot soldiers and Necrons alike were knocked to their feet. The ground itself, already torn and unstable from the rising of the Æonic Orb, broke under the Titan's weight and opened fissures, toppling several unfortunate Leman Russ tanks and their crews into rocky graves.
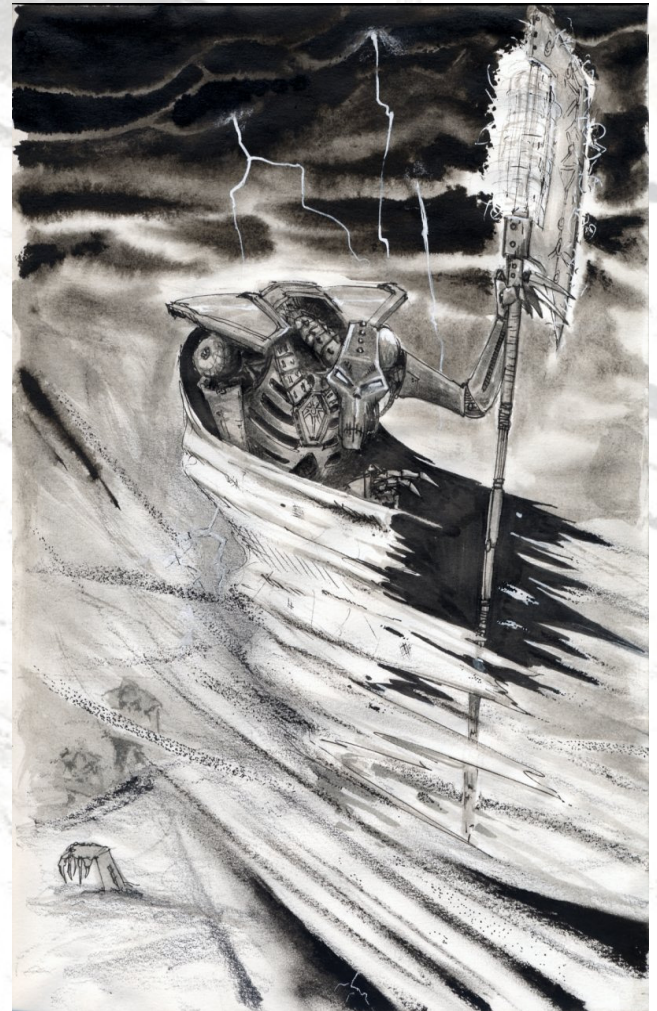
The severed right leg of the Titan tilted and groaned for a few seconds until falling backwards into a squad of scout vehicles. Their light armor quickly gave way from the impact, flattening the Salamanders and instantly killing all onboard. The hearts of the Minervan soldiers sank as all eyes gazed upon their fallen Titan. The *Solitudo Custodis* was destroyed.

Between a Rock and Hard Place

Layr had chosen a position deep in the desert for its solid ground and excellent vantage point. The promontory looked out over the ocean of sand to the north and provided an escape route to the southeast – albeit one that would lead back to the Yngir. It was from this vantage that he witnessed a wall of steel approaching from what must have been Francillian Drill and Garren's Point. Most distressingly was that scouts reported the tanks were in quick pursuit of his forces from the west, no doubt to finish the job they had begun at Tempest Wash.

With his air support now secure within the Webway and his Tormentors confirmed as back in Commorragh, Layr began to feel the too familiar pinch of the Minervan Legion. Artillery rounds hammered the rocky escarpment while missiles fired from far off on the distance came far too close to striking the *Ulia'till* than he would have liked; the shadowfields were holding for now, protecting the precious wraithbone cargo within.

Suddenly a massive implosion rippled from the center of his camp and sent darklings reeling toward the dark red, maelstrom that spun where the Gate of Ransom previously sat. A Vessel of Pain that was staged to enter the Webway next narrowly escaped destruction from within the energized funnel and moved to the outer sections of the camp until the violent disturbance dissipated. The mon-keigh had managed to shell the gate with amazing precision and cut off one of the Dark Eldar's last remaining avenues of escape.

The Archon stared down from the *Ulia'till* at a half dozen barges, scores of captured vehicles, and a thousand human prisoners; he paused for an uncharacteristically long time and then contacted the captain of the *Bas-lan't* and the Slavebringer pilots personally. A handful of Syndicates that could be trusted not to notify the others mounted their Raiders and fled toward the *Bas'lant's* active portal, vanishing into the Webway. The message was not heard in the minds of the other Dark Kin but it was immediately seen as the two Executors and the Slavebringer Assault Boats abandoned all that remained on the surface and took to the skies.

Indyuvil did not look up to watch their departure; she looked out on the horizon as the Minervan forces tightened the noose around her position. The *Enarathi* was still not worthy of spaceflight, its shadowfield generator could not be repaired here on Scarab, and the weapon systems were still inoperable. The Webway portal was its only redeeming feature now, but despair began to take over the remaining darklings as Hellstrike missiles struck the damaged Executor in the nose section and killed the pilots instantly. The giant craft cracked and groaned as cascading explosions began ripping the transport in half. Another volley of artillery fire smashed into its main body and sealed the fate of the *Enarathi* and its crew. With its systems quickly failing, it glided over the Dark Eldar camp, raining huge chunks of its fuselage as it went. Over the escarpment it fell, breaking apart and splashing into the sand. Its momentum carried the debris forward as the mammoth broken sections slid and tumbled to a noisy halt, half a kilometer from the advancing Imperial forces.

The inbound Warhounds strode across the sand in advance of the super heavy tanks and other formations that they supported. The scout Titans maneuvered through the smoking ruins of the

Enarathi, strafing wounded Dark Eldar as they crawled from the wreckage, careful not to break pace. Salamanders quickly followed, opening fire on anything that moved and securing the wreckage. The remaining forces roared past them and toward the passes that led up the promontory and toward the main battle against the Necrons. The opportunity to kill the Dark Eldar along the way was merely bonus pay to the crews.

Indyuvil wasn't about to wait for the mon-keigh to roll over them with their clunking machines, and going anywhere was a far cry better than waiting for death to take her standing still. The prisoners were once again released like at Dig Site 113 and herded down the passes into the paths of the incoming tanks. Some of the humans were kept behind and quickly fastened to chains and barbs; their pleas and cries were a soothing choir to the nerve racked darklings who were surrounded on every side. The humans moved as a mob down the rocky roads, motivated by splinter fire and trampling each other as they went. In the chaos some went rolling off the path and smashed into the rocks below.

The bulk of the prisoners made their way to the desert floor and stumbled toward the approaching Imperial forces. As the wave of mon-keigh were about to meet the scout Titans, Indyuvil ordered the remainder of the Dark Eldar vehicles to descend off the cliff. Vessels of Pain led the charge as their gravitic drives propelled them down the promontory and across the sand dunes. Raiders and Ravagers and Barges followed closely behind, cascading down the terrain and rushing forward with tremendous speed. The Warhound crews steered their great machines toward the wave of approaching Dark Eldar raiders and opened fire. Plasma blastguns hummed and spat forth their superheated ammunition, burning the fully laden Raiders into ash.

> "The targeting of enemies with human shields is approved. I would rather that our Imperial citizens die by our stroke today than live another moment at the hands of the Dark Eldar. And may no man among us show mercy to our enemies!"
>
> Colonel Randon
> 8th Minervan Regiment
> Scarab Protectorate

The thirty-three Dark Eldar vehicles that managed to run the gauntlet of Warhounds now faced the full force of the Emperor as Russ tanks, Chimeras, Salamanders, and Shadowswords unloaded on the darklings. While their orders were to proceed with best speed to Dig Site 113, the colonel in charge of the regiments made sure the Dark Eldar would pay for their invasion of Scarab. The air rang with a raft of weaponry as the Dark Eldar dipped and weaved and dodged forward. Indyuvil had no idea what the intentions of the humans really were and in fact believed they had arrived with the intention of destroying her and her kin. She did know that if they could escape this ring of armor and guns, however, the mon-keigh would never be able to keep up.

Reavers with human prisoners snared in diabolical nets between their bikes now sped toward the enemy mon-keigh. Raider crews took similar steps before leaving and now cut across the sand - their skimmers' plows adorned with meat shields of screaming human flesh. Hellions took to bombing the advancing tanks with the bodies of squirming, helpless children. Instead of distracting the Minervan forces from their course of action, the horrific sights infuriated the men and women of the legion who made sure the Dark Eldar were plucked from the sky.

Lance shots pierced through heavy armor while autocannons perforated the thin frames of the Ravagers. Raiders were blasted apart and spilled darkling and humans alike into the rolling dunes. The joust of two advancing forces would last but a single pass. A dozen Dark Eldar vehicles fell and then a dozen more. When the Minervan and Eldar waves finally passed only a handful of Dark Kin managed to escape the vengeance of the Imperium. Many cursed as they watched the skimmers fly past and into the desert. Almost every tank platoon volunteered to give chase to the Dark Eldar but all requests were denied - the damage they wrought would have to be enough. A small detachment of mechanized infantry were left behind to protect the prisoners while the remaining forces raced to the canyon and to the battle at Dig Site 113.

The Orb is Key

Sikir looked on through the viewer of the *Anvil* at the mechanical warriors as they surrounded his positions and chipped away at his forces. Another bitter cold night had passed where the Necrons were beaten off, but at a terrible price of human life. Their methodology was sound given their qualities: solid, self repairing, never eating, never sleeping. His men on the other hand had not slept in four days. Ammunition, food, and water were still being brought in from Cullard Drill but only in limited quantities. Supply lines were still being established and three convoys had already disappeared. Entire positions had to be abandoned as the Minervans were simply outnumbered and outflanked at every turn. Retreat of his main force was impossible as the enemy would disappear from one location and reappear in another. Both Reaver Titans had been severely damaged by a constant volley of fire from the Pylons and Orb that had taken the Warlord during the day and their destruction was not far off.

Reports had started to filter in to the general that small Necron Raiding parties had attacked Cullard Drill and the Cendarius Alert Station. The Necrons were not only winning but staging themselves for a full sweep of the planet. The value of the dig site was lost when the wretched Dark Eldar were driven away and now it was a trap that could not be left. This new enemy did not

want the site or any location for that matter. It wanted them here and it wanted them dead. Conversely the General's orders no longer were a matter of tactics but instead focused on their very survival.

But the morning sun heralded the arrival of Ivanachek's tanks from the west and the glorious sound of Thunderbolts overhead. The Necron Pylons were hard pressed to deal with the masses of aircraft that now ran regular sorties, unencumbered by the Dark Eldar menace. The relief of the surrounded forces was felt by every gunner and driver who had survived the hellish night. Sikir wasted no time in executing his new plan, fearing that the Necron would only reinforce themselves further if given enough time.

Orders went out to all regimental commanders that the Æonic Orb should be targeted and destroyed at all costs. Somehow, some sinister force had conspired to loose this malevolent device from its buried prison and it was now imperative to thwart that plan. Two Baneblade companies and three mixed companies of Stormblades and Stormswords led the advance against the main Necron lines. Maneuvers like this had previously met with the enemy's withdrawal and reappearance in order to outflank their formations. But now pushing toward the Orb, Sikir watched as the Necrons reinforced their positions even more deeply, drawing away from other positions in some cases. Their actions confirmed his suspicions that the Orb was more than just a weapon to these invaders.

Swarms of Scarabs spun out of the Tomb Spyders at the front only to be incinerated by the Hellhounds supporting the super-heavy tank advance. Ivanachek's Russ Destroyers pounded the green glowing machine from behind which drew immediate attention from the Necrons as well. A half dozen Monoliths and supporting Obelisks materialized on the colonel's flank and began spitting forth heavily armored foot soldiers. These Immortals fired their gauss weapons with amazing precision, stopping only when mowed down by returning fire. But the mere fact that the Necrons had to reinforce a new front meant they were concerned and if they were concerned the colonel knew they could be beaten.

Heavy Destroyers ran from the center of the Necron position and moved as fast as they could against the first Baneblade company. A series of well placed shots detonated the war engine's reactor and engulfed a squad of Hellhounds nearby in fire. Hellhound weapons fuel turned the entire area into an inferno and stalled the push toward the Orb, pushing Necron and Imperial forces alike aside. Colonel Skautt took advantage of the battlefront's changing conditions and advanced on the northern side of the blaze with his own company of Russ tanks. In the southern half of the line two Stormswords ground to a halt under the heavy gauss fire. A shot from the Orb finished one war engine off by gutting it from its turret to its belly. Still the Minervans strained forward, in some cases driving over entire squads of Necrons. Their metal bodies and heads could be heard compressing under the tremendous weight of the tank treads.

Krikel himself sent back word to the general that he and his staff had engaged the enemy in close combat, leading guardsmen in a supporting role against the enemy. Sikir now ordered the *Anvil* to advance with its own company as well and join the fight. As the super heavies pushed the Necrons back from the east, plasma fire reached out from the north as the Warhound Titan companies joined the battle. Behind them two more regiments were closing and success against the nightmare army began to feel attainable.

The Æonic Orb was buffeted from all sides as shells impacted on its surface and each time the machine would heal itself. But there was a momentum of damage that was building that was destabilizing the Harvester Engine. It was at this point that the Deceiver began to grow increasingly concerned about the prize it

had worked so hard to unearth. The C'tan spun slowly around to assess the enemy, realizing he had remained here far too long and had lost track of what he had come to achieve. It was time to withdraw the Orb into orbit where his fleet sat waiting. The harvester slowly began to rise into the sky, but the move would come too late for the ancient machine of war to escape unscathed.

For years many would claim ownership of the strike that changed it all: a single battlecannon shell pierced the Necrodermis shell of the Æonic Orb. The green sphere within burned intensely bright as it warbled and dipped in the air. The C'tan roared in frustration and then vanished from the battlefield just as the Orb let out a high pitched screech. The sound echoed across the desert followed by spherical wave of white fire that flashed from the machine, melting the Monoliths and Necron Warriors beneath it and vaporizing the blanket of Scarabs that covered the ground. The shock wave bent gauss rifles and sent Necron skulls sailing through the air like cannonballs. The flash blinded eyes, shorted electrical systems, and blackened the rocky ground. It ripped Thunderbolts from the sky and broke the three remaining Pylons like twigs – their own reactors sending out shockwaves of their own. The Necron Destroyers that skimmed across the rocks collided with tanks and with each other in a violent display.

The tank companies retreated from the firestorm with haste, in some cases ramming each other as their treads reversed direction. Crews watched as the surviving Necrons continued to advance mindlessly, their bodies silver and shining, cleansed by the flames that swept around them. When communications were finally restored Sikir received word that the Harvester Engine *survived* the explosion.

The Orb, still rising above the ground, was a twisted wreck of metal that hummed and groaned like a dying beast. Bent out of its original perfect geometry, the machine let loose shoots of flame in apparent random directions as it struggled to move higher into the atmosphere. The general cursed as it ascended past the limits of his tanks' azimuths and out of range. The Vulture squadrons were being refitted with new missiles and Ivanachek's Valkyries were all that remained to continue pursuit. The next sortie of Thunderbolts would arrive too late to strike at the machine that had killed so many and destroyed so much.

The primary Necron force was mangled by the strike on the Orb and in short time began vanishing from the battlefield. A set of Warbarques seemed to follow the larger Harvester Engine into the sky, taking aim on the Valkyries that had given chase and taking sporadic fire from anyone who could manage a shot. One of Skautt's Vanquishers struck steel on target on the lowest retreating Warbarque, splintering the thick machine and sending it crashing to the ground. It was the final shot in the fight for Scarab.

$$* \qquad * \qquad * \qquad * \qquad * \qquad *$$

Meanwhile, on the edge of the Scarab star system the delayed Imperial fleet arrived with plans to transfer the Minervan Legion to fight against the heretic Governor's forces of Balumar. Instead their mission turned to relieving their beleaguered comrades on the surface of Scarab, starting with a clash with the Necron ships in orbit. The remaining Necron vessels, quick to detect the approach of this new foe, surprisingly chose instead to flee rather than fight for their own inexplicable reasons. Doubtless the presence of one of the harvest ships in low orbit, later found to be

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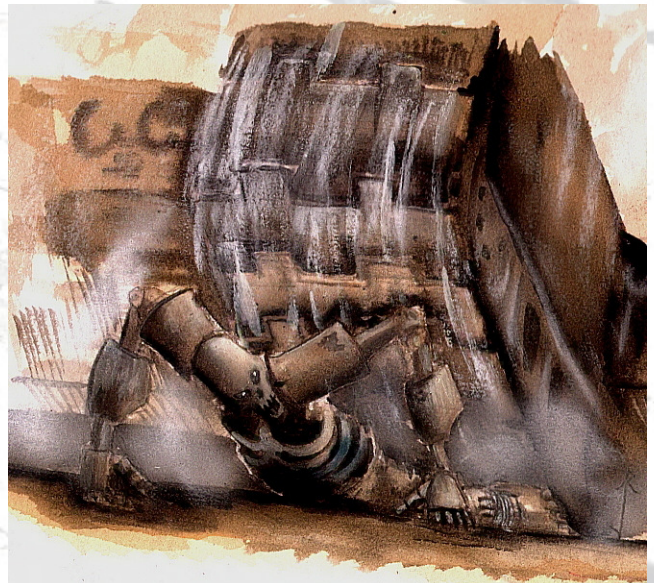
collecting the faltering Æonic Orb, discouraged the Necron from engaging the Imperials in battle. A ranging shot from a Mars's Nova cannon exploded dangerously close to the harvest ship re-entering high orbit, but caused no obvious damage to the Necron vessel.

Secretly (though he would never admit it to his Commissar) the Admiral in charge of the transport force was relieved the Necrons had decided against being brought to battle. He had experienced the awesome power of their vessels once before. He knew that his transportation force would have suffered considerable losses before it had managed to drive the Necrons off as even a single harvest ship would have been capable of destroying a significant percentage of his fleet.

On the far side of Scarab, two Executors and a half dozen Slavebringers took advantage of the distraction brought on by the mon-keigh fleet's arrival. They made best speed out of the system and into deep space on a rendezvous course with the Palace Cruisers. Two of the Assault Boats, damaged in the various engagements on Scarab, quickly fell behind. The Archon promised to bring the remainder of the fleet about to collect them; it was a promise that he would never be able to keep.

Regrouping in high orbit above Scarab, the Necron vessels engaged their Inertialess drives in unison and in a few heartbeats they had vanished from visual range; even long-range augurs and surveyors could no longer detect them. Vengeance was a powerful motivator, but not so powerful that the Deceiver would return to Scarab in the near future. Forced to withdraw the remainder of the Necron army, the C'tan returned those forces to their Tomb Complex and eventually to another stronghold for another battle. The Æonic Orb was safe for now and would be pivotal for executing his future plans once repaired.

The smaller signatures of the Dark Eldar vessels fleeing the system were picked up by the Navy and Firestorm and Sword Escorts were given new orders to pursue. Their attack on the damaged Slavebringer Assault Boats provided enough of a distraction for Archon Layr and the Executors to dock with the cruisers and escape to the Webway.

Pyrrhic Victory

With the retreat of both the Dark Eldar and the Necron, the Minervans spent weeks scouring the planet hunting down Dark Eldar stragglers. Public executions of the darklings were commonplace amongst the civilians despite the military orders to turn over prisoners alive – a bitter sweet morsel of an attempt to derive justice from an unjust act.

The pirates who were left behind by their Dark Eldar brothers and sisters were said to be cornered at the Cendarius Alert Station, but still managed to evade capture. Indyuvil and her remaining Syndicates were never found though many claimed sighting the band of raiders for years to come. Long after the kidnappings ceased, there were those who believed that the Dark Kin which

managed escape still hunted the desert world for the weak and unwary. Disappearances that used to be blamed on the harsh deserts of Scarab were now blamed on the murdering blades of the Dark Eldar. The Dracon and her followers became phantoms, ghost stories that caused many sleepless nights for children… and their parents as well.

The citizens of Scarab that were rescued slowly returned back to their jobs and families even though their lives had clearly changed. Each city constructed make-shift emergency civilian assistance centers where names and pictures of lost ones were logged and posted. In the first weeks after the Minervan victory, civilians rejoiced as survivors who had been separated were gratefully reunited. But slowly the realization fell upon the population that there were thousands of souls that would never be returning. Remorse turned to anger and several riots broke out across the planet. The Minervans, themselves dealing with substantial losses of their comrades, now were forced to perform riot control on the very people whom they had protected. The incidents were few but left a lasting animosity between the mining communities and the military that protected them.

Investigations revealed the corporation that sponsored the original excavation at Dig Site 113 was a fraud. The members of its offices were found dead and no evidence of Lars Benict's existence was ever discovered.

Commissar Krikel's body was never found either. Despite General Sikir's testimony and numerous eyewitnesses that placed him fighting on the front lines when the Orb detonated, the Inquisition was highly suspicious of his disappearance and rumors circulated that Krikel was somehow involved in the surprise attack. The officers who had served with the Commissar for years knew that he had become the scapegoat for every failing the Imperial Forces were guilty of. Family of one of the great heroes of the Scarab Conflict would find his name stricken from Fallen Honored Lists and shockingly the subject of a posthumous demotion. His wife passed shortly thereafter.

General Sikir went on to take the 8th, 15th and 33rd Armored Regiments to fight on Balumar despite reservations from his command staff and Inquisitors alike. His victory over the forces of that governor became one of the swiftest in the Minervan Legion's history.

Intelligence on Archon Layr and his Kabal of Pain's Way was sketchy at best until several years later when the pirates made another bold raid in the midst of a conflict between the Imperial Guard and Tau. The scale of the attack was far smaller than that of on Scarab and the goal was clearly the theft of Tau technology. Loss of life was low for all parties concerned but the Dark Eldar were able to take advantage of the disorganization of the conflict. Taking this high of a risk indicated that the Kabal had grown even stronger since the Scarab Conflict, or perhaps more desperate.

The detailed planet wide searches uncovered the location of the reactivated Tomb Complex. Inquisitors of the Ordo Xenos were dispatched to investigate the site, but eventually all findings were turned over to the Adeptus Mechanicus for study. The presence of such a large Necron force so deep within the Imperium became the source of speculation that perhaps the Necron were ready to move against the Imperium openly at last.

It was only three years after the devastating blow to Tempest Wash that someone finally noticed the beginnings of planetary change. At the edge of the basin where trash and debris from the elevated city were swept to the southern shore, seeds from some discarded half eaten fruit had taken hold in the once-deemed dead soil. Their green shoots grew tall and magnificent and bright in contrast to the drab desert tans. After millions of years, the planet Scarab began to blossom with life once more.
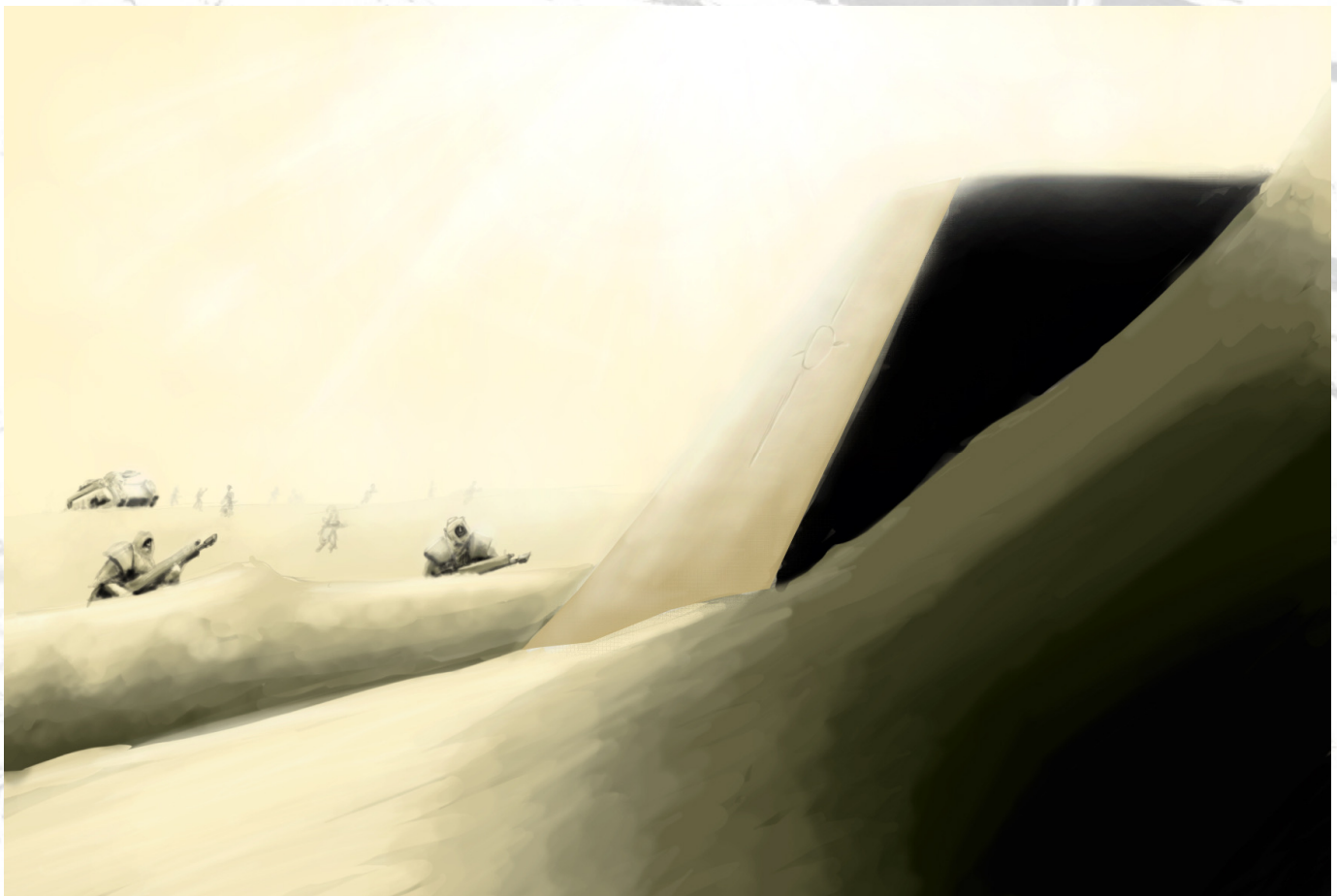
6.0 Raiders Scenarios

6.0.1 General Rules

The *Epic: Armageddon* and *Epic: Swordwind* books should be used as your rule sets and *Epic: Raiders* was designed to be played with all existing published and experimental armies. These scenarios are not necessarily designed to be balanced and some are quite one sided, but each is meant to place your armies within the Scarab Conflict.

The Imperial Armies mainly consist of Minervan Regiments and local Planetary Defence Forces. The orbit around Scarab was controlled by the Dark Eldar so unless noted differently, none of the Imperial armies may select Spacecraft.

The Dark Eldar are forced to assault Scarab from space as there is no local Webway Portals available. So unless noted differently, none of the Dark Eldar armies can field a *Wraithgate*.

The Necron are trying to recover the Æonic Orb from Dig Site 113 and the entire activity is orchestrated by the Deceiver. So unless noted differently, none of the Necron armies can use an Æonic Orb, Abattoir, Tomb Complex, or the Nightbringer C'tan.

6.0.2 Anti-Aircraft Batteries

Several scenarios call for these fixed emplacements that, for scenario purposes, cannot be destroyed or suppressed. They cannot be captured and used by the enemy but their functioning can be stopped by keeping Minervan and PDF units away.

Type	Speed	Armour	Close Combat	Firefight
Fixed Emplacement	N/A	None	N/a	N/a

Weapons	Range	Firepower	Notes
Anti-Aircraft Cannons	30cm	2 x AA5+	None

Notes: Batteries cannot be suppressed or destroyed. AA will fire as long as an unbroken friendly unit is within 15cm at the time of it shooting.

The Pain's Way prepares for the arrival of the Minervan Legion.

6.0.3 Culling & Rescuing

Several scenarios will involve civilians in some capacity. These civilians can be represented by models of a third army type of any kind (Orks, Tau, Space Marines, etc.). They will typically appear in formations ranging from 1 to 6 units and have the following attributes. Civilians have a zone of control, can contest (but not control) objectives, and units must remain within 5cm of each other.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	N/a	N/a

Weapons: None.
Notes: *Culled or Rescued.*

Special Rule: *Culled or Rescued*

For a formation of civilians to be *culled* (by the Dark Eldar) or *rescued* (by the Minervans) use the Epic assault mechanics. If the 'assault' is won by the Dark Eldar or Minervans then the formation has been captured or rescued – depending on the army – and can be completely removed from play. If the 'assault' is lost then the attacking player is simply finished with his turn and an appropriate number of blast markers (if any) are applied to the civilian formation. For *culling* this represents losing friends and family despite beating back the attackers. For *rescuing* they represent the loss of morale of being separated from others, not being rescued, or perhaps a botched job of processing refugees in a battle environment. There are no blast markers to apply to the Dark Eldar or Minervan forces and the losing formation never breaks. The formation has been activated, however, and will be unable to perform any further actions for the remainder of the turn. Both the winning civilian formation and the losing army formation receive consolidation moves.

Broken civilian formations count as killed (not culled) and are automatically removed. Civilian formations cannot be *rescued* or *culled* by intermingling the assault with military targets; they are separate actions. Movement for the civilians will be determined by the scenario. Civilian formations still exert a zone of control and can contest objective markers for the Dark Eldar and Necrons. They can be killed by friendly fire (see scenario for specific consequences of friendly fire) or regular shooting from Necrons and Dark Eldar alike.

Last charge of the Coven

6.0.3 Victory Points

Victory points are calculated in the same way as laid out in the core rules (See Epic: Armageddon). Each player scores a number of victory points equal to the full points value of any enemy formations that have been completely destroyed, plus the full points value of any enemy formations that are broken and have been reduced to half strength or less, plus half the value of any formation reduced to half strength or less but is not broken, plus half the value of any formation that is broken but is above half strength.

6.0.4 Terrain

Scarab is not so much a desert planet as it is a *ruined* planet. Its ecology never quite recovered from the War in Heaven and because of this forests, swamps, even scrub brush as terrain effects are rare at best. Some of the scenarios below will detail the type of terrain you will need for your board, but a mixture of the effects from the table will make for a typical section of Scarab (save for the water, of course).

Terrain Effects Table

Terrain	Infantry	Vehicle	War Engine
Cliffs, Canyons, Fissures	Impassable	Impassable	Impassable
Open Ground, Hills, Dunes	No Effect	No Effect	No Effect
Roads	See Rules	See Rules	See Rules
Ruins	4+ Cover Save	Dangerous	Dangerous
Rocky Outcroppings	4+ Cover Save	Dangerous	Dangerous
Buildings, Mining Equipment	4+ Cover Save	Impassable	Impassable
Water	6+ Cover Save, Dangerous	Impassable	No Effect
Destroyed or Abandoned Vehicles	-1 Cover Modifier	No Effect	No Effect

6.1 Battlefleet Gothic Scenarios

For your enjoyment, three BFG scenarios have been included in this section. Archon Layr's personal Cruiser appears in two of the Battlefleet Gothic scenarios and as such its details are included here.

6.1.1 Special Rules for Palace Class Cruiser:

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser / 8	35cm	90º	Shadowfield	5+	0

ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC	
Dorsal Weapon Batteries	30cm	12	F	
Prow Phantom Lance	30cm	2	F	
Prow Impaler Modules	30cm	2 (Special)	-	

Notes: Mimic Engines, Launch Bays

Final Notes

In addition we hope to include new scenarios in future updates, including Aeronautica Imperialis scenarios. Stay tuned!

6.2.1 Scenario (Battlefleet Gothic) - Outpost Raid

Forces:

Imperial Navy

Defences:
Space Station
3 x System Ships
5 x Transports
2 x Minefields
3 x Firestorm Escorts

Patrol fleet:
1 x Dauntless (+1 re-roll)
3 x Firestorm, 2x Sword

Dark Eldar (all 4 Escorts in 1 squadron)

Fleet:
1 x Palace Class Cruiser
1 x Torture Cruiser with Mimic Engines + Launch Bays
2 x Corsair escort with Mimic Engines + Phantom Lances
2 x Corsair Escort with Mimic Engines + Weapon Batteries

Background:

The Dark Eldar dispatch their fleet to the Scarab System with a lightning style attack on the planet's defences.

Table and Set-Up:

180 x 120cm table. The battle takes place in a star system and the Celestial Phenomena are pre-set. Name one of the short table edges as sunward. Place a small planet 50cm away from the sunward table edge and 50cm away from a long table edge.

Place an asteroid field (20cm x 40cm) starting from 10cm away from the far table edge.

The Imperial Defence list is deployed as follows: The Space Station is placed in the centre of the table. The transports, system ships and Firestorms are deployed within 10cm of the Space Station facing any direction. The Imperial Patrol fleet enters in turn 2 from the sunward table edge.

The Dark Eldar is deployed behind the asteroid field in a 10cm wide box touching the far short table edge. The Dark Eldar take the first turn.

Victory Conditions

Imperial Navy Goals:

- Escape with the Transports from the sunward table edge.

- Prevent the outpost from being destroyed.

Dark Eldar:

- Destroy the Space Station

- Keep at least one Cruiser and Two escorts alive (crippled fulfils this goal as well).

6.2.2 Scenario (Epic) – Death from Above

Background:

The Tempest Wash was the first target that the Dark Eldar struck when they invaded Scarab. Tempest was was lightly defended and could not survive the overwhelming Dark Eldar attack. There was Planetary Defence Force had some forces as well as weapon emplacements, but it was not enough. This scenario recreates the hopeless PDF defence of the city.

Scenario Special Rules:

The Game lasts for 3 turns. Imperials win if they have any unbroken formations in the end of the turn – representing the PDFs being able to bypass the signal jamming and transmit a distress signal successfully; formations that rally in the last turn do not count. If all PDFs are killed or broken the Dark Eldar player wins. No formation can start on overwatch.

Place ten civilian formations within Tempest Wash (each one will be D6 units strong). The Dark Eldar and PDF players take turns placing each formation where they wish. Starting at the beginning of each turn, each civilian formation will move 10cm toward the closest PDF formations. Formations only move as far as they can legally and will never enter the Zone of Control of a Dark Eldar player. Civilians rushing toward PDF forces will run to base-to-base contact, forcing a 'rescue'. Each formation successfully rescued will allow two units of guardsmen to be added to the IDF formation regardless of the starting size of the IDF or civilian formation (representing quick recruits).

Game Table:

Use a regular 120cm x 180cm table. Tempest Wash should be represented with intact buildings. There should be no buildings or terrain outside the city area. Tempest Wash is a city on an elevated platform. Tempest Wash should be a rectangular grid approximately 90cm x 120cm and featuring a heavy grid of buildings and industrial type of terrain. Each corner should have a landing pad 10cm x 10cm and any one edge should have one landing pad 25cm x 25cm.

Imperial forces can deploy only within the Tempest Wash city. Skimmers must be set up on landing pads and only *skimmers* and *jump packs* may move outside the city limits.

Dark Eldar can deploy along all three remaining sides of the table (up to 15cm from each table edge).
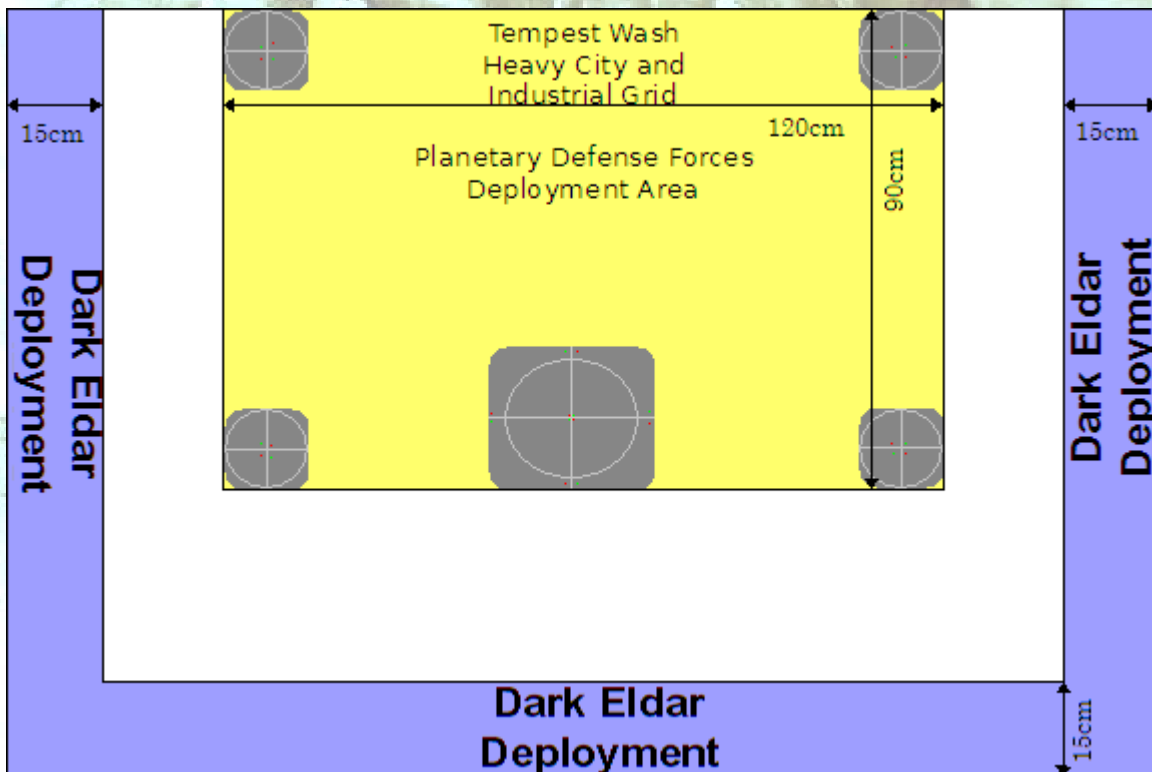
Forces:

Imperials use Imperial Guard Steel Legion list for up to 1750 points. No war engines, Deathstrike Missiles Batteries, Titans or Navy allies may be used. In addition, the Imperial player may station two Anti-Aircraft Batteries (see above) anywhere in the city.

Dark Eldar use Dark Eldar list for up to 4500 points. Dark Eldar forces must include at least one Executor. All forces must be a support craft, aircraft, skimmers, or transported by such. War engines that wish to drop their cargo must do so on a landing pad only. The 1/3 Titans and Aircraft limitation does not apply to this scenario.

6.2.3 Scenario (Epic) – Garren's Point

Background:

The 4th Minervan Regiment was attacked by Dark Eldar raiders in force while the bulk of of their heavy support was out on manoeuvres. The fortification did little to aid their cause and even when reinforced much of the raiding force was able to escape.

Scenario Special Rules:

The game last for up to four turns. Up to three Minervan formations may be placed on overwatch as garrisons. Dark Eldar players must remain 15cm away from the Minervan table edge for turns 1 & 2. Prior to an initiative roll on turn 3, the Minervan player may place two companies (3 units each) of Baneblades with up to 500 points of other units anywhere within 15cm of his table edge that is not in an enemy zone of control along. The Dark Eldar player must now escape off the Minervan player's table edge with as many forces as possible by the end of turn 4. Escape is done simply by moving off the table edge and can include broken formations. Victory goes to the player with the highest number of victory points. This will include both late coming Baneblade companies and Dark Eldar formations that have escaped. Broken Dark Eldar formations that have escaped automatically count as rallied.

Game Table:

Table is a regular 120cm x 180cm table. Terrain should be limited to hills, damaged vehicles, and sparse ruins.

Each Dark Eldar deployment zone is within 15cm of the Dark Eldar player's table edge. Minervan deployment is within 30cm of one corner of the Minervan player's side. Ideally a low wall or fortification should be set up in this area.
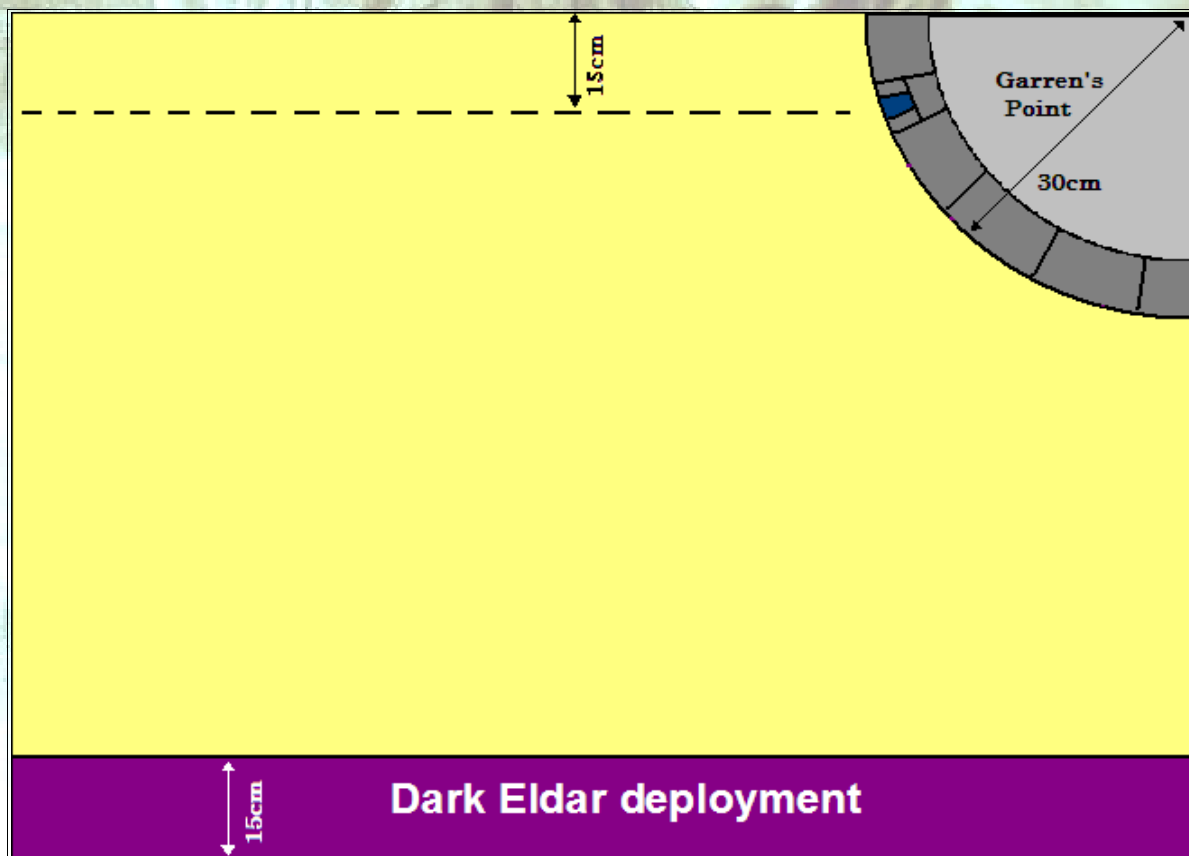
Forces:

The Dark Eldar have 2700 points to spend on any units they wish (regular restrictions apply). The Minervans have 1500 points to spend on their initial forces. They may not choose any Titans, skimmers, super-heavy tanks, or Imperial Navy units. The Baneblade companies are worth 500 points each for the purposes of calculating victory points. The remaining 500 points of Turn 3 deployments can be separate formations or upgrades to the Baneblade companies.

6.2.4 Scenario (Epic) – Reinforce Francillian Drill

Background:

The 4th Minervan Regiment spent most of it's time trying to catch the fast moving Dark Eldar at the beginning of the invasion. In the city of Francillian Drill civilians were the target of the darkling raiders and their culling.

Scenario Special Rules:

Scenario lasts either 5 turns or until all civilian formations are removed. The Dark Eldar must try to *cull* as many civilian formations as possible whereas the Minervans must try to *rescue* as many civilian formations as possible. Each unit of civilians is worth one point; the player that collects the most points wins. Minervan forces may not garrison.

Place fifteen civilian formations within Francillian Drill (each one will be D6 units strong). The Dark Eldar and Minervan players take turns placing each formation where they wish. Starting at the beginning of each turn, each civilian formation will move 10cm in a direction chosen by the Minervan player. Formations only move as far as they can and will never enter the Zone of Control of a Dark Eldar player. Formations may be moved off board but are then considered out of play for the remainder of the game. Civilians rushing toward the Minervans may run to base-to-base contact, forcing a 'rescue'.

Game Table:

Table is a regular 120cm x 180cm table. Terrain outside of Francillian Drill can include hills and roads only. Terrain inside the city must include buildings and roads.

The Dark Eldar and Minervan deployment zones are 15cm wide and spaced 45cm apart.
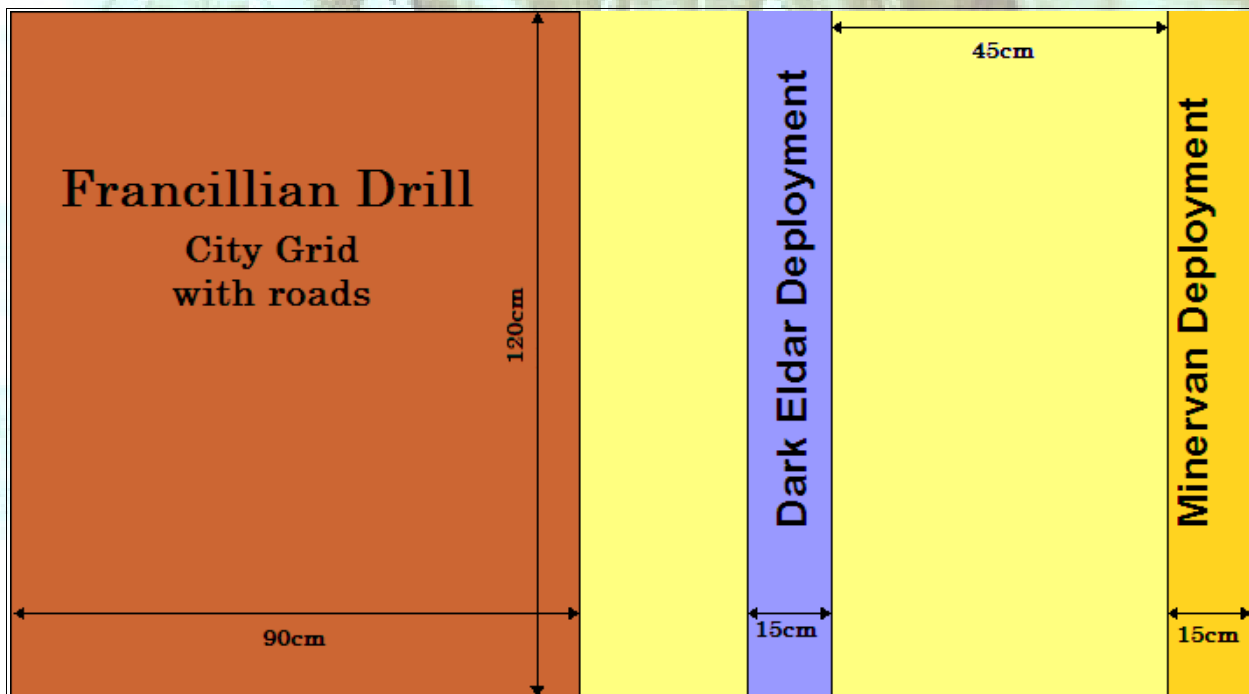
Forces:

Both sides have 3000 point armies. Minervans cannot take Titans, skimmer, or Imperial Navy units and must take at least one company of Baneblades. The Dark Eldar player cannot take an Executor.

6.2.5 Scenario (Epic) – Race to Sollis Drill (Part I)

Background:

The 8th Minervan Regiment spent most of its time trying to catch the fast moving Dark Eldar raiders at the beginning of the attack. In the city of Sollis Drill there was a local garrison which contacted the Minervan forces at Cullard Drill of an attack of their city. Racing to save the population the troops were harried by the Dark Kin on the way, delaying their arrival. Slower elements of the force were left behind as the Imperials tried to arrive in time to protect the city.

Special Rules:

The Scenario lasts up to 5 turns. After each turn victory points are calculated; if either side manages to get half of the points available the game ends. If both have over half the possible victory points then the scenario ends in a draw.

Unless the Minervans have managed to gain a victory by the 5th turn the Dark Eldar win by default (as the defenders of Scarab are then slowed down too much). If at the end of any turn there is no unbroken Dark Eldar formation within 45cm of the Minervans, the Imperials win (as they are allowed to move toward Sollis Drill unimpeded).

Any Minervan formation left over half strength is available for the scenario "Protect the Civilians"- this includes broken formations.

Game Table:

Table is regular 120cm x 180cm table. Terrain can be anything except there should be no trees or water. A road should be going in the centre of the table from one short edge to another. This is the road that the Minervan troops are using. Each Dark Eldar deployment zone is 10cm wide.
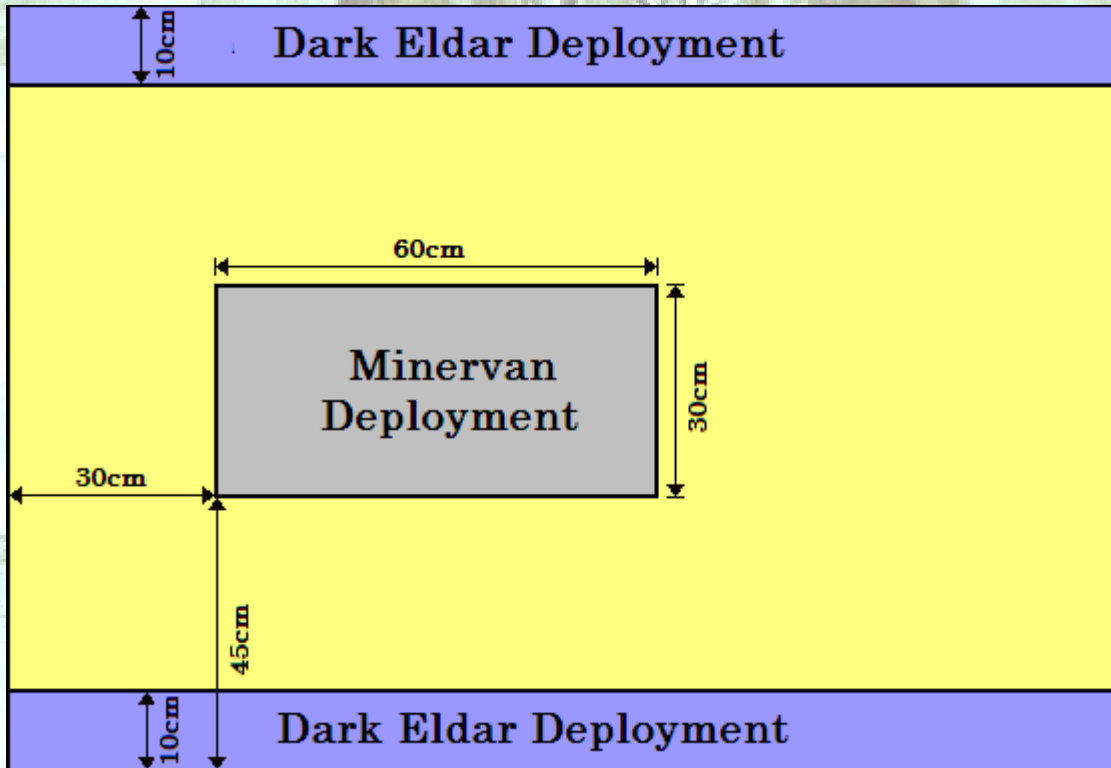
Forces:

Both players have 3000 point armies. The Dark Eldar player may not bring an Executor, Talos, Perditors, or Vessels of Pain. The Minervan player may not bring Titans.

6.2.6 Scenario (Epic) – Race to Sollis (Part II)

Background:

The As the Minervan 8th Regiment was moving to support the defences of the Sollis Drill the local PDF force took up the job of defending the city. Civilians were trapped within with no safe avenue for them to be evacuated. First assaults from the pirates were repelled and high hopes were that the Minervans would be there to relieve them soon.

Special Rules:

The scenario continues until the end of turn 5 or until the end of any turn when no civilians remain on the table. Player with the most accumulated points wins. Any formation over half strength from "Race to Sollis Drill" may be used and deployed in the Minervan Reinforcement zone. Check the following table at which times the reinforcement formations can arrive.

Turn to arrive	Speed of 30cm or more	Speed of less than 30cm
Minervans won	1+	2+
Minervans lost	2+	3+

The Minervan player places twelve civilian formations anywhere within Sollis Drill (each one will be D6 units strong).. Starting at the beginning of each turn, each civilian formation may move up to 10cm in any direction chosen by the Minervan player. Formations only move as far as they can and will never enter the Zone of Control of a Dark Eldar player. Formations may not be moved off board for this scenario and cannot be rescued by PDF forces. Civilians rushing toward the Minervans may run to base-to-base contact, forcing a 'rescue'.

Dark Eldar points

- Each civilian unit killed: ½ point
- Each civilian unit culled: 2 points
- PDF forces completely destroyed by end of turn 2: 10 points

Minervan points

- Each civilian unit rescued: 1 point
- Each civilian unit killed (by friendly fire): -5 points
- Any Minervan formation occupies Sollis Drill for 2 full turns unbroken: 15 points

Game Table:

Regular 120cm x 180cm table. The table should represent the edge of a city being assaulted ,so the PDF deployment area should have dense buildings and other industrial terrain. The remainder of the board outside of the deployment zones may have hills, rocky outcroppings, canyons, and cliffs.

Forces:
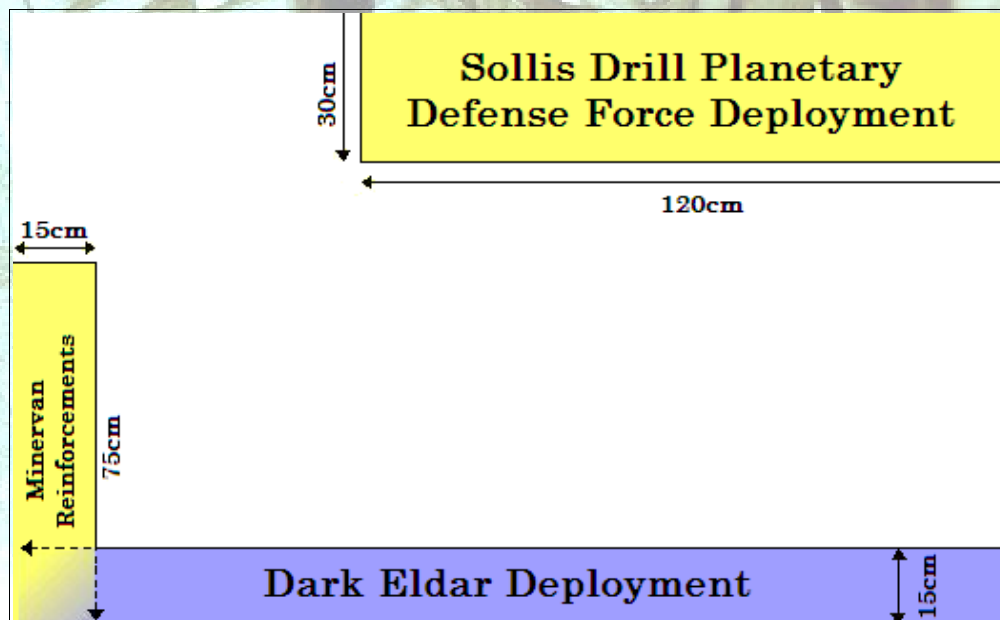
The Dark Eldar player may field a standard 3000 point army, but cannot include an Executor and it must include at least one Slavebringer. A Kashnarak may be fielded 30cm (minimum distance) anywhere outside of Sollis Drill at no cost.

The PDF forces have 1500 points of formations available from Imperial Guard Steel Legion list. It may not include any Tank Companies, Super Heavy Tanks, Storm Troopers, Vultures, Deathstrike Missile Batteries, Titans or Navy allies. It may include one Anti-Aircraft Battery at no cost anywhere within the deployment zone.

The Minervan forces are as described in the Special Rules section and begin the scenario with no blast markers.

6.2.7 Scenario (Epic) – Ruse at Cendarius Alert Station

Background:

The raiding forces of the Kabal of Pain's Way used unconventional methods to achieve their goals on Scarab. Stealing equipment and turning it on their opponents was not beneath them and many Minervans fell by shots from their own weapons. In the heat of battle, the Dark Eldar chose their prime opportunity to send the forces of the Imperium into disarray. It was a strategy that worked well in the early stages of the rape of Scarab, but was quickly overcome as the Minervans adapted to the ruthless cunning of Layr's kabal.

Special Rules:

The Scenario lasts up to 4 turns. The game ends when either player controls two of the three objectives uncontested. If the objectives cannot be claimed by the end of turn 4, the game is considered a tie.

The Dark Eldar player may take control of up to 6 units from the Minervan player, representing assets that were captured during their raids and reintroduced into the Minervan lines during the conflict (War Engines, Aircraft, transports, and characters may not be captured). The units may all be part of a single formation or within several formations, but multiple units that are part of a single formation must be revealed together and remain together as a new formation. While a specific unit need not be identified, the formation where each controlled unit lies in wait must be noted secretly prior to set-up. The units may secret themselves for as long as they wish and are only forced to reveal themselves if an assault takes place). Otherwise, their revealing is a matter of the Dark Eldar player's choice and they need not be revealed at all!

After a Minervan formation's action is declared (but prior to the activation roll), the Dark Eldar player may declare that one or more units from within that formation are indeed captured as they break away. The effected Minervan formation(s) take one blast marker for each unit that is now identified as Dark Eldar and must keep any other accumulated blast markers. The captured assets now act as independent formations (mark them in some manner as belonging to the Dark Eldar player) and may make any move they wish with the following exceptions:

- The formation must initially assault the effected formation or move out of its zone of control
- The formation may not use *Fleet of Foot* or *Hit-n-Run* special rules
- The formation has an initiative of 2+
- The formation fires at a -1, cumulative with all other modifiers, to represent an unfamiliarity with the equipment
- The formation may only claim or contest objectives if it is revealed

Once the captured asset has activated (initiative roll applicable), the Minervan player must activate the effected formation if possible. If the formation broke as a result of the Dark Eldar player's actions another formation may be activated.

Game Table:

Table is regular 120cm x 180cm table. Buildings should be set up in the center of the table. Objectives should on or in buildings. The remaining terrain can be anything from the Terrain table (except buildings and water). Shared Deployment Zones are for either player and space within them is on a first come, first served basis. Neither player may garrison.
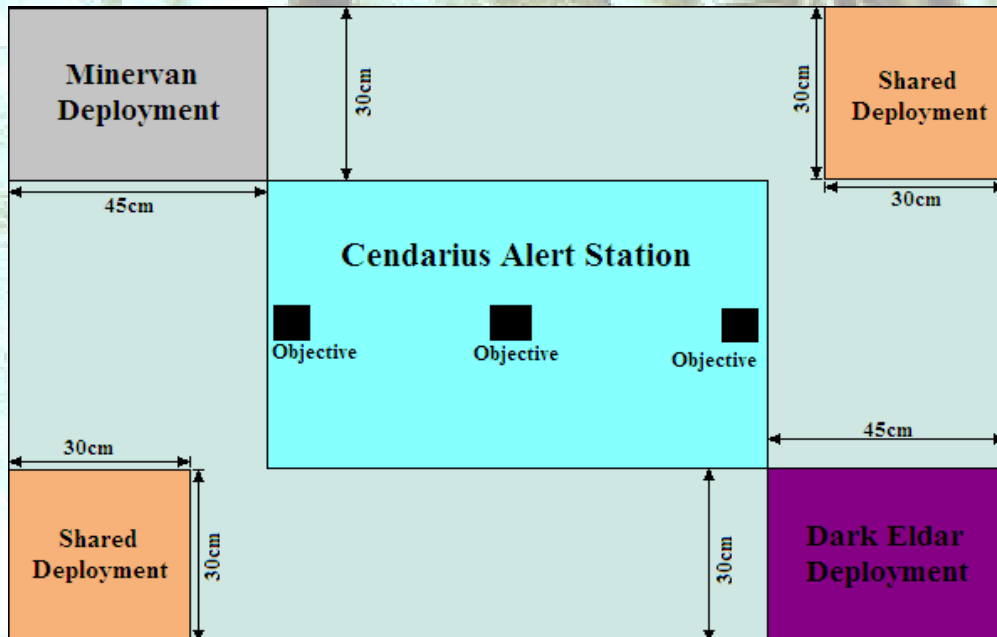
Forces:

The Dark Eldar player has 3000 points to deploy and may include any formation from the Dark Eldar list.

The Minervan player has 3000 points to deploy and must include at least one Tank Platoon or Tank Company. In addition, two formations of 8 Imperial Guardsmen units each may be garrisoned anywhere within the Cendarius Alert Station as Planetary Defence Forces.

6.2.8 Scenario (Battlefleet Gothic) – Raiders are raided

Background:

The Necrons want the orbital defences which the Dark Eldar captured earlier. The Dark Eldar have been using the Orbital Dock as staging point for raids onto the planet and a processing point for the prisoners being ferried up. It is filled with Dark Eldar doing unspeakable things with their victims.

Forces:

Dark Eldar:

Defences:

Orbital Dock, 1x Weapons Battery Platform, 1 x Lance Platform, 1 x Torpedo platform

Fleet:

1 x Palace Class Cruiser

1 x Torture Cruiser with Mimic engines + Launch Bays

2 x Corsair escort with Mimic engines + Phantom Lances

2 x Corsair Escort with Mimic Engines + Weapon Batteries (All 4 Escorts in 1 squadron).

Necron:

Fleet:

2 x Scythe Class Cruiser (one of them has a single re-roll)

1 x Shroud Class Light Cruiser

3 x Jackal Class Escorts

4 x Dirge Class Escorts.

Table and Set Up:
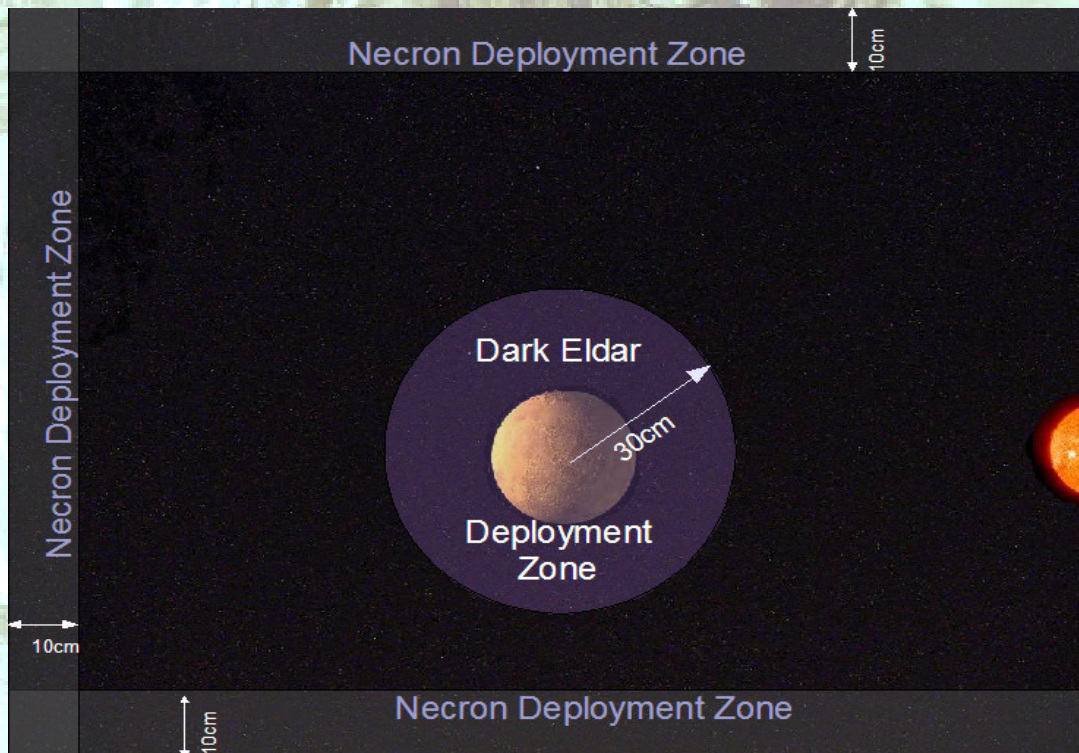
180cm x 120cm. The battle takes place in the Primary Biosphere. Set up the planet in the center of the board. The Dark Eldar player places all defences and ships in a 30cm radius around the planet.

Determine one long table edge to be the sunward side. The Necron fleet is deployed on any one table edge (not the sunward side) after the Dark Eldar player has placed all of his units. The Necrons take the first turn.

Special Rules:

Each full turn a Dark Eldar cruiser is docked (in base-to-base) contact with the Orbital dock the Dark Eldar gain **one** point.

The Necron can capture defences when attempting a teleport attack using their portals or in a regular boarding action. But instead of resolving a standard boarding roll a dice: on a 4+ a weapon platform is captured, on a 6+ the orbital dock has been captured.

Victory Conditions:

The scenario lasts for 8 turns. The side with the most points wins the scenario:

- Dark Eldar gain points for being docked with the Orbital Dock and subsequently escaping from the Necron table edge.
- The Necrons gain 1 point for capturing orbital defences and 4 points for capturing the orbital dock.

6.2.9 Scenario (Epic) - Ambush at Tempest Wash

Minervan forces have laid a trap for the Dark Eldar at Tempest Wash. Tanks outfitted for amphibious assault have taken up position in the waters underneath the city and await reinforcements. Circumstances conspire to force their hand, however, and the Minervans must act now.

Scenario Special Rules:

All Minervan vehicles in this scenario are considered *amphibious* (see 3.2 Grand Tournament Rules). Vehicles in water will have a standard cover modifier of -1. All Minervans set up on the initial deployment may be declared on overwatch if the player so chooses. Turn 1 initiative will go to the Minervan player but each subsequent turn will be determined normally.

The game lasts for 4 turns. At the beginning of turn 3 the Minervan player places the second half of his forces anywhere on the two designated table edges that do not fall in an enemy zone of control. The Dark Eldar may escape off board from any table edge at any time beginning with turn 3. Escape is done simply by moving the Dark Eldar formation off the table edge through the Minervan Reinforcement areas; broken formations are allowed to escape. Victory goes to the player with the highest number of victory points. This will include both late coming Minervan forces and Dark Eldar formations that have escaped. Broken Dark Eldar formations that have escaped automatically count as rallied. One designated Barge will count as double the victory points.

Game Table:

Regular 120cm x 180cm table. Tempest Wash should be represented by buildings, both intact and ruins from the Dark Eldar attack earlier. The city is elevated so players should determine prior to deployment from where and to line-of-fire can be drawn (perhaps using a box to physically elevate the city). It should be obvious that units underneath the city cannot be fired at by units on the platform and vice versa. There can be roads, hills and scrubs around the water but no buildings. The remaining terrain should be flat and featureless save for perhaps some damaged and deserted vehicles.
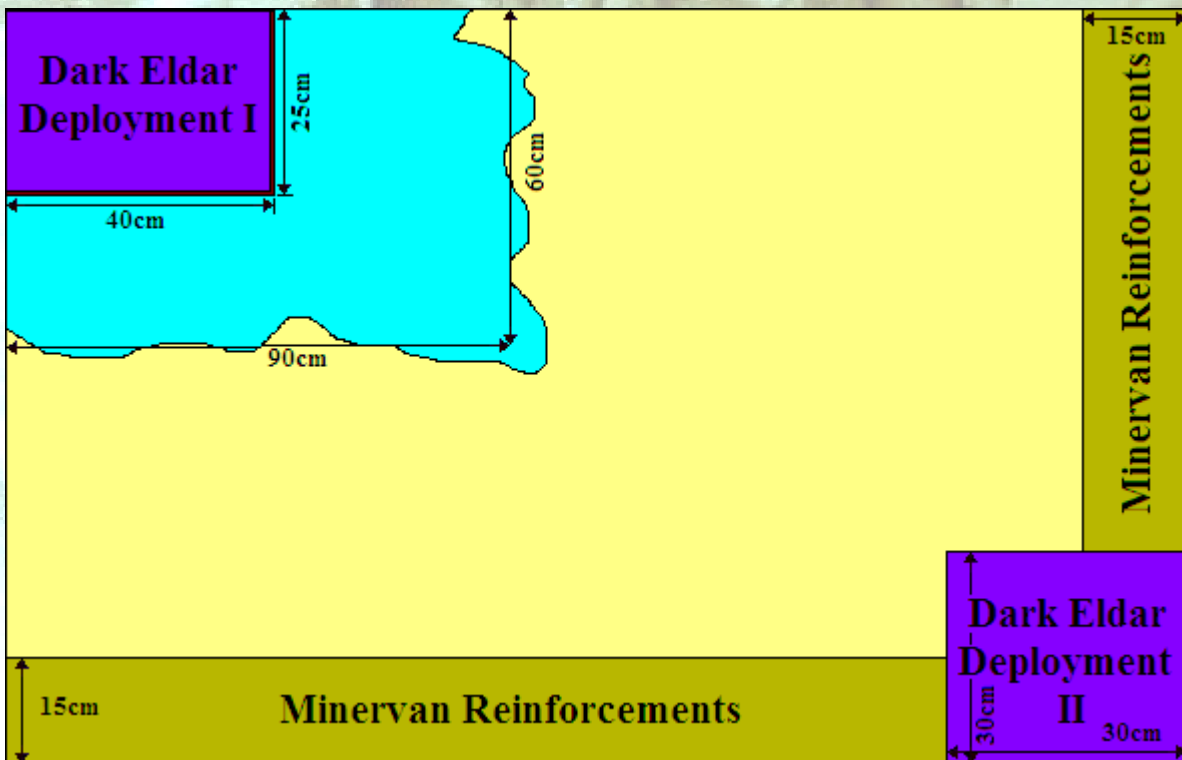
Forces:

The Dark Eldar player has 3000 points to deploy, a maximum of 1000 of which may be garrisoned in Tempest Wash (Deployment I). The remaining forces must be clustered in the Deployment II area and must include one Executor and one Barge of Pleasure (worth double the victory points). No spacecraft, titans, or air units are allowed for Dark Eldar.

The Minervan player has 4000 points to deploy, up to 2000 points for the initial deployment within the water and the remaining portion to arrive on turn 3. No air units or titans may be selected for this scenario and only core formations can be chosen for the initial deployment.

6.2.10 Scenario (Epic) – Dig Site 113

Background:

As the Minervan Legion moved against the Dark Eldar forces at Dig Site 113, human prisoners were released by their taskmasters and sent running into the desert toward the front line. The darklings hoped that the civilians would slow the human advance for long enough for the Warlock Titan to be loaded into the belly of the Executor.

Scenario Special Rules:

The Dark Eldar player may garrison up to three formations anywhere within 15cm of the road (not within any deployment zone). The Dark Eldar player must load the damaged Warlock Titan into an Executor. To do this the Executor must begin and end the turn motionless over the dig site for 2 consecutive turns (the shadow of the model must fall on some part of the dig site). During these turns it may fire but may not physically move (or pivot) or engage in an assault. If it moves the loading process begins again. If it is broken it must rally before starting the loading process again.

Twelve civilian formations (each D6 units in size) are deployed in the designated area. The Dark Eldar and Minervan players will take turns deploying the formations. Starting at the beginning of each turn, the Minervan player will move each civilian formation up to 20cm. They may move in any direction including off board. Formations that move off the board are considered out of play and will never enter the Zone of Control of a Dark Eldar player. Civilians rushing toward Minervans may run into base-to-base contact, forcing a 'rescue'.

The Minervan player deploys up to 1500 points in their deployment zone on turns 1 and 2 and the remaining forces are deployed in the same zone on turn 3; forces may not start on overwatch. Play continues until either the end of turn 5 or points can no longer be earned. The winner is the player with the most points.

Dark Eldar points

- Warlock Titan recovered: 25 points
- Each civilian unit killed: ½ point
- Each civilian unit culled: 1 point

Minervan points

- Each civilian unit rescued: 1 point
- Each civilian unit killed (friendly fire): -5 points
- Each Executor Destroyed: 10 points

Game Board:
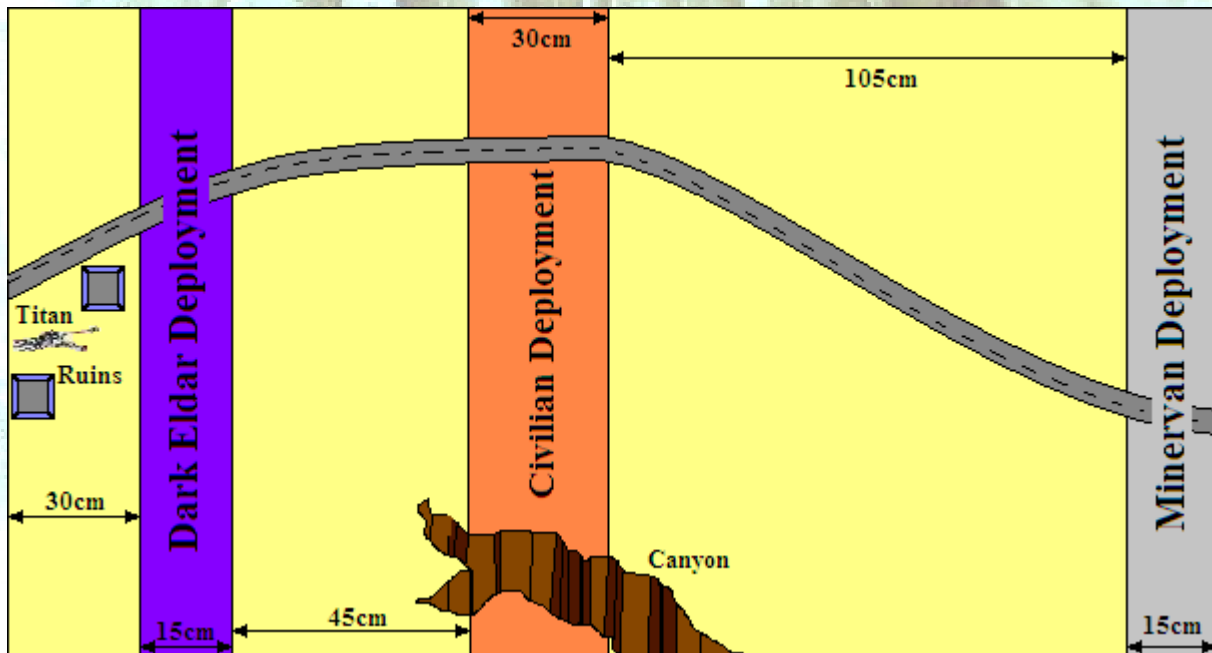
120cm x 240cm. Dig Site 113 should be distinct and a Warlock Titan model preferably used to show its location. Vehicles from a third army can be used to designate mining equipment left behind (ex. Space Marine Land Raiders). The edge of the canyon should be on the bottom edge of the table. A road should be placed that runs generally from the dig site to the Minervan deployment zone. Hills should be the only remaining terrain.**Forces:**

The Dark Eldar player has 3000 points to spend on any forces plus is allowed to field one additional Executor which is not subject to the 1/3 Titan and Aircraft allotment. All must be deployed in the specified zone (save for aircraft, of course). The Dark Eldar player may field up to 10 captured Chimeras as transports without penalty (exchange with Dark Eldar Raiders for no cost).

The Minervan player has 4500 points to spend, of which none can be Titans (see special rules for deployment).

6.2.11 Scenario (Epic) – Necrons strike the Headquarters

Background:

The Minervans Command Centre was set up away from the front lines of Dig Site 113 at the main artillery position. The Necrons appeared without warning around the Minervan position pinning them against the rim of the canyon. The Imperial forces had to survive until reinforcements could arrive.

Scenario Special Rules:

The game lasts for up to 5 turns. The Necrons do not set up on the board and must deploy on the first turn (see Forces section below). Prior to the strategy roll on turn 4, the Minervan player will deploy his Titan reinforcements. Minervan forces may not start on overwatch.

If at the start of an end phase there is no unbroken Necron units within 45cm of the Minervans, the Minervans win. If Minervans are unable to satisfy this condition before turn 5 ends, the Necron player wins. Alternatively, the Necrons can achieve victory if they can destroy *The Anvil* and more than 50% of the artillery pieces on the board. It is possible for both sides to achieve their victory conditions in which case the game is a draw.

Game Table:
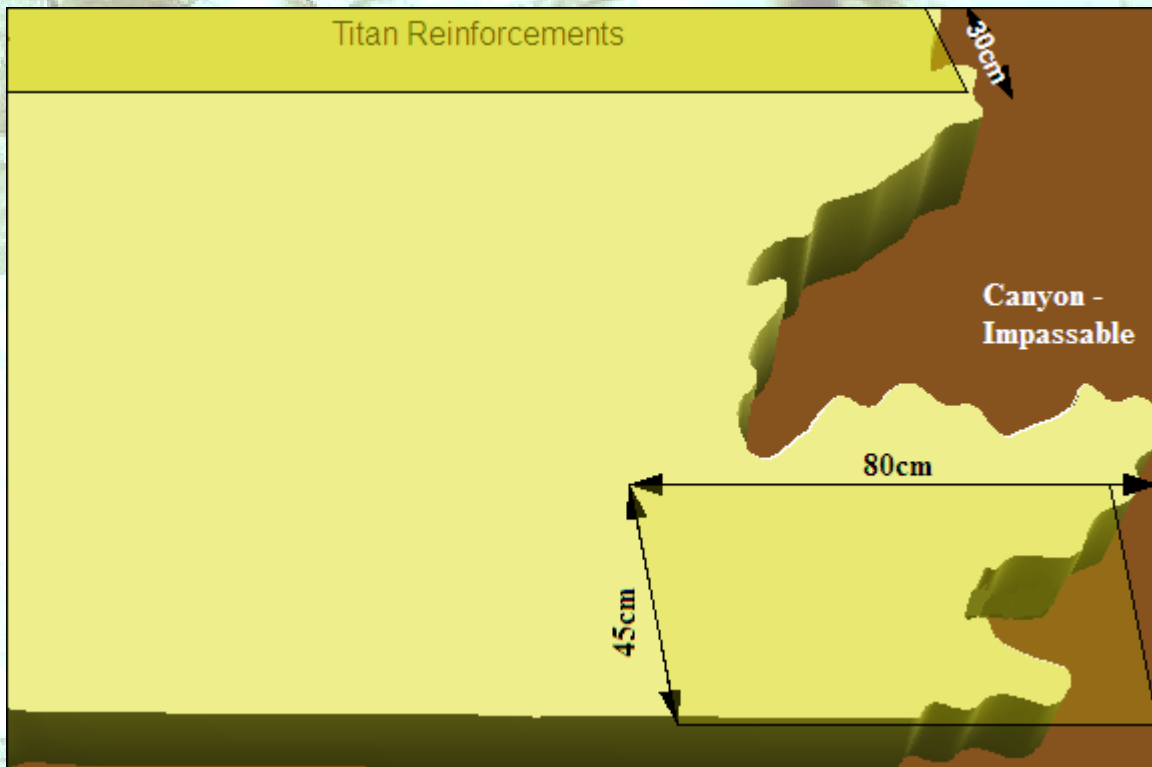
Regular 120 x 180cm table. The main feature of the terrain should be a canyon rim running along one short end of the table. This should represent impassable terrain for anything that cannot skim or fly. Scattered buildings, roads, rocky outcrops, and hills should be the only other features on the board. The Minervan position should be pressed against the canyon rim in a position similar to the one shown here.

Forces:

The Necron player has 4000 points to spend but must have at least one Warbarque and at least one Venator formation. Up to 3000 points may be fielded on turn 1 and the remaining points may be fielded on any turn thereafter.

The Minervan player has 2700 points to spend must take a minimum of one Super-Heavy Tank Company and one Supreme Commander in a Stormsword (designated *The Anvil*) which may be part of a Company or a Support Formation. Also the player must take one Self-Propelled Artillery Company or 3 Self-Propelled Artillery Platoons. The player must deploy in a 45cm x 80cm area along the canyon rim.

Titan reinforcements consist of one Warlord Titan and 2 Reaver Titans. They can be deployed anywhere within the designated area.

6.2.12 Scenario (Epic) – Æonic Orb vs. Solitudo Custodis

Background:

At the climax of the battle, the deadly Æonic Orb was pitted against the Warlord Titan *Solitudo Custodis* across a massive battlefield. The destruction of one of these mighty war engines was inevitable as humans and Necrons clashed on the surface of Scarab.

Scenario Special Rules:

When the Necron player successfully rallies a formation in the end phase, up to three regenerating 'credits' per turn can be taken from these successful rallies and applied to repairing the Æonic Orb instead of regenerating of the formation for which it was intended. This regeneration will increase the Damage Capacity up to a maximum of 6DC but does not have any effect on the Orb's blast markers. This special rule will not be allowed while the Deceiver is off board or if it is destroyed.

The Minervan player is allowed to field the Warlord Titan and either one or both of its accompanying Reaver Titans as a single formation if he so chooses. All three will be deployed regardless of how they are organized however (see below).

The scenario is played until the end of the turn when either one or both the Orb and the Warlord are destroyed. The winner is the player with the most points based on the following scoring:

Necron player

- *Solitudo Custodis* destroyed: 5 points
- Each Reaver Titan destroyed: 2 points
- Commissar Krikel killed: 1 point
- Colonel Skautt killed: 1 point
- General Sikir killed: 2 points

Minervan player

- Æonic Orb destroyed: 5 points
- Deceiver killed: 3 points
- Holds Dig Site 113 uncontested: 2 points

Game Table:

120cm x 240cm table. Terrain is a mixture of hills and flatland (no trees). Represent Dig Site 113 with a single objective marker, but you may place small ruined buildings, abandoned vehicles, and destroyed vehicles about it for terrain. A canyon edge cuts across the Minervan deployment area as seen here and a road cuts roughly from one side of the board to the other.
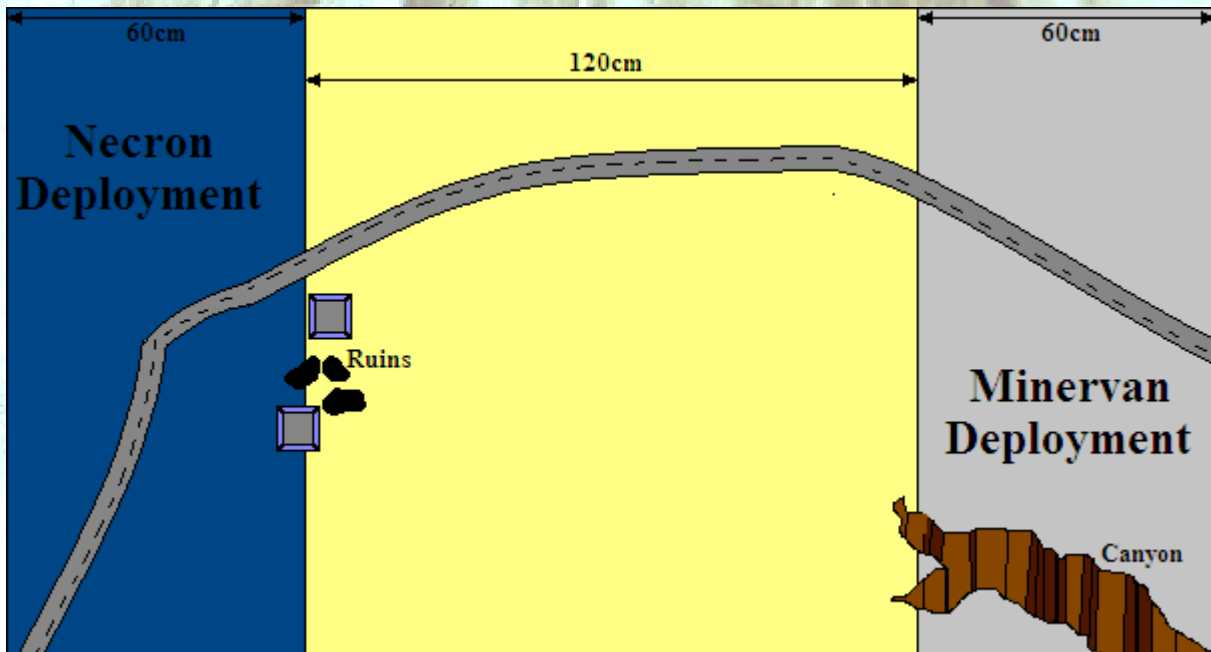
Forces:

The Minervan player has 4250 points for his force which cannot include Titans. In addition to the 4250 point army, one Warlord and two Reaver titans may be fielded together as a formation or separately (see above), but all must be deployed at the Minervan table edge. Also, one Stormsword (General Sikir), one Salamander Command vehicle (Krikel), and one Lemun Russ Vanquisher (Skautt) should be added to any formations in the army. Two or more special characters cannot be in the same formation and Sikir must be the Supreme Commander (this will cost no points).

The Necron player has 5000 points for his force. Over one third of the 5000 points must be deployed in the designated area at the beginning of turn 1. In addition, one Æonic Orb and one Deceiver unit must be fielded but the Orb must be deployed at the Necron table edge.

6.2.13 Scenario (Epic) – Layr's Escape

Background:

The brutal attacks on the Dark Eldar by the Minervan Legion and the Necrons left Archon Layr scrambling for solutions. Not wanting to leave his assets behind, the Archon fought to regain the Ransom Gate in order to hopefully transport his larger vehicles safely away. Playing the gambit, Layr sacrificed his prized Covens to rescue the gate.

Special Rules:

The Necrons may only field their formations up to 1000 points per turn (ex. The first 1000 is fielded on turn 1, the second 1000 is fielded turn 2, etc.). The first 1000 points should be deployed without teleporting to represent an existing force on the battlefield. On each turn thereafter, non-teleporting formations are placed on the Necron table edge within the deployment zone if possible. If there is no place to deploy then the formations must wait until the following turn.

The Dark Eldar player may garrison up to two formations anywhere outside either deployment zone. The Dark Eldar player must load the damaged Ransom Gate into the Executor. To do this the Executor must begin and end the turn motionless over the gate for 2 consecutive turns (the shadow of the model must fall on some part of the gate). During these turns it may pivot and fire but may not physically move or engage in an assault. If it is broken and unable to rally the loading process begins again. If the Ransom Gate is successfully retrieved the Dark Eldar player wins. If the Executor is destroyed the Necron player wins.

Game Table:

120cm x 120cm table. Terrain can include roads, hills, destroyed and abandoned vehicles, and sparse buildings. The Ransom Gate should be approximately 10cm by 10cm and located in the Necron's deployment zone.
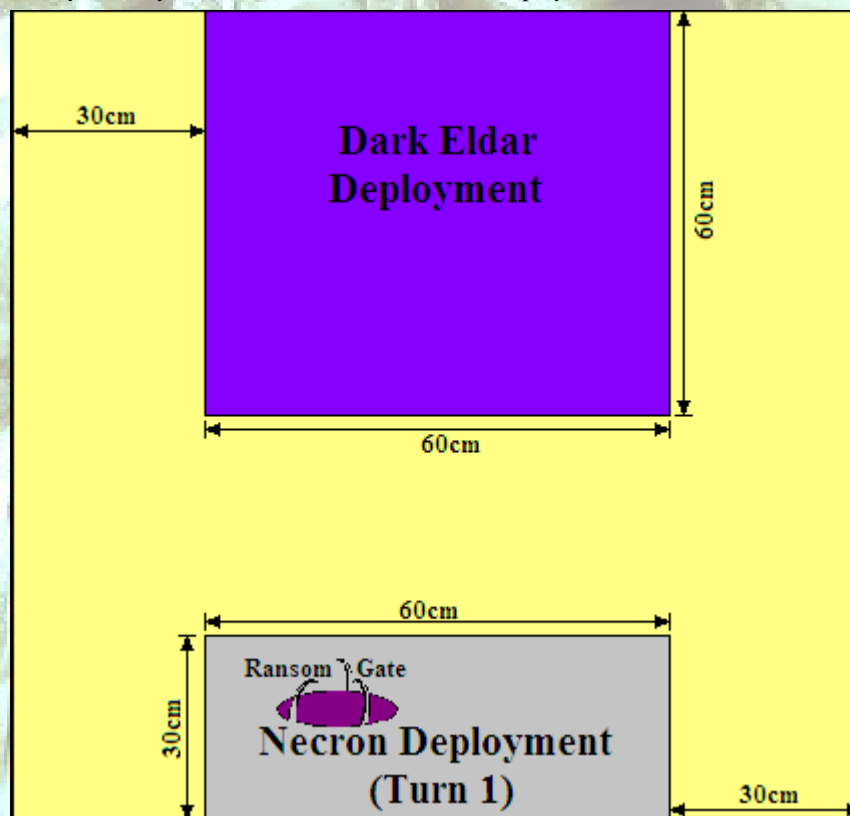
Forces:

The Dark Eldar player has 2700 points to deploy, of which at least half must be Coven units (Haemonculi, Grotesques, Talos, and Perditors). In addition, the Dark Eldar player is automatically allotted an Executor.

The Necron player has 5000 points for his army but may only field up to 1000 points per turn for the first four turns. On the fifth turn the player may field the remaining balance.

6.2.14 Scenario (Battlefleet Gothic) – Rescue and Resolution

Background:

The delayed Imperial Fleet arrives in the system and engages the Necron forces while the Necrons attempt to escape with the Æonic Orb.

Forces:

Necron:

Defences:

1x Weapons Battery Platform
1 x Lance Platform
1 x Torpedo Platform

Fleet:

2 x Scythe Class Cruiser (one of them has a one re-roll)
1 x Shroud Class Light Cruiser
3 x Jackal Class Escorts
4 x Dirge Class Escorts

Imperial Navy:

Fleet:

1 x Retribution Class Battleship
1 x Mars Class Battlecruiser
2 x Lunar Class Cruiser
3 x Firestorm Class Escort
2 x Sword Class Escort

Transports:

5 x Transports
5 x Armed Freighters
2 x Heavy Transports

Table and Set Up:

180cm x 120cm. The battle takes place in the Primary Biosphere. Set up a planet in a corner, leaving a gap of 10cm between itself and both the short and long table edge. Determine the short table edge nearest to the planet to be the sunward side. The Necrons (including the 3 defences) are deployed in a 30cm radius around the planet.

The Imperial Navy deploys their fleet in the opposite corner from the Necrons. They may deploy anywhere within 30cm of this corner. The Imperial Navy take the first turn.

Special Rules:

One Scythe must go into low orbit (no extra table needed) for one full turn to pick up the Æonic Orb.

Victory Conditions:

The scenario lasts for 8 turns.

Necron goals:

- One Scythe needs to pick up the Orb and escape with it from the short table edge opposing the sunward table edge.
- The Necrons must survive with more then 50% hit points in its fleet remaining.

Imperial Navy goals:

- At least 3 transports, 2 freighters and 1 Heavy Transport must reach the planet's surface (go into low orbit).
- The Imperial Navy must destroy at least 50% of the Necron forces model wise (count hit points, thus every inflicted hit counts), not point wise.

7.0 MODELLING

Introduction: Building any kind of 6mm scale army can feel a bit overwhelming when you consider all of those tanks, infantry, planes, and bikes. Now add to the fact that each unit in your army needs to be custom built from scratch or converted from other pieces and you may want to shelve the idea before you ever think it through. However, completing a project like this is an opportunity to try something new, will provide a tremendous sense of satisfaction when you are done, and –most notably- is not nearly as difficult as you may think.

Before you build: read over the army list, perhaps play a game or two using a list of proxies or paper counters, and see what you like about the army. Do you want a focus on War Engines? Do you like to see an ocean of infantry? Or perhaps you want to have something of everything? Make a list of what you want and then compare that list against your time, resources, and how much detail you want to put into each model. Will you be satisfied with your Mandrakes being Eldar Scorpions painted black? Do you want to handcraft each Ravager or make a mould and duplicate the original? Do you want to have each unit posed differently with a monomolecular double bladed combat dagger?

Safety first: With all the sanding, cutting, clipping, pinning, gluing, and slicing it is important that you protect yourself. Face masks, cutting boards, and above all eye protection are extremely important pieces of equipment. Exercise caution and work slowly as you don't want to slice off a finger tip, shove a pin underneath a fingernail, breathe in PVC dust, glue your eye shut, etc.

Collect your resources: Depending on what type of schedule you set for yourself, you may want to gather the parts for your dark kin so that you don't have long gaps of time in between building each unit type. Make sure you also have the right tools (modeling drill, extra razors, different types of glue, etc.).

Don't throw away *anything*: Other people may have different ways of doing things, but one method that you can be sure works is to keep all your scraps. Slicing the wings off an Exarch? Save them. Cutting a blade off a Banshee's arm? Save those too. Keep your plastic sprues, your metal sprues, and especially the metal flashing from your models. You may get quite a collection of tidbits and your significant other may raise an eyebrow but in the end you'll be thankful that you did this. Read on to find out why.

7.1 Making a Dark Eldar Army

Please keep in mind this is neither meant to be a definitive guide on Dark Eldar models nor an all inclusive list of how to build every model. Sometimes you just need to 'wing it' and see how things turn out. If you have a better way of building or converting a model, by all means share it with us and the rest of the Epic community. We'd love to feature your models in the next update of *Epic: Raiders*.

There are some general designs you may want to consider on the Dark Eldar models when beginning any construction. Do your best to avoid circles and right angles. Oval shapes and parts at about 75 degrees or 115 degrees seem to be prevalent throughout the Eldar and Dark Eldar vehicles whether they be 40K or Battlefleet Gothic scale. Blades and spikes seem to be the 'in' thing with the darklings so be prepared to add a lot of them. Although it isn't recommended to have real razors on your models, as a rule of thumb they should poke your fingers when you pick them up.

Infantry: You will find that there are a number of options for you to go with, but most of them are going to come back to converting Epic Eldar models in some capacity. It should be noted you can convert the entire Dark Eldar infantry range using models currently sold by Specialist Games. Older models from the days of Epic 40,000 and Space Marines have tremendous potential as well.

Vehicles: Vehicles pose an entirely different challenge for the Dark Eldar. Building enough Raiders and Ravagers for your army can be a daunting task. Fortunately there is no 'official' design for many of the vehicles on the Dark Eldar list so if one of the designs below doesn't appeal to you then by all means try out something of your own. Even the official designs have room for flexibility. Competing Kabals have no need to stick to engineering specifications and the Dark Kin most certainly will want to distinguish themselves from each other.

In the short time the Dark Eldar list has been around there have been several ideas bounced around for the models and each of them has its own appeal and most can be made from parts from the Games Workshop 40K Dark Eldar line along with Battlefleet Gothic Dark Eldar parts from Specialist-Games. Pillaging hive cities and enslaving the galaxy's residents isn't something for footsloggers alone, so by all means dive in – the bloodbath is warm.

Wings, halberds, & severed heads

Metal sprues and flashing

7.1.1 INFANTRY

Dark Eldar Warriors

For basic infantry try using Dark Reaper models. Their helmets are naturally spiky and they can be converted rather easily.

1. Use a razor blade to trim down the legs of the Dark Reaper. Be sure to trim down the outside and inside of the legs. You may want to leave the 'loin cloth' or cut it out based on your preference.

2. Trim the missile launcher on the top, bottom, front, and back. You don't want to slice the whole thing off but make sure it looks thin like a splinter rifle. You can try cutting diagonally along the top of the rifle to create that serrated edge if you wish.

3. Glue a small piece of plastic rod, plasticard, or flashing on the tips of the rifles.

Now the Dark Eldar are far from a regimented army and having warriors that look different from each other is not only expected but something you may prefer. It also helps when you are short on materials (like Dark Reapers). Metal Dire Avenger models are a cinch to convert, needing only a blade glued to their rifles. If you want to pose them you can use a pair of pliers to bend their rifles to a downward angle and even turn their heads!

Eldar Guardians are also an easy conversion. Trim their shuriken catapults to be a bit thinner on the sides. Glue blades on the tips of their rifles. Add green stuff to give them that cool Dark Eldar hairdo and you're done!

Our datafax models are made from old Space Marine era Eldar Guardians. Because they are a bit slimmer than current Guardians sold at Specialist Games many players use them as conversions. Once again

trim their catapults to look thin like a rifle. Minor details are made with thin plasticard, for example spikes in helmets and rifles. The manes are again made of modelling putty like green stuff.

As a last note, you may want to model all of your Warriors first and then base them afterwards. If you have a mix of models then you can arrange each base with a variety of models as opposed to five of the same type on each base. This will hold true throughout the entire Dark Eldar converting process.

Incubi

These guys may be tough on the battlefield, but they go down pretty easy under the modelling blade. There are two main types of Incubi: those with blades (halberds or punishers) and those with guns. Signatures of these models are their helms and those funky poles that come out of their backs.

For the models here Fire Dragons and Dire Avengers were used as the starting point. Plasticard was added to the rifles for creating the halberd blades and the poles on the backs. A little green stuff was used to tip the poles and the models are ready for priming.

Another alternative are those plastic winged Exarchs of which every Eldar player seems to have a surplus. They have an open legged stance that will be a little more familiar to most 40K Dark Eldar players and have a rifle that needs little conversion.

1. Slice off the wings (keep them for later!). Be careful not to damage the wings or the rifle (slice along the rifle, then make a second cut along the head.

2. Trim inside of the helm so that it is more of a C shape. All this takes is using a razor and gently shaving just above the head but below the helm.

3. Trim that rifle so it is a bit shorter.
4. Glue two small rods to the back of the model.
5. Add a little green stuff to the tips of the poles and the head to thicken it up a bit if you wish.

But really, the Incubi can be converted from a whole bunch of different models as long as you stick to the basics. The punishers in these models are made from 0.5mm plastic rod with the blades borrowed from Warmaster Empire Halberdiers models. 0.3mm plastic rods are used for the poles on their backs.

Warmaster Dark Elf Repeater Bolt Thrower model

Epic Eldar Dark Reaper

Epic Assault Space Marine

Epic Eldar Exarch

Epic Eldar Guardian

Blades from
Warmaster Empire Halberdiers
models

Diagram showing various conversion opportunities for Incubi models

Wyches

The bulk of the solution can be solved in one word: Banshees. Eldar Banshees can practically be glued on the stand and called Wyches and nobody will question you. If you are fortunate enough to have some of the older Harlequin models you can use them as male Wyches. However there are some simple conversions that you can do that will make the models pop, even at 6mm scale.

1. Trim the chin. Those Banshee masks are a bit prominent and will stand out even with paint. Use a razor to cut the chin off and make the face look a little better.

2. Cut the swords in half and use the top portion as a second blade. Glue those pieces over and under the Wyches' raised fist and you've got yourself a double bladed dagger.

3. Add a small blade to the bottom of a pistol to create splinter pistols.

4. Haircuts. Trim along the sides of the Wych's head to get rid of that bulky hairdo, but don't slice those trimmings off. Let them stay on the shoulders to get the strange shoulder dressings that the Wyches find fashionable.

Warp Beasts

An obvious choice for converting a Warp Beast is the Chaos Flesh Hound model. Trim the armored shoulder plate off, clip the mace-like tail off and you have your Warp Beast. It is not only simple but gives you an extra piece for creating weapons for other units – those tail ends can be converted into maces and morning stars for your Wyches (see above).

Another good selection is the Chaos War Hounds. Little to no conversion is needed to make these models part of your Warp Beast units. Include a whip wielding Wych to the stand if you like by simply replacing the sword with a thin piece of wire.

Hellions

Once again Banshees will come to your rescue on these conversions. While some delicacy is involved in this conversion, it will be well worth the extra time and effort you put into it.

1. Slice the circular base off of the Banshees; try to keep the feet intact.

2. Do any haircuts and facial trims to the Banshee at this point.

3. The legs of the Banshee are moulded together; you will want to <u>very</u> carefully slice down the center to separate the Banshee legs. Use green stuff to reinforce whichever leg is the thinnest and shortest. Don't worry if a leg comes off – you can build a new one out of green stuff or other bits.

4. Trim a thin piece of plasticard into the shape of a sky board. A small piece of .5mm rod glued to the board can be the board's engine and intake.

5. Glue the Banshee model to the sky board.

6. Using plasticard and .3mm-.5mm rod, make your hellglaives.

7. If you can salvage the arms (or parts of the arms) of the Banshees, so much the better. If you can't, however, use green stuff and simply fashion some thin arms to hold the hellglaives. Keep in mind green stuff will need time to harden before you can glue the weapons into place.

The Hellion models are incredibly flexible so take the opportunity to pose them anyway you wish. Remember that you are not bound to a single pose (see picture below).

But Banshees aren't the end all be all for creating Hellions. Here you can see some older Eldar Harlequin models cleverly posed on the sky boards. Get creative and use a variety of models if you don't have enough of one or the other. The results may surprise you.

Reavers
The jet bikes of the Dark Eldar are an easy fix and can be customized in a multitude of ways. The simplest, most obvious conversion for a Reaver is using the Eldar Jet Bike. Adding a weapon carrying arm, perhaps some spikes and blades made from plasticard or flashing, and the model is done. These can be cut out yourself or borrowed from 40K Dark Eldar models which are ripe with spikes and points and barbs. Try shaving off the blades on the arms of 40K scale Warriors and gluing them to the sides of the bike (see picture 1).

For another level of detail, try using a razor blade to round out the Reaver pilot's head and get rid of the conical shape of the stereotypical Eldar warrior (see picture 2).

If you are fortunate enough to have access to the old Eldar Vyper models you can model the top mounted gun configuration of the Reavers (also see picture 2). Using a razor carefully slice off the gunner and his chair, leaving only the weapon itself. Then add a variety of blades to the match your tastes. The end result is you can create an entire formation of Reavers where no two bikes are exactly the same, yet each one is clearly a Dark Eldar Reaver.

Mandrakes

These sneaky assassins look very cool when made of striking scorpions or old harlequin models. The bodies are adjusted and modified using green stuff and bits of plasticard will be perfect for making an assortment of blades. Then just make them some cloaks; easy and effective and it looks nice. The design diverges from the 40K model but there is no reason why you can't take the models in a different direction as long as they are identifiable. There should be no doubt these models are Mandrakes.

If you want to stick with a more traditional design for the Mandrakes, leave the cloaks and extra green stuff behind and simply convert the blasters into splinter pistols by gluing small bits of plasticard onto the pistols. Trim the hair off the Harlequins and the mandiblasters off the Scorpions.

Scourges

These winged warriors can be a quick conversion for you while building your Dark Eldar army. In fact using the winged plastic Eldar Exarchs you can just be left with a paint job and some free time.

If you want to take it a bit further, slice the wings off the Exarchs, flip them upside down, and simply glue them back on. The wings upside down will have a bat-like appearance and distinguish them from the original models. Add a blade to the bottom of the rifle for further distinction.

If wings are at a premium, there is an easy way to convert Swooping Hawks or Guardians to your scourging needs. Use cut pieces of plasticard into wings for a more Dark Eldar-ish look.

Grotesques

These poor tortured souls can be an easy conversion for you or a detail driven frenzy, depending on what direction you want to go. Take a look at our featured Grotesques which are almost completely made of green stuff. Start with any old Epic or Warmaster torso and start building your ghoulish constructs. That is pretty much what the Dark Eldar do with the mon-keigh

they capture (yikes!).

This may feel out of reach for a person converting an army for the first time but keep in mind that a good standard for observing detail is holding the model at an arm's length.

If you still feel like dipping into the green stuff so heavily is not the best direction to go, there are some simple solutions that will work as well. Chaos Plague Bearers work just fine as Grotesques and require little to no conversion.
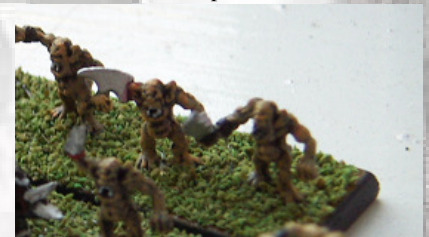
Another solution are Warmaster Vampire Counts Ghouls. The models are slightly out of scale but when they are based by themselves you will barely notice. Clip away all trace of tomb stones and replace clubs with bits of plasticard or flashing for blades. It should take you less than a half-hour to convert four stands of Ghouls into Grotesques.

Haemonculi

Haemonculi have a number of conversion options, all of which work quite nicely. Keep in mind even the biggest collection of Dark Eldar models will require a scant few of these stands so you shouldn't have a problem coming up with models for the Haemonculi.

The key is making sure the model has some type of robe and preferably a pistol. Here there is a mixture of metal Eldar Exarchs, metal and trimmed plastic Warlocks. The Exarch sword tip has been clipped twice then re-glued on the fist to make a shredder pistol. The helmet has been clipped and coated in green stuff for a more oval shaped skull. Warlocks went through a similar head manipulation and then their swords were clipped slightly. Their robes were shaved with a razor to remove traces of the warlock decorations and replaced with downward grooves from the razor so the front did not look too smooth.

If you happen to have some extra Chaos units around, Cultists would need very little manipulation to become Haemonculi – simply trim the spiky helmet and replace the club with a pistol or dagger. Or use up some green stuff on some Guardians and then equip them as you see fit.

Archons, Dracons, and Sybarites

One of the best sources for Dark Eldar characters will be the Eldar Avatar blister currently sold by Specialist Games. The model comes with the Court of the Young King, a set of Exarchs that are ripe with converting potential. You may even have a few of these left over

from your own Eldar army. The Dark Reaper and Dire Avenger Exarchs make excellent Dracons and Archons. The Banshee Exarch will convert very well to a Dracite or Archite. Add a suitable amount of spikes and a proper paint job and your darkling characters will certainly distinguish themselves.

Another source for you is the Warmaster Dark Elf models line. This particular Archon was created from an infantry model in the Dark Elf Repeater Bolt Thrower blister. Two bits of metal flashing were clipped to equal size and bent to shape for the helmet spikes. A pistol was sliced off a plastic Warlock model for his left hand and a Warmaster Halberd was glued into his right hand.

Another example is on the Dracon character leading this Warrior stand. A Banshee arm was salvaged from a wild cut while making a Hellion and glued to the Dark Elf model. A hole was drilled into the fist of the arm and a copper wire 'whip' was glued in place. The tip of his spear was replaced with a shaved down shuriken catapult and the helm got a couple pieces of trimmed flashing for its spikes. Once again the scale may be a tad off but the detail on the models is superb and the size will help to set your character apart from the other models around it.
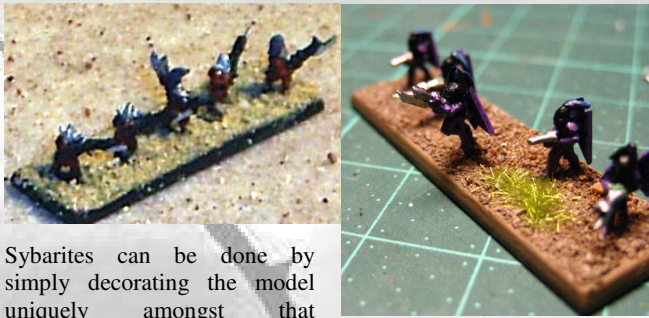
Sybarites can be done by simply decorating the model uniquely amongst that population. If it were a Sybarite set amongst Scourges (see this example) the model can be given a larger or fancier set of wings. The rifle can be adorned with a special blade or simply paint the model differently than all the others.

7.1.2 VEHICLES

Raiders & Ravagers
The Raider is the staple unit of the Dark Eldar army and unfortunately, you'll need a lot of them. This is where your planning will pay off. If you are going to build your models you are going to need to come up with a design that looks at least somewhat uniform (your opponent should be able to tell the difference between your Raiders and Ravagers), so make sure you are going to be able to produce enough of them to satisfy your gaming needs.

Ravagers are going to be in the same category simply because the classic 40K model shares the same chassis. You need to keep it in mind when making your Raiders since any modification you make to one could affect the other.

Both models will have to go in one of two directions, however. Either scratch-build them or convert them from existing pieces. Fortunately this will be the most difficult part of building a Dark Eldar army, so if you can get through these models you should be in excellent shape.

Here is a pictorial guide on how one Epic player built his Raiders; the parts are all available from Games-Workshop, of course.

You will need at least one of each of the items shown here:

- 1 Bow (The one used here is Khemri)
- 1 Khemri shield
- 1 Round plain shield/bit of plasticard
- 1 flying base stem
- 1 Epic flagpole
- Any Dark Eldar spikes with which you might like to decorate

Step 1: Cut the shield to form a tip.
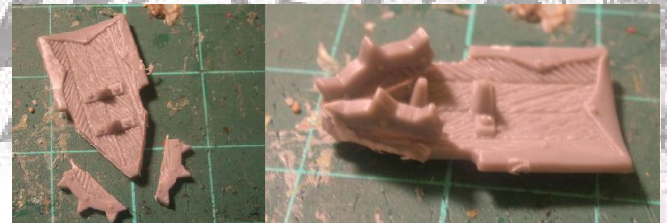
Step 2: Use the two pieces cut away to form the hull armor (you may need to shave the tip slightly to make the join fit better).

Step 3: Snap the flying stem in half using pliers or something similar, use the bottom end and make sure it's about the length of the bottom half of the shield. Saw the bottom half of the flying stem down the middle. Don't throw away the other half; you can use it to make another raider. This is the most work intensive bit of the process, but sadly necessary. You should end up with two pieces that look like this- one of which will be the drive section.

Step 4: Taking the bow, cut off one half and then cut the nib off that piece to form one long piece and one short piece. Carefully, glue them facing towards one another at the back of the drive section.

Step 5: Cut the plain shield/plasticard into a triangle (Don't throw away any of the three sections! Use them for the extra armor for Ravagers!). Carefully, cut triangles out of the main triangle piece to shape it to your liking, and then attach the piece to the Raider.

Step 6: Cut a 4-5mm section of flagpole off and attach it to the front of the Raider for the Dark Lance. She is ready for priming!

But we would be remiss in our fan serving duties if we left you with only one guide to make a Raider. Here is another guide from the same excellent player who did the models for most of our datafaxes.

Step 1: Cut plastic sprues that you would typically find holding your Epic infantry models to the shape you see here; for the main body the outer edge of the sprues are a bit thicker so they will fit better. This piece is approximately 2.5cm long. Make the back end rounded to resemble the engine and form the front as a triangle. This will help when you assemble the plow.

Step 2: For the main platform use 0.5mm thick plasticard. Sketch an appealing shape onto the plasticard and then cut the piece with a razor. At this time
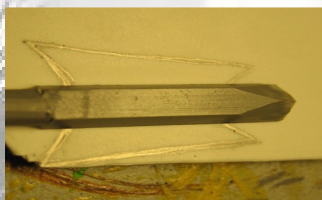
if you are satisfied with the dimensions and shape of the platform you may want to cut out several of them for a more uniform look to your Raiders and Ravagers.

Step 3: The front plates were also made out of 0.5mm thick plasticard. The plows of the 40K Raiders have armor plates that overlap each other. If you wish to go this route simply cut the plow pieces out of thinner plasticard.
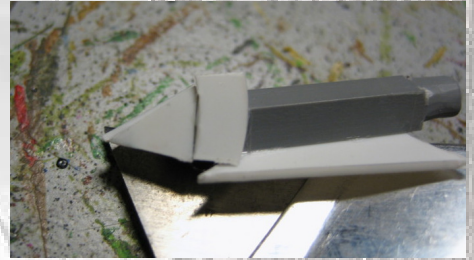
Step 4: The tail wing was made of 1mm plasticard to give it a more streamlined look. This is also a good part to make different from Raider to Raider so they have some subtle variety. Just make your tails and sharpen the edges to give it a more Dark Eldar look. The tail assembly featured here is made from 0.5mm plasticard with sharpened edges.

Step 5: For Ravager side armor plates 0.5mm plasticard was used; note the small pieces on the inside used to strengthen them and help the pieces cure in the correct position when you start gluing.
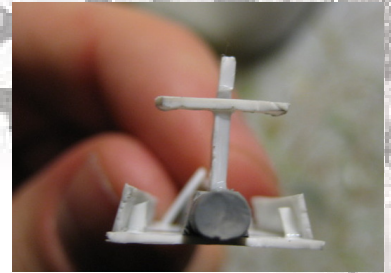
Step 6: Now it is good time to fix the small holes and imperfections with green stuff, gap filling glue, or similar material. Now you can add a crew to your model. For the dark lance gunner here an Eldar Ranger model was used. On the Ravager, Eldar Guardians are used as disintegrator gunners. Spikes for their helmets can be made of 0.5mm plasticard by making sharp triangles. If you wish to add a mane instead simply use a small amount of green stuff.
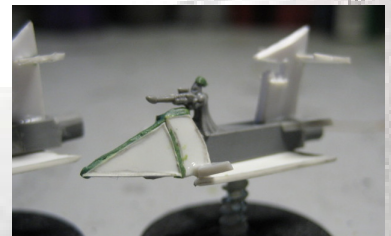
You can adorn your Raider models with the various spikes that are part of the Dark Eldar 40K models or small pieces of plasticard cut into blade like shapes. Your Raider (or Ravager) is ready!
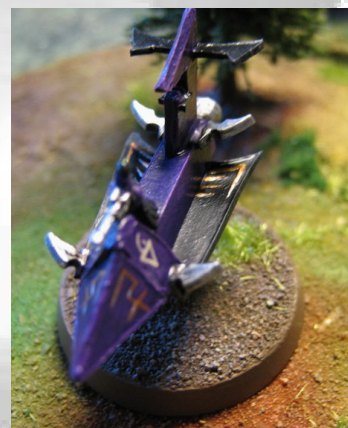
These are just two ways you can go about building your Raiders and Ravagers. You can try using older Wave Serpent models as proxies (the boat like front is similar to a Dark Eldar Raider plow or try using other parts to convert your units. The model shown here is made from an Eldar Vyper.

The ones shown here below are made almost completely from scratch.

How you want to build your models is entirely up to you. In the end, you are going to be looking at them more than anyone else so make them to please your eye.

Ravager flotilla under fire from Minervan forces on Scarab

Talos
The inventions of the Haemonculi shall soon adorn your gaming table. Out of all of the vehicles you will most likely find this one to be the easiest. Just as the Dark Eldar like to customize their machines of torture, it appears the Dark Eldar players enjoy converting the Talos in a variety of ways. There is no real wrong way to do make these units and you may find that you come up with your own ideas based on your own imagination or the availability of parts.

Suggested parts that you may want to use range from Eldar Jet Bikes to Eldar Support Weapons. Claws can come from Ork Dreadnought claws or any number of 40K Dark Eldar parts with a serrated edge. You may want to try fashioning the plows from scratch. Once your model is complete you can always decorate the Talos units with little heads from other infantry models. Keep those dismembered bodies handy, folks!

7.1.3 WAR ENGINES & AIR UNITS

Perditor
The Perditor is a war engine created by the Haemonculi Covens and specifically designed for the Epic Dark Eldar list. Think of it as a Talos on performance enhancing drugs, or what you would buy the Archon in your life that has everything.

If you decide to create your own design just keep certain qualities in mind: it is a war engine so it should be larger than a tank, it should have lots of blades, and it needs to have some type of top mounted weapon. Think of the other inventions of the Covens, namely the Talos and Grotesques; the Perditor should be equally twisted in its design. Here is one design template that might help you get started, though, and this particular design uses parts from the 40K Talos model.

Step 1: The imprisoned pilot that is attached to the Talos main body should be clipped off. This is a very thick piece, but the soft metal should give way if you use a good pair of modeling clippers.

Step 2: Create giant swinging arms using the 40K Talos arms, blades, and circular parts. Use the blades (or plasticard cut to similar shapes if you want to save the materials) and glue them to the bottom of the circular piece. Then simply slip the peg from the arm into the hole and glue it in place.

Step 4: Glue the arms into place. The sides of the Talos will have a natural position that the ball end of the arms will fit into. Still, you may want to pin the arms for a stronger hold.

Step 5: Glue the spiral barreled weapons to the top (this model used a small Dark Eldar Battlefleet Gothic piece to hold them together).

Step 6: Attach assorted items. Now you can attach things like the giant blades to the sides (these are from the 40K Talos kit), skeleton heads (cut them off of Warmaster Skeletons), etc.

The 'cage' on the back of this model was made from interlocking bent pins around a platform holding three Epic Imperial Guardsmen, then gluing the cage to the main assembly. A fourth guardsman wasn't so lucky and found himself bisected on one of the front twirling blades.

If this feels like too expensive of a conversion for one model, it is. Fortunately, the uses for the Talos kit have only just begun. Read on for more information.

The Perditor slicing through a Minervan Imperial Guard Infantryman

This is by no means the only option you have for this creepy war engine. To the right is a Perditor model about to be painted (along with his Talos cousins on each side). You will probably field only one or two of these units per game so don't get disenchanted if you don't have the parts for an armada of Perditors!

Barge of Pleasure
Several designs have been suggested for this large transport and all of them have tremendous eye appeal.

The Barge's main function is that of a transport, but because it is a war engine and not a light vehicle, it will have certain benefits the Raider will not in regard to cover for infantry. With that said, the fact that the transported infantry can fire their weapons from within should incline the model to have some openness to it like a

Raider. Here is a tutorial on how to make one such type of Barge…

Step 1: Create a main platform using 5mm plasticard. Keep in mind the Barge carries 4 stands of infantry and should be around the same size as an Eldar Engine of Vaul. However, the design is up to you so use your imagination. Use a section of plastic sprue for the spine of the vehicle and a 40K Dark Eldar helmet for the front.
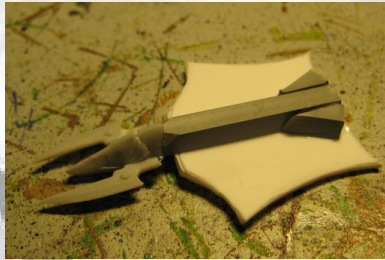
Step 2: Armor plating is added using 1mm plasticard cut as shown here. Note the small bits of plasticard glued in the corners of the platform. These will be used to add support to the model in a later step.
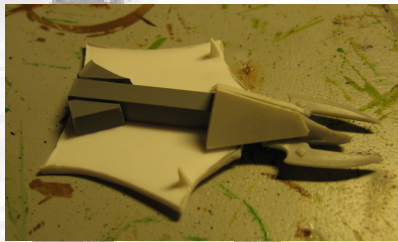
Step 3: Create the engines by rounding small cuts of plastic sprue (alternatively try clipping the small rounded parts that often protrude from the sprues for the plastic flyer stands). Then add a 1mm thick piece of plasticard to place on top of the engines and spine of the vehicle.
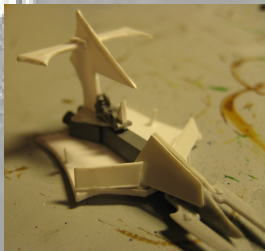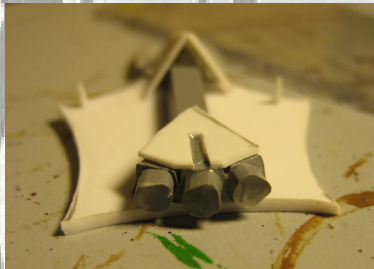
Step 4: Build the wing from 1mm plasticard to a desired shape. This is a good opportunity to personalize the war engine with a unique shape or flare to the tail assembly. This one stays relatively close in design to the Raider, only larger. Slice from both directions diagonally along the edges of the tail assembly to 'sharpen' them.

Step 5: Cut an Eldar Jet Bike rider from his vehicle and glue in place with a small console made of platicard. Keep the front of that Jet Bike, however, as it can be used in future models (continue on for more information).

Step 6: Add front armor plates to the Barge. Add support pieces along the sides and then side armor plates afterwards.

Step 7: 'Finally use green stuff to cover all the gaps between the plates and such, and add the rest of the crew. The Gunner is an Eldar Guardian with a 40K Bezerker sword grip for the desolator. Eldar Ranger models are used for lance gunners. Spikes were added from a 40K warrior sprue to give a more Dark Eldar feel, but spikes cut from plasticard would most certainly work as well.

Your Barge of Pleasure is completed and ready for painting.

There are plenty of conversion options available for you for this machine. Above you'll find a Barge converted from an old Epic scale Eldar vehicle.

To the right is a Barge (or BoP as it has come to be known) made from 40K Dark Eldar Reaver shells, Dark Eldar Warrior torsos, and metal Talos spikes that were glued to the platform and bent around the top piece. The wings are the blades from the 40K Reaver as well although you could use one of the Battlefleet Gothic Dark Eldar blades as well.

This is yet another example of the Barge that uses many of the same 40K Reaver parts but in a different configuration. The sleek open design of the transport has tremendous eye appeal and contrasts sharply against the typical armored look of most war engines in Epic.
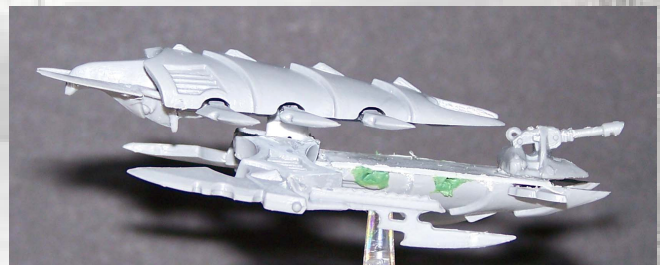
Here is a great example of making all of your spare bit parts work for you. On this model you can see a 40K scale Wych head that adorns a Barge as you would see figureheads mounted on ships of old.

Vessels of Pain

Another sleek war engine awaits your invention. Looking over the datafax for the Vessel of Pain is probably a good idea before you dive in. Get a feel for how the unit fights and then try to match that with the sleek, fragile nature of the Dark Eldar.

Like many of the models in this section, the look of the Vessel can vary greatly. Here are just a couple examples of how the direction you can go.

A tutorial, of course, is in order for this vehicle. Using various parts (including from the 40K Dark Eldar Talos model) the Vessel of Pain can be constructed.
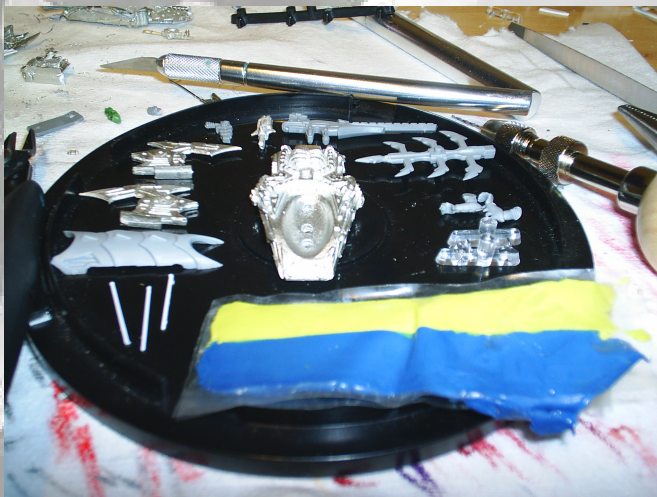
Materials needed:
You will need the 40K Talos main piece, two Battlefleet Gothic Dark Eldar blades and add-on from the expansion pack, a 40K Reaver shell and spikes, lance weapon, pistol, two arms, plasticard, and plastic rod. It should be noted that you will need a modeling drill along with the typical modeling tools.

Step 1: Shave down the sides of the Reaver shell to get rid of the 'm' pattern on the sides.

Step 2: Cut out sections of plasticard (.1 to .5mm) that will fit underneath the shell. When the glue has cured shave down the edges of the plasticard so that it does not protrude further than the shell itself.

Step 3: Create curved wing blades using the Battlefleet Gothic blades. Using a pair of pliers, bend the blade up so that the top of the blade is roughly 100-110 degrees from the bottom (not quite a right angle). The second wing should be a mirror image to the first blade as they will go on opposite sides of the Vessel of Pain.

Step 4: Cut the blades off the side of the 40K Talos base. Cut them flush against the surface so that no trace of them remains (these can be used in making a Barge of Pleasure).

Step 5: Glue the wing blades to the side of the 40K Talos base. The piece should fit almost perfectly, although don't be surprised if you need to clip a very small portion off the wing blades. Note that you may want to pin the wings to the base in addition to gluing for the sake of strength. Do this by drilling holes both in the wings and the Talos base, lining them up as you drill. Insert a small section of metal pin into the holes and glue as necessary.

Step 6: Take the blade featured here and slice out a section. You are going to combine this section with the Battlefleet Gothic piece, pistol, and green stuff to create the pilot's canopy and turret.

The Gothic part will become the gun while the pistol (minus its grip) becomes the other side. Glue them together. Fashion a canopy shape between the two out of green stuff. You

can use the side of your razor or other smooth surface to shape the sides and top of the canopy.

Step 7: Slice the dark lance weapon barrel off then cut it in two. Make sure you cut at a diagonal so that the angle of the pieces in front matches each other.

Step 8: Glue the Reaver shell in place on top of the Talos base. Then slide the dark lances in (green stuff will not only fill the gap but hold the parts in place). Glue the weapons as necessary.

Step 9: Make the splinter cannons by slicing off the hands from the arms and then drilling a small hole into them. Glue a piece of plastic rod in the hold then add a second piece of rod (slightly longer than the first) and glue it on top. Cut the shoulder off and then mount the splinter cannons onto the Talos base. There are two small holes in the Talos where they seem to naturally fit either with gluing or pinning.

Step 10: Cut the clear plastic sprue in such a way that you get a squat cylinder shape. Make two of these and glue them in the back for the engines.

Step 11: Glue the canopy on top. The model is now complete!

The Tormentor
Although you should probably start with building your infantry first, this is the model you will *want* to build before all others. Part of the reason is because, of all the models, this one in particular provides the most latitude in its construction. As a Titan the size, shape, and building materials can and should vary greatly. Construction of these monstrosities could only be orchestrated by a powerful Archon and only then with the proper building materials. Individual tastes would also play an important part in what these Titans would look like. Your best bet is to look

over the statistics of the unit and come up with a design. Here are just some examples of where you could go with the model.
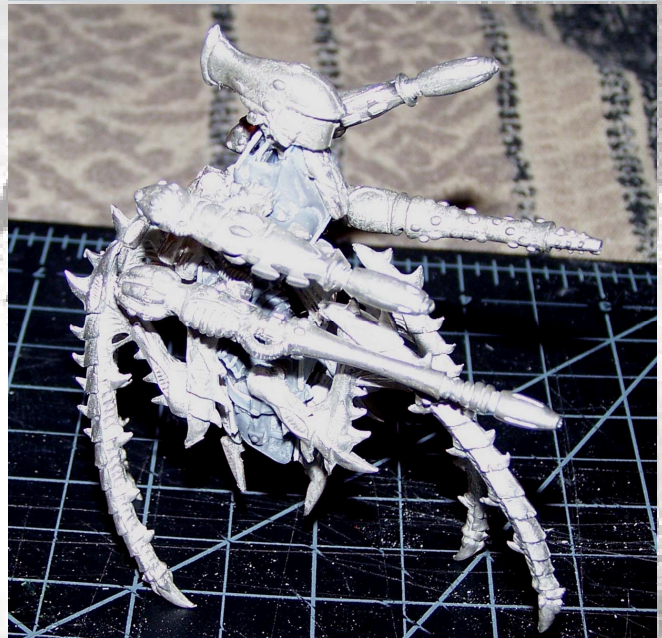
Our featured Tormentor Titan, however, comes with a building guide as many have requested.

Step 1: Make a small plastic cube out of a plastic sprue and glue Talos claws to the sides of the cube to form the legs of the Tormentor. If you would like to pose the legs in any particular configuration (such as a leg stepping up) now is the time to adjust it. The legs can be glued to the base in order to maintain its balance.

Step 2: Add some spikes (such as those from the 40K Dark Eldar models) and drill a small hole in the black cube. This is for inserting the upper body.

Step 3: Add the upper torso from the 40K Dark Eldar Drazhar model. Use green stuff to not only hold the model in place but sculpt it to perpetuate the pattern of the model as seen here.

Step 4: Add arms from Drazhar model (including blade) and some 40K splinter weapons mounted on the shoulders.
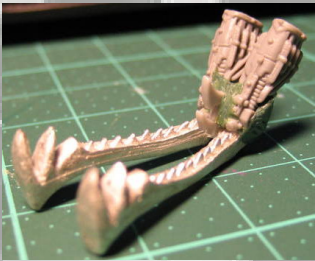
Step 5: Create jet packs from 40K Bezerker plasma pistols.

Step 6: Add shoulder spikes and various green stuff in order to make the model as spiky as possible. You are ready to paint!

The Tormentor will no doubt be an exciting sight for your opponents to behold; that is until it starts bounding toward their lines on the battlefield.

The Path of the Spiteful Tormentor built for Asdrubael Vect
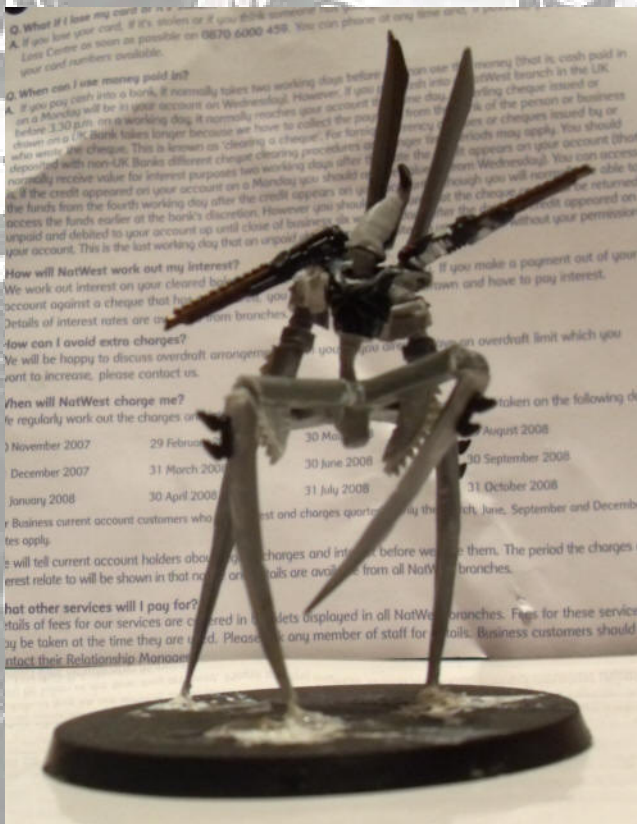
Last but certainly not least, here is an excellent contribution that was inspired by the original Raiders cover. Using various 40K and Epic bits, this tormentor work-in-progress can be seen in its final form on the right kicking aside a mighty Leman Russ tank like a child's toy.

The Kashnarak
Of all the war engines in the Dark Eldar army, this one you will probably find as one of your most common selections. The arena beast so far has been commonly featured as giant and doglike, sometimes with extra limbs, sometimes without. As always consider the unit's stats when contemplating its construction. In the end this is a creature, not a machine, and should look hairy or fleshy or otherwise alive. Also remember that this beast is both friend and foe to the Dark Eldar, so posing it killing some Dark Eldar would be just as appropriate as mon-keigh.

As for converting a Kashnarak, there are some simple steps you can take to make one of these a part of your Dark Eldar force. A first thought for you is that you should consider using a 40K Dark Eldar Warp Beast. Leave it as is or add spikes or other details as you see fit. Here you can see it used quite nicely alongside the rest of the Epic scale Dark Eldar.

If you want to have your arena beast adorned with chains, remember they would have to be thick. This is another opportunity to use 40K parts, namely the chains from the Talos model you've been picking at since starting this tutorial. You can fashion a collar or harness out of 0.1mm plasticard and glue it tightly around the beast's neck.

How to build a Kashnarak:

Step 1: Start with a Warhammer Chaos Warhound. Add Raveners scythes as secondary arms.

Step 2: Add green stuff to the Kashnarak. Add horns (or as this model has one horn snapped off half way). Use thin layers of green stuff to coat the second set of arms and then texture them to match the fur of the original model. You can also increase the size of the teeth at this point.

You are now done and ready for painting! You've just completed one of the simplest conversions on the Dark Eldar list.

Raven Fighters
As you start moving into the air units for the Dark Eldar, keep in mind that –unlike other armies- air units will most likely play a frequent roll in your lists. The Dark Eldar have a lack of armored vehicles that

you won't find in most lists and as a result use aircraft to help compensate for the lack of those units.

Ravens (and Razorwings for that matter) have already been modeled on a 40K scale by Forgeworld, but there is no reason why you should feel restricted to mimicking those models on an Epic scale. Most of the examples found here will match fairly well the dimensions of the Eldar aircraft produced by Specialist Games.

These particular models featured above were fashioned from 40K Dark Eldar Reaver blades, the front bits of Epic Eldar Jet Bikes, and a few bits of plasticard and green stuff.

Here you can see the small 40K spikes that were glued to the sides of plastic sprue sections, and then adorned with a tail fin and a cockpit to polish off the units. Simple, effective, and certainly looking sleek and spiky enough for the Dark Eldar, these models would work great both for your Epic or Aeronautica Imperialis games.

This next model took features from the above and added a more alien look to the Dark Eldar which many would argue would be more appropriate anyway. The pyramidal shape is made by adding one of the spike sections to the Reaver blades, then adorning it with some extra blades facing backwards. There is nothing friendly about this design except how easy it would be to duplicate it. It should be noted that in all three instances above similar parts can be found in Battlefleet Gothic Dark Eldar blisters.
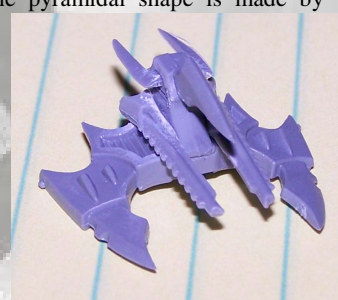
In a departure from some of the other models, these Eldar Vypers below have been quite successfully converted into Raven Fighters. Blades cut from 40K scale Dark Eldar weapons and some spikes for tail fins make for an excellent conversion, not to mention sticking close to the 40K scale models. While this shouldn't be a prerequisite, it does help your opponent identify the unit better which will improve game play.

Those Warhounds better watch their backs!

The Dark Kin attack PDFs at the frozen Cendarius Station.

Vessels of Pain take advantage of an icy

Razorwings

Razorwings are not bombers in the traditional sense, but heavy fighters that focus on ground targets instead of air-to-air combat. A good size wingspan can be achieved using a 40K Dark Eldar Hellion skyboard as seen here. Green stuff was used to make the front section of the aircraft along with some 0.1mm plasticard for the stabilizers and tail fins. You should recognize by now the 40K splinter weapons underneath the craft itself. The Razorwing was decorated with some small sections of metal piping on the tips of the tail fins but plastic rod would work sufficiently as well. The result is a mean looking air unit that your opponents will love to hate.

If you prefer the forward sweeping wing style for your Dark Eldar aircraft, don't give up on the Hellion skyboard part just yet. Clip the blades off the part where it is thinnest, trim both the engine section and the blades, then glue them back on in a reverse position (note the 0.1mm plasticard sections reinforcing the wings from underneath). The models featured here were built doing just that. The front section of the Razorwing was built from Battlefleet Gothic Dark Eldar

Corsair parts and the Tail fins made from 40K Talos spikes. Green stuff filled in the gap between the wing section and the forward section while also being used to build the cockpit dome.

Either way you go, you'll end up with a vicious Razorwing model that weighs quite a bit!

If you are looking for a lighter version of the Razorwing, look no further than this fine model. Using the larger blades from 40K Dark Eldar models, adorn them with dark lance weapons. The cockpit is a 40K Dark Eldar helmet with the face shaved off and then glued 'face down' to the wing section. The result is an aircraft that is larger than and can most certainly be differentiated from the Raven.
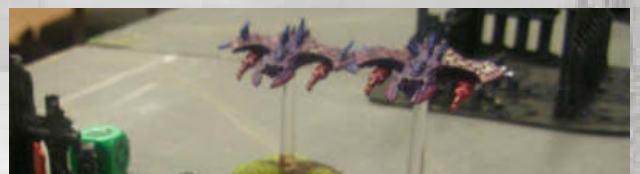
Eldar Phoenix Bombers converted to Razorwings with some spikes and a grand paint job.

Slavebringer Assault Boat

The Dark Eldar equivalent of the Vampire Raider is the Slavebringer: a vehicle that the darklings use - not only to bring their forces to the battle - but also to bring prisoners back. A lack of reinforced armor will probably mean that the aircraft looks more fragile than the Vampire and perhaps larger. The model presented here in this tutorial is one such example of capturing the Slavebringer feel.

Step 1: Start by making the basic framework by using the blades from the 40K Dark Eldar Raider glued together by a set of cut down sprues at 1.5cm in length. Since this is the main structure of your Slavebringer you may want to pin the blades (now your wings) for extra strength.

Step 2: Glue the wings in place, preferably at a downward angle (around 150-160 degrees from each other).

Step 3: Cut the main blade from the 40K Raider model in two pieces. The 'sharp' parts should be shaved smooth with a razor and glued to the front of the aircraft. The rear portion of the blade can be glued to the back of the Slavebringer and will later hold the engines in place.

Step 4: Add armor. Using 0.5mm plasticard build some armor

plates to cover the holes on the top and underside of the wings along with the center of the unit. It may take some trial and error to cut a pieces that fits smoothly into the wing positions but once you do copying one as a template for the other three pieces should be fairly easy. Tail fins can be made from plasticard as well.

Step 5: Add the engines to the back of the Slavebringer. Plastic sprues can be cut down into cylindrical shapes, or sprues from the clear plastic flying bases have cylindrical parts that can be clipped as well. Hobby shops also carry a variety of alternatives in the form of plastic rods. Remember the surface isn't flat so the end of the cylinder that is glued to the model needs to be cut at an angle that will allow each engine to be parallel to each other,

otherwise you end up with the engines bending in toward each other. You may want to use this opportunity to drill some holes in the center of each engine for added detail.

Step 6: Use green stuff to close up the gaps in the model, create a canopy for the pilot, and add details as you see fit.

Step 7: Use plastic rods adorned with blades from the 40K splinter rifles for the dark lance weapons on the Slavebringer. Splinter pistols from the 40K models were used as the splinter cannons for the aircraft. Remember to use green stuff to clean up the bottom of your model as well as the top.

Step 8: Drill a hole for your flying stand.

Alternatively this model can be posed into a landed position just by reversing the angle of the wings and opening the front blades. Add some otherwise hidden landing gear and a ramp (made of overlapping bits of 0.1mm plasticard) and you now have a Slavebringer ready to accept cargo.

But don't feel locked into using just 40K Raiders parts. Battlefleet Gothic Dark Eldar parts will do nicely and add extra details to your wings that you normally would have to add yourself.

You can also reach back into Epic's past and make use of some older models you have lying around. One example of this kind of conversion uses an old plastic Wave Serpent as the main body of the Slavebringer, decorated with a multitude of spikes.
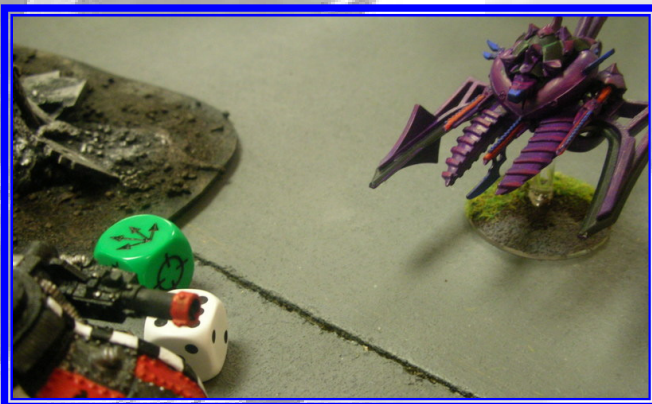
A Slavebringer on ground assault orders ready to finish off a broken Gargant with its transported troops.

Executor Landing Module
This massive transport may seem like an oddity for the game of Epic, but you will quickly find it working its way into your regular games both out of usefulness in the tournament games and for running more realistic scenarios.

Onto the scale of the Executor: the model should be as big or bigger than a Forgeworld Epic scale Tau Manta. The Manta measures roughly 11.5cm by 14cm (4.5 inches by 5.5. inches) which is an enormous model for Epic. The Executor, less armed than its Tau counterpart, has a larger cargo capacity and would most likely be flashier in its design. Those who think that this would be an inappropriate unit type for the Dark Eldar need only look at the Impaler Assault Modules from Battlefleet Gothic to gain some perspective. If you were to model one of those things on an Epic scale, it would be around a half a meter long!

Remember that the Executor also houses a Webway portal for lightning style raids and an assortment of weaponry. On a model this big you will probably want to represent the these data appropriately, although in the end most players will look more at the overall result rather than the small details of how many weapons you have sticking out from your giant model.

Step 1: Build or select a fuselage. If you have the means and the desire, creating a fuselage will probably pay off in its details. However these examples here were built by selecting a fuselage from any number of things that you have lying around. An old airplane model, a 40K scale vehicle – anything could really be used as it will be converted as you go. Figure out where you will attach the Executor wings and how long they will need to be at the point where they attach.

Step 2: Design the wings for the Executor. You will want to design your wings on paper in scale with your model, although the shape and complexity of the wing is up to you. Your best source of material will be PVC foam board (3/16 inch foam board were used for these models) since they are light and incredibly strong. You are warned that PVC foam board is difficult to cut, though. To reiterate, you should always wear protective eyewear and especially when cutting PVC board with a razor knife. Two blades snapped off and went flying when cutting these very wings out!
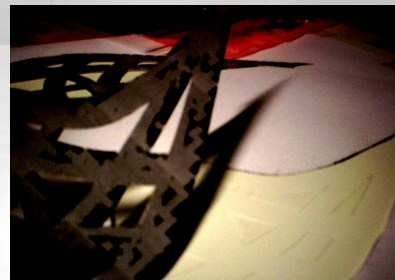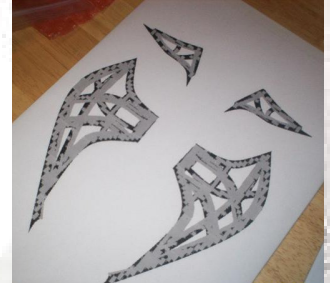

Step 3: Cut out the wings. Tape the paper to your PVC foam board tightly along all the edges. If your wings have any smaller parts that need to be cut out from the inside of the wing (see picture) you will want to cut those first. As a recommendation it may be better to make light cuts through the paper and into the PVC. Then once the cuts can be seen on the board itself, run over them again and again until you are able to cut through. The paper will come off as you cut. Once the cut marks are in the board you can remove all the paper entirely.

Step 4: Sand and smooth the wing's edges. Safety warning! No matter what material you are using for your modeling, virtually all of it is not so good on your lungs. When sanding make sure you wear appropriate protective gear to prevent inhaling the material.

The inside cut-outs of the wings can be quite difficult to smooth out. For better looks (and better painting later on) use a razor knife and/or a triangular file to smooth out the cut-out sections. Once they are done move onto the outside of the wings. Use a razor knife to not only smooth out the edges but bevel them as well. Work the wings to a sharp edge, being careful not to cut away too much material. You will want to frequently check one wing against the other to make sure they are the same size and shape. If they are not a perfect match use this time to cut and sand the wings to be mirror images of each other.

Step 5: Mount the wings. Remember that despite the PVC board being light it still has weight and the last thing you want is for your model to break. Attach your wings to the fuselage by pinning them in place. Be sure to pay attention to not only the alignment of

the pins but the angle at which you drill the wings and fuselage. You will want to mount both wings at equal angles on each side of the model. Once the wings are pinned, verify the angle looks right from multiple perspectives so you don't have one tip of a wing dipping excessively. When you are satisfied, glue the wings in place. This particular model used 40K Talos parts (from two different Talos models) to hold up the tail wings. The strut-like design matched the wing design and provided a solid place to glue the tail wings.
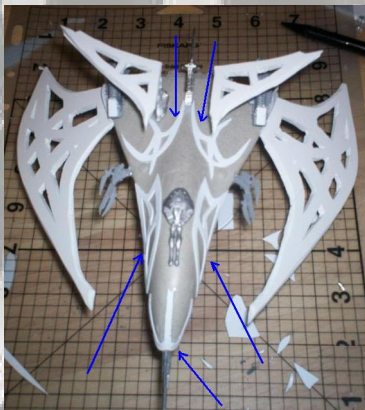
Step 6: 'Break up' the fuselage. No, this is not the time to take out a hammer but rather an opportunity to make the fuselage that you may have selected as more Dark Eldar-ish. If you have a lot of smooth surfaces (such as in this example) try using shapes cut from 0.1mm plasticard glued along the body of the craft. You can try the same method that was used for cutting out the wings, although you should find these cuts to be tremendously easier. Be sure to glue the edges thoroughly so that the edges do not pop up.

Step 7: Mount weapons, engines, and incidentals. Now it is time to start decorating your model with whatever parts you feel would match. This particular model used two 40K scale Dark Eldar Reaver models as engines. The parts were cut and fixed with bits of plasticard to make the large engines on the back. The shadowfield generator is a Battlefleet Gothic Dark Eldar Cruiser

part. Weapons were drawn from an array of old Eldar model turrets and 40K scale Dark Eldar weaponry. The Webway portal was made from Talos arms and the model was made thicker using an assortment of items from a 'bits box' mounted on its underbelly. Be careful that when working on the belly of your Executor you are not putting stress on any fragile parts on the top of the model. Create a stand for the model if necessary to help hold it in various positions if necessary.


The size of your model should be somewhat close to what you would see here. Your model is ready!

Eldar Phantom Titan

Eldar Banshees

Eldar Firestorm
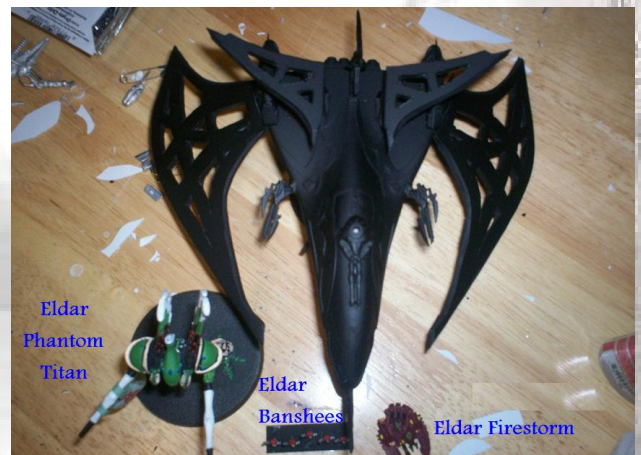
Here is another set of pictures showing the Executor as a work in progress. While using similar methods as the Executor shown above, you can create a whole new look for your support craft. Note the pins in the wings for added strength and the angle at which the wings are mounted.

Regardless of your design, try to have fun with the model and make it 'pop' with some extra effort, whether it be a fantastic paint job or an active Webway portal. After all, an custom built army like yours has gone through a lot of effort and should travel in style.
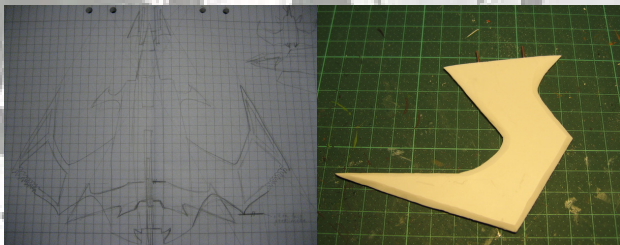
Note the precision used in designing the wings to mount flush against the fuselage (a scale airplane model in this particular case). Green stuff is used to fill in the cracks and holes along the model. Various wings and blades are attached along the body. Be sure to make the pieces of equal size.
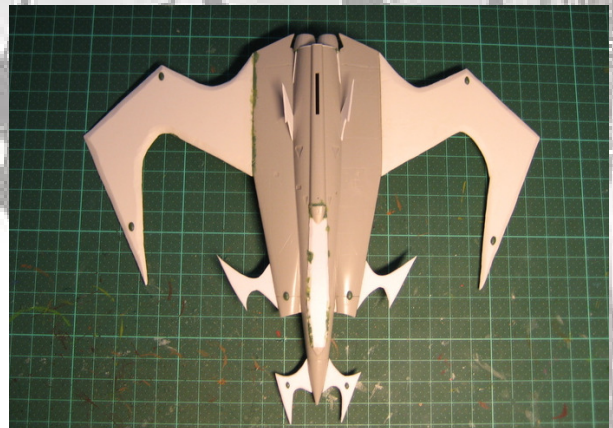
Spikes, fins, and other parts are used along the fuselage to break up the original model design while adding character. The tail assembly is made of 0.5mm plasticard cut into symmetrical pieces and mounted.

A completed Dark Eldar Executor ready to do its Archon's bidding.

Torture Cruisers and Corsair Escorts

Now that you have slaved (no pun intended) over your Dark Eldar army, you have come to the easiest part. Specialist Games produces a beautiful set of models for these two units in their Battlefleet Gothic line. You may find that having spacecraft in your Epic army list to be of tremendous benefit tactically and purchasing some of these would be a good idea. Besides, they are currently the only model officially produced that could be used in the Dark Eldar list, so you might as well!

7.2 Modelling Your Necron Army

For as long as there has been mention of the Necrons as a race, Epic players have wanted to field this army on the battlefield. There seems to be an odd fascination with futuristic undead warriors and their crypt-like machines pulling apart their victims molecule by molecule, especially amongst the French. While there will be no comment on the possible influences of our French brothers by the C'tan, their talents (and others) can certainly be shown here on how to convert a Necron army.

Just as with the Dark Eldar this is not meant to be the end-all-be-all guide on Epic scale Necron models. If you have an alternative way of building or converting a model, by all means share it with us and the rest of the Epic community. We'd love to see this section expanded and feature your models in the next update of *Epic: Raiders*.

7.2.1 Infantry

Necron Warriors and Immortals
While there are many alternatives, the most widely accepted Necron Warrior model is the Chaos Android. No longer in production, the Chaos Android can still be found 'out there' amongst players and collectors and it is entirely possible to acquire enough of these to make an army if you know where to look.

Another option is to use models from the existing lines made by Specialist Games. Here you can see that some Ork Boyz received no special conversion. Just a good ole fashion Necron paint job and they've instantly become Immortals.

They could easily pass for Warriors depending on how you want to size your models. Just look through your stocks and see what you

have available. As a rule of thumb, try to keep your immortals larger than or -at a minimum- distinguishable from your Warriors.

If you want to convert your Chaos Androids into Immortals, try combining them with the old plastic Chaos Dreadnoughts. This works especially well if you have Androids where the rifles have bent or come off. Remove the entire weapon from the Android model. Cut the gun barrel off the Chaos Dreadnought and glue it in place as see here. Glue the Android rifle tip on the underside of the Dreadnought barrel and the model is complete.

Another excellent conversion opportunity for Immortals is using Eldar Warp Spiders. Trim the guns a bit on the end and round out their heads and a paint job will make them passable Immortals. Death Guard Nurgle Marines with the horns trimmed off or Tzeetnch Marines with their helmets trimmed could also do quite well for Immortals once painted.

Pariahs
Look no further for your Pariahs than the plastic winged Eldar Exarchs. A simple conversion for any modeler, simply trim the wings off the model with a razor along with the helmet, leaving a smooth skull-like head on the model. If it isn't round enough for your tastes, chop the whole head off and replace it with a little ball of green stuff – use a pin to poke holes in the green stuff for eye sockets. Paint it up and you are done!

The only warning is that you may want those Exarch models for Dark Eldar conversions. Prioritize your modeling desires since you don't want to run out of available converting parts.

Flayed Ones
Understandably so, the Flayed Ones are the most difficult of the infantry models to convert. Those long blades are the most prominent characteristic of the units, but modeling them at a 6mm scale is tricky. You should go into a project knowing what level of detail you want as adding claws and flapping skin to the Flayed Ones is sure to increase your modeling time. Here is one such manner in which you can convert these little monsters.

1. While almost any bulky model will work (Space Marines, Nobz, etc.), be prepared to cut off any Orky or Marine-ish details that will stand out. Then using clippers lightly cut into the surface of the model to 'flay' it. Be careful not to chop off any limbs or heads. Alternatively you may find that more detail will be found on the Warmaster Vampire Counts Ethereals models. The scale is a slightly off for Epic but not enough to detract from the game, and you may be thankful that you have something a bit larger to work with for a change. You can flay these models as well but it won't be needed to the degree that the plastic ones would need it. Just be sure you cut out all the scythes and un-Epic type terrain.

2. Pick up a small piece of flashing and dip the very end of it in glue. Then glue the flashing in place near the hands of the model. Do this three times for each hand of each model, gluing the claws of each hand in different directions as to distinguish them from each other. This is extremely tedious so taking it on just a couple models per session may yield the best results (depending on your technique). The formations are only six stands and the Flayed Ones will be done before you know it.

If you are comfortable using an accelerant with your glue try spraying the model first, then applying the glue tipped flashing. Be careful as many of these accelerants contain harmful vapors and can also burn your skin.

3. Trim their nails. Make sure that the blades are basically uniform. Obviously it is normal depending on their pose to have one larger than the other, but this will depend on you and how you have completed your model. Look them over. Warning! Don't clip too much or you'll find yourself cursing as you go back and re-model the claws. Your models are ready for priming and painting. Remember not to dry brush the models too vigorously or you'll take off their claws. They may be made of metal but treat them like they are made of resin.

Of course this is not your only option. Between the Warmaster and Epic ranges available from Specialist Games, there should be a number of units available to you to sufficiently tinker with.

Necron Lords
Necron Lords are the only character model you must deal with for your army, but it may be good to have some uniformity between all of them in keeping with the Necron theme, even if one appears on a Warrior stand and another appears on a Destroyer. Remember you must have a Necron Lord in each formation of Warriors plus you may wish to place them in an Eques formation, so make plans on how many you wish to model and then start building.

Now that you have you plans, how you build them is entirely up to you. They should obviously be distinctive from the Warriors and other models. The above model is a converted Tech Marine, but it isn't the only choice you have. Try using bits of green stuff to enhance a Chaos Android and a section of plastic rod for a staff of some type. You can also try looking through the Chaos infantry range for something to modify. Chaos Cult leaders can be modified by slicing their swords out of their hands and replacing them with a plastic rod built staff. Capes can also be fashioned by using a small amount of green stuff flattened out then affixed to the back of your Lord.

Wraiths
When most people first take on the idea of modeling the Necrons they shudder at the idea of having to model a Wraith. A dozen posts on forums all say the same thing: how can I make these models?

Here are a couple of ideas that should be able to assist you in your endeavors.

The above models are made out of Epic scale Tyranid Gargoyle tails and Hormagaunt claws, glued onto a torso such as an Ork Boy or similar Epic figure. The tail and claws can no doubt be created with plasticard as well if you don't like the idea of sacrificing hard-to-come-by Epic Tyranid models.

Another method you can try involves using metal sprues:

1. Take a metal sprue and cut it lengthwise with a pair of modeling clippers. Make your cuts close together with the top of the clippers facing the narrowest part of the sprue. Depending on how thick you started cutting the piece, move your cuts slowly closer or further away from the edge of the sprue so that when the piece is cut off it will be thicker on one end than the other. It may take some trial and error but the material is cheap (you were going to throw it away anyway!). This will be the spine.
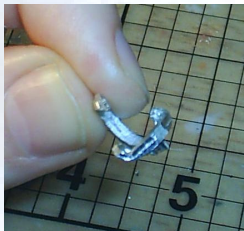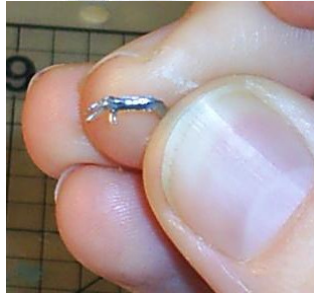
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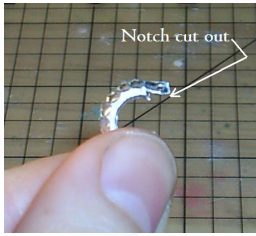
2. Cut a notch from the thick end of the of the cut piece (the top of the Wraith's spine). This is the section of the spine that will glue to the shoulder blades later in Step 5.

Here is another set of instructions for building Wraiths in the event that you don't have metal sprues and flashing handy:

1. Gather up all the materials needed include some wire, a base of some form, a narrow strip of plasticard (A GW blister pack was cut up for this example) and some plastic rod.

3. Take another piece of metal sprue (preferably a thin piece) and clip it to a shape similar to what you see here. Using a pair of pliers, bend the piece downward on the edges to create the shoulder and back plate of the Wraith. Glue this onto your model's spine.

2. Curl the wire into the spine of the wraith and have the bottom part flat, glue these to the base with plenty of room apart.

4. Sift through your metal flashing and look for pieces that can make arms, preferably that have a 'Y' shape to them. You'll find the pieces readily enough, especially if you've been collecting them for awhile. Take a very small piece of flashing and dip the end of it in glue then touch it to the 'Y' so it becomes a third claw. Wait for it to dry and repeat this process one more time. These are your arms.

3. Cut out six little bits of wire and fold them in half. Then cut out three small disks from the plastic rod. Glue the disk to the end of the spine to form the head. Once dry attach the wire bits to the back of the head glued to the spine - these will be the arms.

5. It is time to assemble the Wraith. Glue the shoulder plate into the notch that you cut into the spine. Next glue the arms in place under the armor plate. Lastly glue a head in place. While Ork Boyz' heads will do just fine, you may want to go with a Warmaster Skeleton head. It may cost you a little extra but one blister should do the trick and you can use these heads in other conversions – trust that there is always a place to put a tiny skull on your models.

4. Cut out six small fins (use the 40k version for an idea of what sort of shape to cut) then glue a pair of fins to the top of each spine.

Skull transplant...
He won't feel a thing

5. Base the model and once fully dry paint it as desired and congratulations you have made a Necron wraith stand in no time at all.

Your Wraith is almost complete. Glue it on a rectangular stand with a Wraith-friend and then optionally glue a little bit of thin flashing onto the end of the tails once the model is firmly in place. Your model is officially done!


There are several variations on each style that you can try – these certainly aren't the only Wraith models made. A well stocked bits box will help you in making your Necron army and sometimes your bits will make the decision for you. There will be a piece of an old model or a twisted chunk of metal that will catch your eye as the part you need.

Now take a deep breath, enjoy the fruits of your labours, and move on to the next piece.

Destroyers and Heavy Destroyers

The most commonly seen conversion for Destroyers and Heavy Destroyers employs the 40K scale Scarabs to make the base of the models. Simply glue some type of upper body to the Scarab and clip the Scarab head off it is ready to take a torso. The upper bodies can be scratch built from green stuff and plasticard. Or the Destroyers can be fashioned from the same models that you made the Warriors and Immortals from. Warp Spiders are excellent for finishing Heavy Destroyers; simply trim their main weapon on the end and clip its legs off.
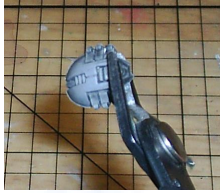
Alternatively, clip their gun off completely and replace it with two sections of plastic rod glued on top of each other. Take the 'head' off the scarab by cutting it flush along the body. Once you glue the torso onto the Scarab part, your model is

complete. Be sure you save some of these Scarabs for your Tomb Spyder models, however (see below). When you get past the apprehension of modeling, Destroyers will provide an excellent source of opportunities for your Necron army.

7.2.2 Vehicles

Now that your infantry have been taken care of it is time to take care of their vehicles. The Necron list does not have the variety of units that most lists do so be sure that you are converting enough pieces of each unit to give your army the flexibility it needs. Tomb Spyders, Monoliths, and Obelisks are all you have to work with so make sure you can convert enough of each: ideally twelve Obelisks, six Monoliths, and six Tomb Spyders. You can certainly get away with making less of each, but halving those numbers really should be your lower limit.

Tomb Spyders

Another easy conversion for the Necrons happens to be the Tomb Spyders. The most popular way to proxy this unit is to simply use the 40K scale Scarab models as they are and call it a day. Adding a small piece of plastic rod, wire, or flashing to create an arm can be easily added to the model and make your Spyder look more like the 40K equivalent.

If you are so inclined, clip the claw and gun from an Ork Killa Kan and glue them to the Scarab piece. You can also use Ork Dreadnought claws or just fashion a set of claws from flashing or plasticard. Eldar Shuriken catapults are good for the Spyder's ranged weapon, but three small sections of thin plastic rod glued to each other and then the model will work even better.

The legs of the Spyder can be fashioned from little wedges of plasticard, balsa wood, or flashing glued underneath.

You shouldn't feel locked in on using the 40K Scarab model though. Looking at these particular models there is no doubt that they are Spyders for a Necron army, yet they are made of bits of metal and plastic. These are great units and building them this way will keep your modeling costs down as well.

Monoliths

These giant Necron-vomiting portals are without a doubt the signature unit for the Necron army. Because of this you will want to consider carefully how you want to model the units as well as how you are going to achieve the uniformity that is prevalent with the Necrons. Do you want to have your

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Monoliths match the 40K scale version as much as possible or are you comfortable using a different type of shape? How much detail do you want to put into each model? All of these questions should be answered before you start on your first model.

If you are going to be venturing away from the 40K design, check out the Specialist Games line of Battlefleet Gothic Necron ships. Using parts from those ships you should be able to create a set of Monoliths (like this one) that will retain a uniform appearance along with actually coming from the Necron range.

These models above were created out of plasticard by following these steps:

1. Start with a 25mm square base on the bottom and a 20mm base for the top.

2. Cut equal sized '[' shaped notches out of the 20 mm base to achieve the indentations.

3. Join the two by gluing them with lengths of plasticard or plastic rods. Be sure the top is parallel with the bottom of the model.

4. Create the sides out of plasticard. Cut sections of plasticard joining the top and bottom bases, being sure to keep the edges as straight as possible so that a perfect 90 degree angle can be made on the corners and the indentations.

5. Create the pillars on the tops out of plasticard or foam board or other material. Remember that each corner pillar will need to be of equal dimensions.

6. Use a 40K Necron Gauss Flayer muzzle for the crystal holder. If one is not available a suitable substitute can be fashioned from plasticard or other bits. Glue it in the center of the top of the model.

7. Add rails and buttresses to the Monolith model. Plastic rods of varying cross sections and thicknesses will be your best option, although the '[' shaped cross section will probably be your best bet. To get that curve to the tops of your rods, hold them in front of a hair dryer or dip them in hot water to help loosen up the material. Then remove the rod from the heat source, bend the rod gently to the desired shape, and hold it in place as it cools. The rod will retain its bent shape, although you may have to repeat this several times depending on the material you are working with and how much of a curve you are applying.

8. Adding the rest. Doors to the portal (whether they be posed up or down) are easily made from foam board or plasticard. If you wish, glue 1mm plasticard to the outside of your Monolith to break up the square smooth sides. Cutting stairs or adding the corner mounted guns will be up to you and your tastes. Crystals can be readily

found at your local craft store, although you may want to pin them in place if they are frequently falling off your model. Since the crystals were originally designed for bracelets and such, there is a hole conveniently running through the center that is perfect for pinning.

Your models are complete!

Now if working with plasticard just isn't your thing, here is another excellent tutorial that was submitted to *Epic: Raiders* that is sure to work.

Sculpting a Necron Monolith
Or *How I Learned to Stop Worrying and Love the Green Stuff*

The thought of sculpting your own models can simultaneously be an exciting and nerve-wracking prospect. On one hand, you are making your own figures, but on the other hand, you actually have to make it, and that takes time.

I have converted plenty of figures in the past, but I had zero experience in sculpting before taking on this project. I wanted something that seemed to be relatively easy to shape, and the Monolith seemed like the perfect candidate. It has a nice, geometric shape to it with relatively few details. Working with green stuff is fairly straightforward: take equal parts blue and yellow, mix together to a nice green consistency, and start sculpting.

To start, take a 20mm base, and glue a small piece of balsa wood to the center of the base. The piece of balsa wood on the right side is to make sure it's centered and the right height. Green stuff takes about 4-6 hours to cure; if possible, I suggest sculpting a section in the morning, before work or chores, and then another section again in the evening, and maybe even a third section before you go to bed. After the glue has dried, spread equal amounts of green stuff to all four surfaces of the monolith. You can find decent sculpting tools at most hobby stores or online. I prefer the tool below, as it has a nice, flat head, perfect for smoothing out the surfaces.

It doesn't matter if the four corners of the monolith aren't perfectly sharp yet, because you'll be covering them with thin layers of green stuff. After applying a few layers to each corner, your model should start shaping up to something like this.
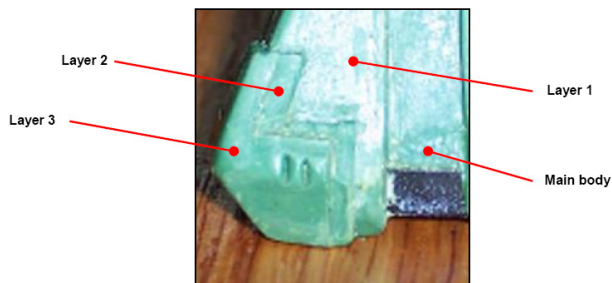
Step 1: Add green stuff to the base | Step 2: Start building the corners | Step 3: Continue building up the corners

To achieve step three, you'll need a sharp X-acto knife, a thin piece of green stuff, and a lot of patience. I have labeled the three layers, to make it easier to refer to below.

After applying Layers 1 and 2, place a thin layer of green stuff on Layer 2 to create Layer 3. Layers 2 and 3 should only be a few millimeters thick. Smooth out Layer 3, and then add the two side notches before it cures. Do this on all four corners, and you'll get something that looks like this:
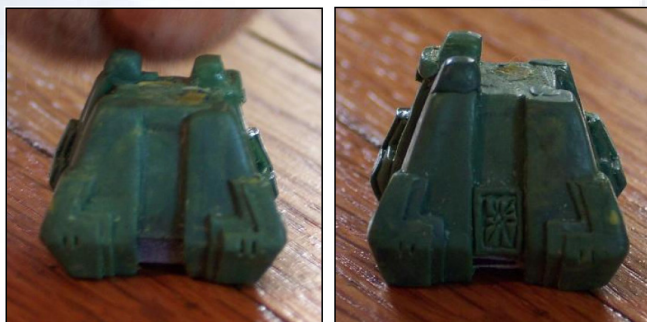
Add a small piece of green stuff in the center, use a sharp sculpting tool, and you'll have your portal. On the other side, you can sculpt the back pipes and other odds and ends.

After sculpting the portal and pipes, you can add the top corners and their trim, as shown below. Cutting out notches for the guns with an X-acto knife below the trim is ideal at this point.

Now that you have your Monolith sculpted, you are now ready to sculpt the side pieces. In case you want to cast your own copies later, this will make the process much easier. To sculpt the side pieces, I cut out a small piece of cardboard and laid it in the side notch of the Monolith. Bend the bottom piece of the cardboard so that it angles in. Once you have the cardboard in place, spread a thin amount of green stuff onto the cardboard, and let it cure.

After letting the green stuff cure, you can add the details to it. Your piece should come out like the image below. Reseat the side piece to see if it fits properly. Add some curved Plastruct or other plastic to the back, add a gem in the center, and small brass pipes for the guns, and you'll have a tabletop-quality monolith that will be the envy of all your friends.
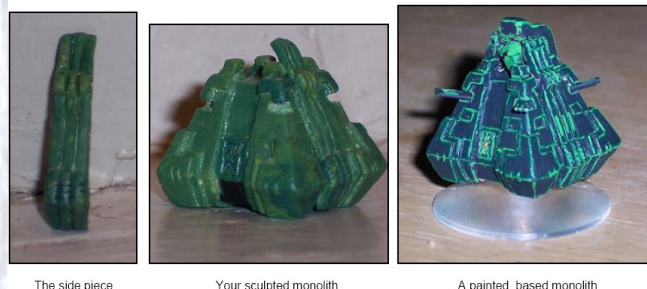

The side piece | Your sculpted monolith | A painted, based monolith

Obelisks

With your Monoliths completed and ready for painting, you will no doubt be ready for building some support for them. There is no official Games Workshop Obelisk miniature, so feel free to design them as you wish. Once again try to keep in the theme of the Monoliths you have built, so if you are going to be using Battlefleet Gothic parts, try sticking with a similar, smaller part for your Obelisks as shown here.
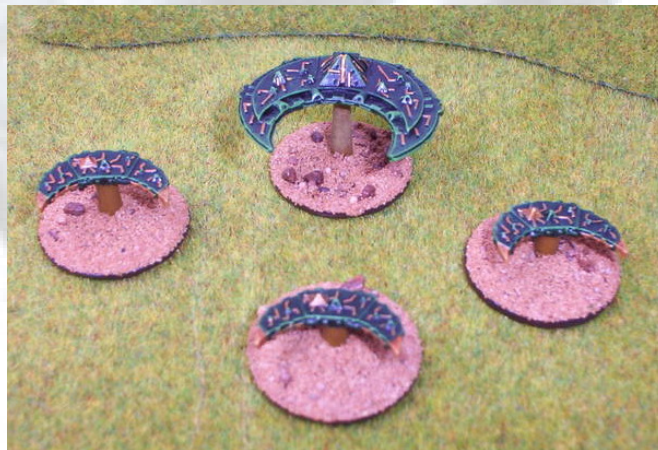
If you want to have the features of the 40K Monoliths for your Obelisk, you will find it a much easier build than the Monoliths themselves. These models used a 20mm square base as their starting points.

1. Glue a cut of 0.5mm square plasticard onto the 'bottom' of your square base. The bottom now becomes the top of the model on which you will build further. You may optionally create ' [' shaped cut outs in the base if you wish to match the Monoliths.

2. Add a square short column into the middle of the Obelisk which can be made of plasticard, PVC foam board, or similar material. Add pillars (similar to those of the Monolith) on the corners of the model as well.

3. Use plastic rods with square cross sections to create conduits that initiate from the center column and terminate at the edge of the model.

4. Add crystals for the tops of your Obelisks (see instructions on Monoliths for important information).

These are simple shapes that you should be able to convert quickly. Obelisks not only support your Monoliths but also provide quick moving armor for your otherwise slow forces. Don't underestimate your need for these models in your Necron army!

7.2.3 War Engines

The Necrons are certainly a competitive army and as such are more than capable of holding their own with the units already described. However this wouldn't be Epic without behemoth machines casting shadows over the tiny 6mm infantry soldiers and rolling disturbing amounts of dice when firing your weapon systems. While some of these pieces may be intimidating to create, remember that one or two of them are all you really need of each to round out your Necron army.

Pylons
Forgeworld created a 40K scale model for the Necrons that enticed Epic players everywhere at first sight. The model, while not available on a 6mm scale, can be converted or scratch built to your tastes. Solutions range from the simple to the intricate but regardless read on and you are sure to come away with some ideas for your own Necron army.

This next model was created using a 40K scale Tarantula base for the legs while the rest of the model was scratch built.

1. Build the 'C' shape first by starting with a suitably sized piece of straight plastic rod (rectangular or ' [' cross section). The center of the length should be bulked up suitably as later you will build the weapon assembly on top of it. Use sections of plastic rod with a quarter-round cross sections for the edges. Use 0.5mm plasticard between these parts to get a smooth surface.

2. Use a hair dryer or hot water to heat up the piece now. Remove it from its heat source and bend the plastic rod so that your straight piece takes on a 'C' shape. It may take you several tries to get the 'bend' properly. Just take your time and be careful not to apply too much pressure – the plastic will only be flexible when it is warm to hot.

3. Glue a 40K scale Necron Gauss Flayer muzzle to a small section of circular rod, then glue them to this large section on the weapon assembly. The struts that hold it in place can be made from smaller circular rod. If a muzzle isn't available, just build the part out of rods or similar types of bits. This piece will hold your crystal in place.

4. Glue three rails to each side of the weapon assembly. You may want to bend the plastic rods that you use to your taste.

5. Decorate the ends with small cuts of circular plastic rods and square plastic rods.
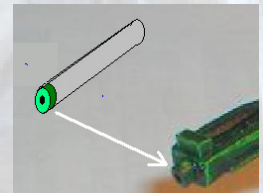
6. Glue your crystal in place, then the entire weapon onto the base of the Pylon. Your model is now complete, save for any other details you may wish to add.

You, of course, do not have to go through such efforts if you prefer a simpler route.The Battlefleet Gothic Necron ships contain parts that will help make Pylons that are not only discernable but intricately designed. Add them to a stand made of plastic rods or other material and you have finished off yet another type of Necron unit (and a deadly one at that!).

Yet another conversion shown here is made almost entire of wire and metal…

Green stuff

Heated/
Curved
Plastruct
H-Beam

40K Dozer Blades

40K Burst Cannon
Barrels

Gem from Jo-Ann Fabrics

Sprue scraps with
green stuff tips

And others that use a mixture of these techniques combined with some 40K parts. As you can well see there are many options open to you. Don't be afraid to tinker with your conversions and you may very well surprise yourself on how well they turn out.
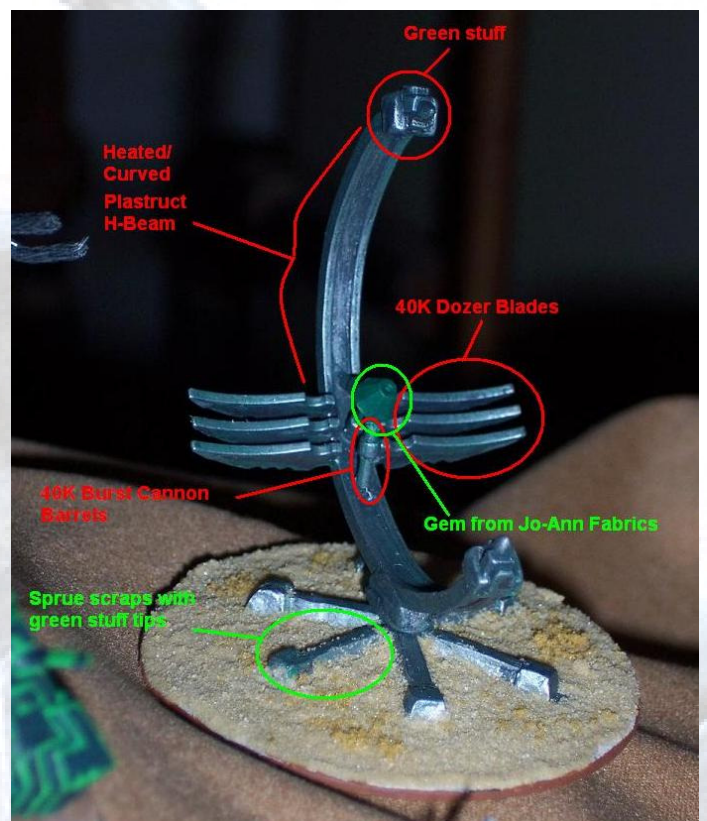
C'tan, the Nightbringer

A Necron army should go never without a supreme commander and yours should be no exception. Since the Nightbringer looks like the angel of death himself, finding a suitable model may be quite easy for you. However, if you are looking for something that comes from the Games Workshop line then look no further than the Warmaster Undead Command pack. There are a number of pieces that will be available to you and you'll probably use a few of them before you are done with your army. But there are two pieces specifically you will want for this commander: the floating Lich and the scythe wielding horse rider.

Cut the rider from his saddle by making cuts as you see here (represented by the white lines). Next cut the body of the Lich diagonally so that his head, right arm, and staff are removed but his left arm, lower torso, and floating magical swirling smoke remain. If you plan your cuts properly the two parts will fit together quite nicely.
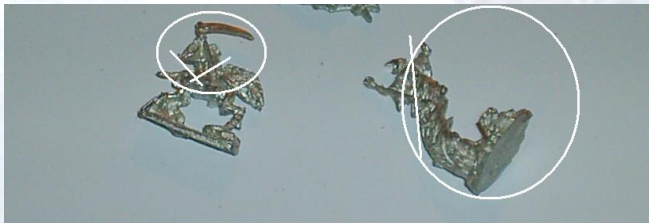
Fill in any holes and make adjustments to the model with green stuff if necessary. Glue everything together when you are satisfied with the model. Bend the blade of the scythe up gently at a steeper angle and your model is ready to be based.

C'tan, the Deceiver

Sometimes you need a kinder, gentler C'tan leading your Necron force. Set Nightbringer aside for a moment and start working on your Deceiver model which, like his anger management-bound brother, can be easily fashioned from Warmaster parts. The skull mound seen here could be used for either C'tan although in this particular case it was used for the Deceiver.

Start with any Warmaster model where you can clip his weapons from his hands and use plyers to bend his arms in a pose that is appealing to you. This model is the scimitar swinging figure with the funky hat. Clip the whole figure from the base he is attached you – you may have to add legs if the ones that the figure comes with are molded together. While the C'tan won't be standing on them, you'll want them to be separated. If the legs (or arms) cannot be salvaged, try cutting legs from the Warmaster horse models and fashioning them into legs, clipping as necessary. At such a small scale, most people will find them indistinguishable.

Use a paper coated twist tie and cut it in half. Use each half to create the draping loin cloth the Deceiver wears - you will find them flexible enough. Just remember to glue them carefully and it is recommended that you use extra thick modeling glue. Thinner glues have a tendency to ignore gravity and spread out (and even up) over the model. This can cover the beautiful details of your model and make your C'tan look more like a floating Stay-Puffed Marshmallow Man.

Head growths made from foam board shavings

Body made from Warmaster figure

Drapings made from twist ties

Base made from Warmaster skull base

The strange head growths on the Deceiver can be made by taking small shavings of PVC foam board and gluing them to the head of your model. It may take several attempts to get shavings of the right size, but when you finally have them, dip the end of the shaving in a small amount of extra thick glue and attach it to the model's head. Follow the warning from above! The last thing you want is to encase your C'tan head in a blob of glue on the final step of its construction. Fin!


Look through the Warmaster line and you will find many models that will fit the Nightbringer or Deceiver models just as well. The scale works out to be quite good since 40K C'tan aren't that much bigger than their Necrontyr infantry. Just keep in mind these guys are supposed to be gods, so if you end up with a model that is twice as big or even five times as big as the rest of your infantry units, you can easily argue that the C'tan chose to manifest themselves larger on this particular occasion.

Warbarque
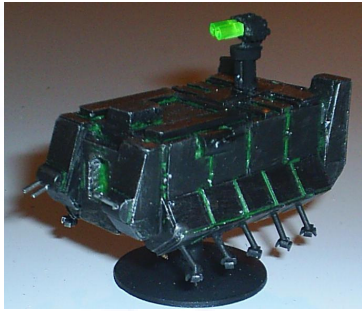
This model was designed around the original concept of the Monolith (before it ever became a Monolith) and ultimately found its way into the Epic Necron list both for aesthetic and tactical reasons. While the 40K version of this beast never made it to the game, the Epic scale version is bigger and badder than its smaller Monolith cousins. The main body is 1 ¾" long by 1 ⅛" wide, and by the time you have completed the model it should be over 2" in length.
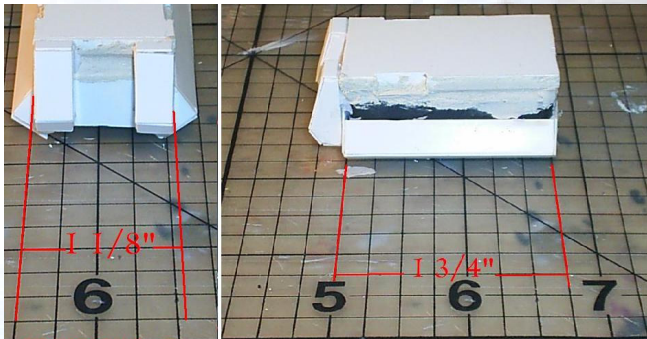
As is the case with the Monoliths and Obelisks, having a generally rectangular shape will be to your benefit when constructing this war engine. You can start with any type of material although this one used a small plastic box as a starting point.

1. Glue a layer of PVC foam board to the top of your box (or other starting point material). Make sure that the edges are flush either by cutting it appropriately or filling in any gaps with green stuff. Don't worry about making it look too smooth at this point since you will be adding armor plates to the sides eventually.
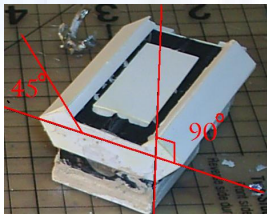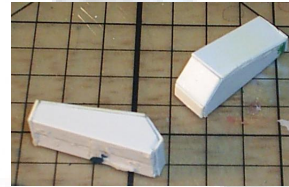
2. Using 0.5mm plasticard, build the bottom runners out from the corners at a 45 degree angle. When the lengths of plasticard are glued in place cut a piece of plasticard for each end that will run smoothly along the width of the model's body. You can typically glue on the plasticard then trim it with a razor knife after the glue has dried. This will custom fit the card piece to your model.

3. Glue a thin section of foam board or similar material to the bottom of the model for mounting it later on (only needed if the material you originally started with his not conducive to drilling).

4. Cut sections out of the PVC foam board on top where you will be placing gun barrels later on. The cuts don't need to be deep (less than a millimeter should do fine).

5. Build the front and back pillars for the Warbarque. There is no easy way to describe the shape other than to say "make them look like these". You will need two sets. The first set will mount on the front of the model. Their width should be less than a third of the width of the model's main body (not including the runners). Their height should be equal to the height of the model's main body (not including runners).

The second set should be just about ¼" taller than the front pillars but otherwise the same size. 0.1mm plasticard will be the easiest to cut and work with, although foam board would work as well if you can find sufficiently thick enough stock.

6. Add armor plating along the runners, sides, and top. Using 0.1mm plasticard cut out sections that will fit over the surface of the model with small gaps in between. This model used a basic design on the sides but a two layer design on top by cutting out special shapes of plasticard and gluing them on top of each other.

7. Add side gun turrets by cutting out small sections of plastic rod (semi-circular cross section) and gluing them into the indentations from step 4.

8. Glue the pillars in place. The smaller pillars should be flush with the top, bottom, and sides of the model. The back pillars should be flush with the bottom of the model making the tips stick out over the top of the Warbarque. Also, instead of making the pieces flush with the sides of the model, offset them slightly so that they stick outward onto the runners as well.
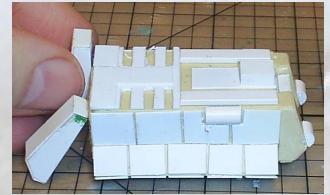
9. Glue gun turrets to the front pillars using the semi-circular rod that was used in step 7.

10. Build a gun turret for the top of the model. Any parts can be used (this model used parts from a 40K Tomb Spyder Gauss weapon). Note that if you are going to use the green crystal rods, make sure you don't glue them in place until after your model is complete and painted. Glue your turret in place.

11. Drill two holes in each gun turret that will be large enough for you to stick thin lengths of plastic rod. Glue the rods in place – these will be the gun barrels for your Warbarque.
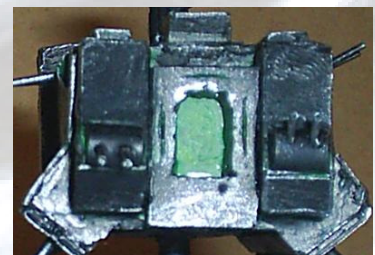
12. Cut out a small rectangular section of PVC foam board that will fit between the two front pillars of the model. Carve an opening (for a portal) in the center of this piece of board. Mount the piece you just cut out onto a section of 0.1mm plasticard as a backing and then glue it in place between the two pillars. This will be the portal for your unit.
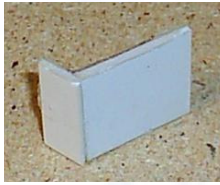
13. Cut two small sections of 0.5mm plasticard that will fit between the back pillars and glue them in a 'V' shape so that there isn't a gaping space between the back pillars.
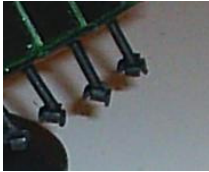

(Optional landing gear)
14. To add landing gear, drill small holes on the underside of the runners (facing outward) about two thirds of the way down the plate. The holes should be centered (left-right) on each plate. Cut short lengths of circular plastic rod and glue them in the holes.

15. Find small '[' cross sectioned rod and cut out very thin strips of them so that the '[' can overlap at right angles to each other – these will be the feet of the landing gear. Glue the feet onto the rods so that they are perpendicular to the table surface.
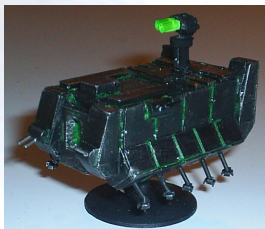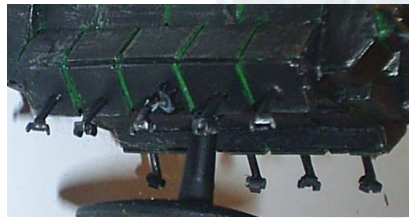

NOTE: These landing gears are for show only! They will not hold the weight of the model unless you make them out of some other type of material. Be sure to mount your Warbarque (drill the underside and glue a flying base in place) to protect them.

Abattoir
This harvester engine will be one of the two mightiest machines you can field as an Epic Necron player. While there is no official model to work from, keep focused on the details in the unit description. The Abattoir was designed as surface hugging, skimming temple which nasty little tendrils that reach out and grabs anyone foolish enough to be in its range. Pyramid structures, therefore, are a good place to start with this war engine.

This model, for instance uses levels of square bases (multiple sizes) to create an extremely popular Abattoir. The design, while inexpensive and easy to duplicate, is an ingenious way to build this model. Once placed on the battlefield there is no way for an opponent to miss it; the model easily rivalling Imperial titans both in its size and its combat ability.
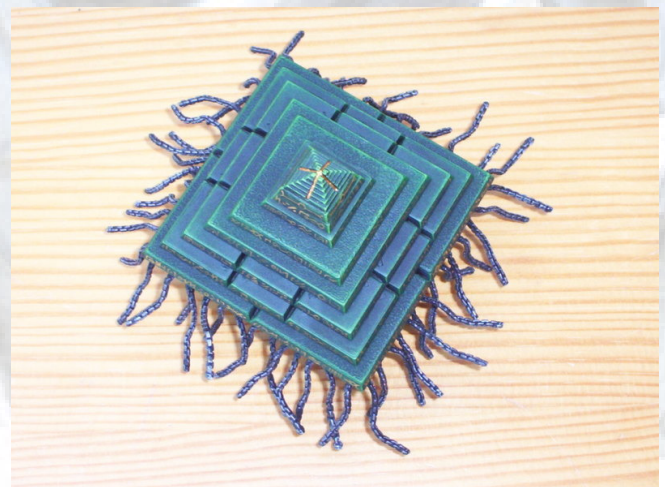
This next model was built from a plastic phone wall mount that was quickly absconded at first sight. Using PVC foam board for the central pyramid and 40K scale Necron Warrior torsos as sphinxes, and various bits for the building up details along the model. For instance, the tentacles are the plastic ties that you find holding children's toys in their boxes (to prevent shoplifting) painted black and covered in blue glitter glue.

But there are still other options available to you for building this horrific harvester engine. Another submission to Raiders details how to make this deadly machine a reality (well, as real as 6mm scale models get anyway).

War Machines from Scrap - *An Abattoir on a Budget*

Who wouldn't want a big, stompy war machine for next to nothing? With a little green stuff, a few modeling supplies, and stuff you already may have lying around the house or left over from another project, you can have your own Abattoir in no time.

The Abbatoir I built was based on concept drawing from the original Necron list.

If you have read my Monolith tutorial, you will already be familiar with what I am going to tell you.

For this project, you will need the following:
• Four 25mm square bases
• One 40mm square base
• A stick of 12mm diameter balsa wood
• One 30mm diameter stick of balsa wood
• A thin sheet of balsa wood or Plasticard
• A few feet of green stuff or putty
• Sculpting tools
• Wood glue
• Heavy-strength picture frame wire

1. Build your mini-pyramids. Much like the Monolith tutorial, we are going to take a 25mm base, glue a 15mm tall piece of the 12mm balsa wood to the base. While the glue is drying, let's cut out the sides of the mini-pyramids. Each side should be cut from the sheet of balsa wood or Plasticard and should be 25mm wide at the base, 15mm wide at the top, 18mm from top to bottom

Once the glue is done drying, glue on one of the sides using wood glue (modeling glue doesn't work well on balsa wood it seems). Your first piece should look like the picture above. Note: The mini-pyramid side is slightly taller than the center support piece – that's fine. If you look at the picture, the center will be slightly recessed when we are done. When you are done with your first mini-pyramid, you should have something like this:

Don't be afraid of small holes, you can use green stuff to fill in any gaps you may find. You can sand down the pyramid as well for a more even look.

Do this four more times, and you will have the four corners of your Abattoir done!

2. Build your main pyramid. Using the same process from step one, we will build the main pyramid. You will need a 40mm base for this, as well as some balsa wood for the center support, about 25-28mm tall. Again, glue the balsa to the center of your base, and let it dry. Your main pyramid sides will have the following dimensions:

• Top: 18mm wide
• Bottom: 40mm wide
• Height: 35mm tall from top to bottom

Again, the sides of the pyramid should go slightly higher than the central post. If any of the sides don't join perfectly, you can always use green stuff to fill in any gaps you might have.
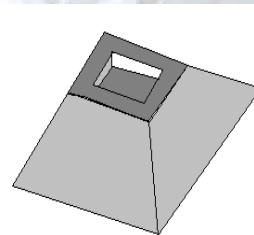

3. Detailing the tops. Now that you have your five pyramids, it is time to start detailing them. Use some green stuff, and make a small trim inside the top of each pyramid, with a square cut out from the center. The green stuff should be even with the tops of the sides. Your top should look like the image on the left.

4. Detailing the sides. Here comes the fun part – adding details and hieroglyphs to the side of your Abattoir. This next part isn't really an exact science, so bear with me. For the large pyramid, get about an inch of green stuff, and roll it into a thin line. Place the line on the side of a pyramid, and smooth it out so that the green stuff touches the bottom of the edge of the pyramid, and goes ¾ of the way up the side. The green stuff should taper in the higher up it goes. In the image to the right, we have added a small hieroglyph to the top, and a portal at the bottom.
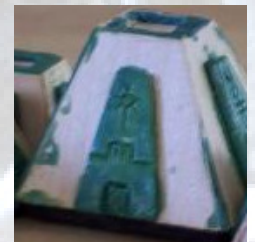
For a smaller pyramid, get a quarter-inch of green stuff, and smooth it out so that it looks like the image on the left. Unlike the bigger pyramid, the green stuff on the mini-pyramid should go all the way down to the bottom of the base.


For detailing, sculpting tools with a fine edge work well. If you can't find that, a toothpick will actually work fairly well, although your lines may be a little larger, and you may snap them from time to time.

Some of the "hieroglyphs" I made were from the concept drawing above, and have been reproduced below:
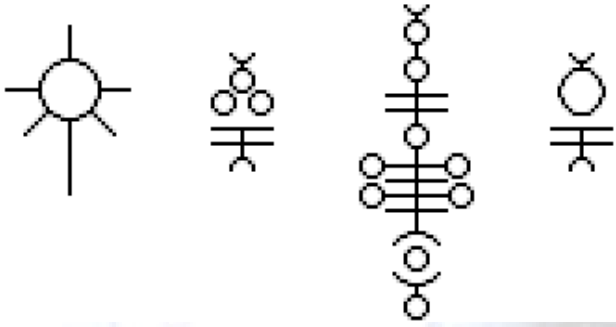

And there are others that can be found throughout Raiders and in various places online.

Step 5: Putting it all together. By now, when set into the correct position, your Abattoir should look like the Abattoir below:
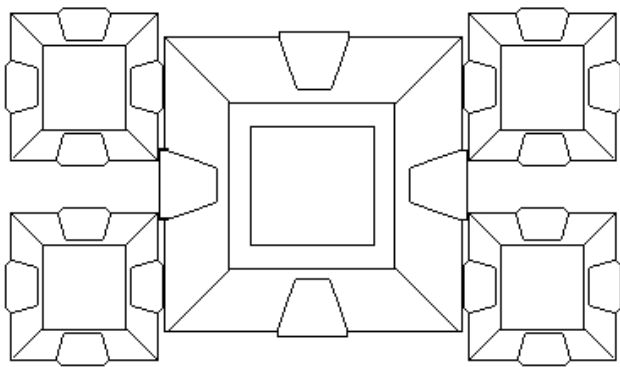
You can glue the whole thing together and fill in the gaps with more thin pieces of balsa wood. Use the pictures below for reference before gluing to achieve the appropriate height. The result should look like the painted Abattoir below.
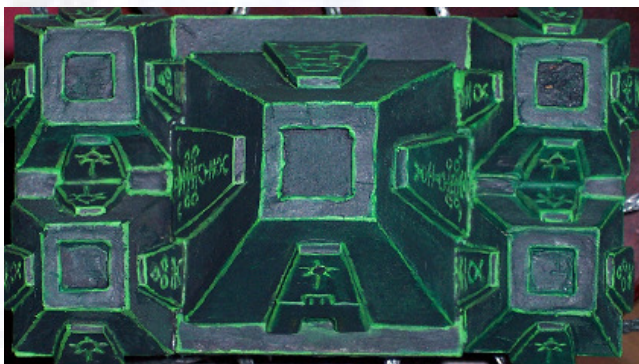
You can drill some small holes into the bottom of you Abattoir, and use Zap-a-Gap or any other superglue to glue sections of picture-frame wire in. You

can bend these sections either before or after they are glued in, for an appropriate tentacle-y look.
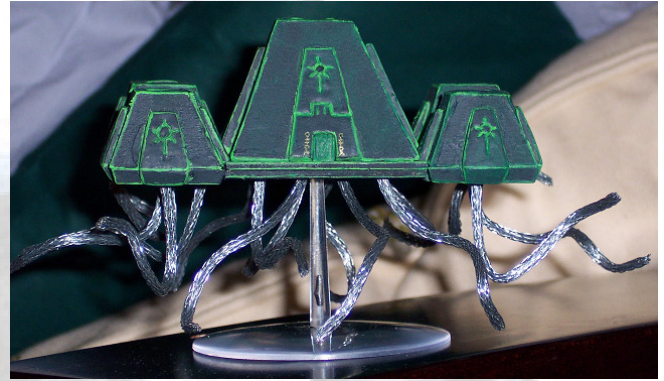
The only thing missing is the "OM NOM NOM NOM" sound coming from the Abattoir's capacitors. You are done!

Æonic Orb

Arguably the most powerful unit in the Necron arsenal, the Æonic Orb is supposed to stand in sharp contrast to the rest of the army and as such should warrant some extra attention when you are building it.

Once again you have free reign on how this final model should be designed. The Orb is supposed to be rare, but it is rarer still in Epic circles, possibly because people are intimidated at the prospect of building one. But as seen here there are some excellent tools at your disposal, namely the well used Battlefleet Gothic Necron parts. Surrounding a smooth sphere with these crescent-shaped parts and you instantly have manufactured a model that says it all: big, scary, and most certainly not made by human hands.

Here is another contribution to help the Tomb Heads out there achieve their ghoulish ends. Are you wondering how this player crafted such a well designed model?

Look no further than here to find a list of inexpensive components to build this Orb:

A deodorant ball, thick cardboard, thin cardboard from a cereal box, a lens cap, two GW bases, and some bits and bobs.

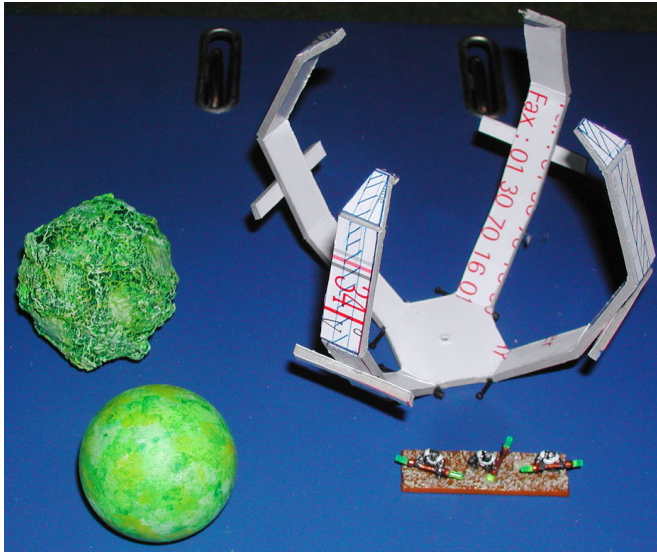The green ball on the left is some painted cotton which was considered (and dismissed) as an idea for the inner orb, but that doesn't mean you can't use a non-spherical item when making your own. It is all personal tastes.

Dimensions are:
  Height: 13.5 cm
  Diameter (from points of crystals): 11cm
  Base diameter: 8cm
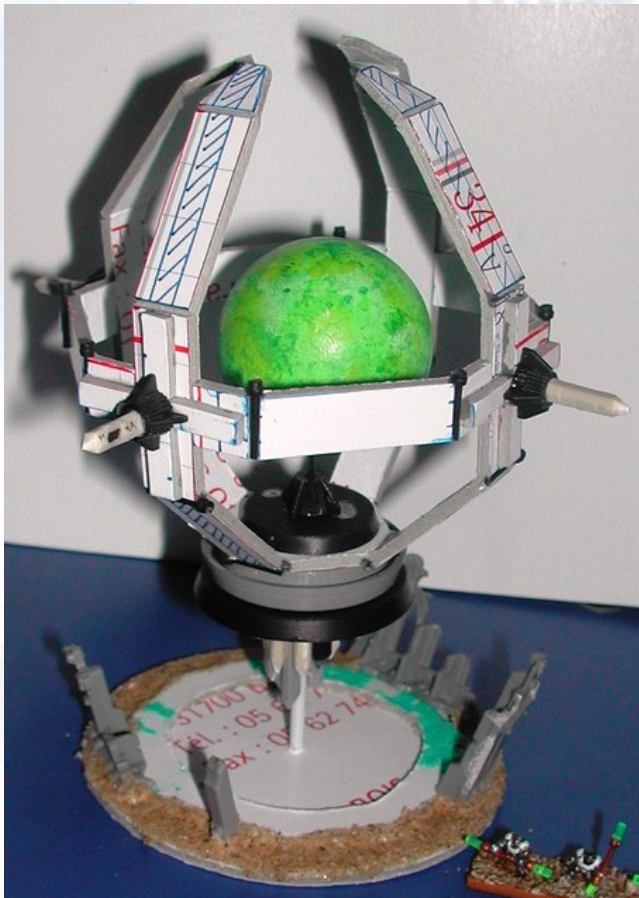
The design is simple enough and consistent measurements will no doubt make the construction of the war engine go quickly. Be sure to remove the ball before priming if you intend to keep its original color!
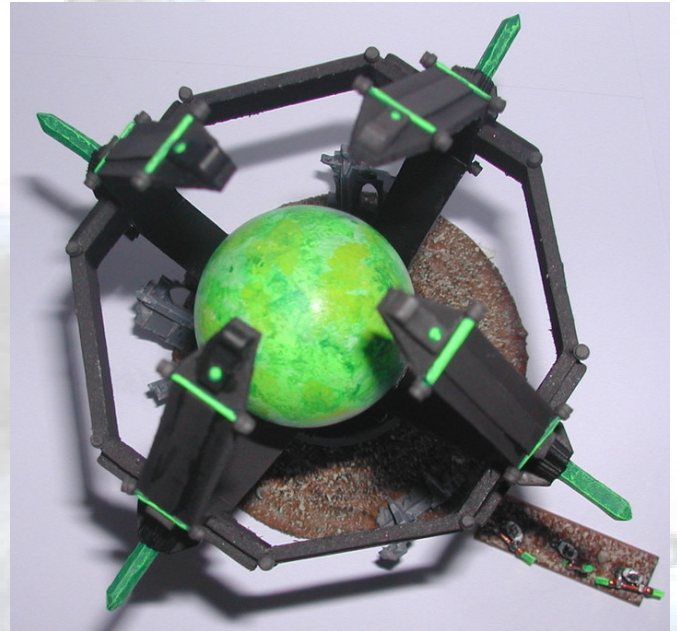
Of course we would be remiss in our duties if we didn't finish the modeling section with at least one more tutorial. This last section will describe how to build another type of Æonic Orb.

1. Find a light source and power. This model will contain a small electronic section, so it must be big enough to house batteries. How big? Well that depends on what you have available. You will want to have some type of UV light device, ideally a small thumb light that is easy to disassemble. Once inside you can delicately pull out the bulb (with contacts) and the batteries.

Step 2: Building an internal casing. The one pictured here is on a rubber gasket and has a hole cut in the center that will allow the UV bulb to fit snuggly (but not too snuggly) in place. You may want to add a section of plasticard on the inside of the casing that will add some firmness to the rubber if you are using similar parts.

Once the top portion is built, you will want to create the bottom housing for the batteries. This was built using 0.1mm plasticard glued to the inside of a plastic top. The plasticard slips over the rubber and keeps the batteries from falling out. The part also allows you to build on the bottom of the model (see below).

UV Bulb

flexible rubber wall

Tomb Spyder legs assembled together

Light here

Step 3: Use 40K Necron Tomb Spyder legs to surround the bulb. The casing now should have a top with the UV bulb poking out from the center. Cut the Spyder legs so that six of them will fit evenly around the bulb. Be sure that when you glue them in place you do not glue the bulb or the hole (it may be useful to remove the bulb at this time. Remember that these Spyder legs are now going to be housing your 'orb', namely this marble (see below).

For the desired green glowing effect, buy a one inch crackle marble made from Vaseline glass (or Uranium glass). The glass is barely radioactive (don't worry!) and when illuminated by UV light is glows green. Don't glue the marble in place yet but make sure it seats evenly on the legs. Also be sure that the marble doesn't weigh down on the bulb; this would be very bad for both parts as crackle marbles by their very nature are made with cracks in them and light bulbs are not known to be the toughest of building materials. You want them to be extremely close or ideally touching, but no force to be present between the glass and the bulb.

Step 4: Decorate the casing. Use any type of geometric shape to decorate in between the legs that you think will be pleasing to the eye. Do the same for the outside of the casing, being sure not to glue the lower half to the upper half you want to be able to open it to take the batteries out).   Here the model was adorned with all manners of crystals and plastic beads. Don't let the colors of the materials throw you – remember that you are priming everything black anyway. If possible glue some plastic rods to the upper portion of the casing that will be firmly held by the glue. These will not only make your Æonic Orb look a bit bulkier but also will be handles that you can turn to open the model whenever you wish.

Step 5: Build on the lower portion of the casing. Decorate the outside of the lower casing with crystals. These triangular crystals are angled on their surface and, after being primed black, show their details well with dry brushing.

Next, drill a hole in the bottom for mounting purposes and attach a flying base mount. Trim some plastic rods with hexagonal cross sections so that the tips are angled (like a crystal). Build these crystals around the flying mount so that the inner crystals stand taller than the outer ones. Because they are hexagonal, they should fit snugly against each other. When it is done, the crystals should look like this picture here, tapering down in an uneven pattern.

Step 6: Build the top housing for the Orb. Using a second set of 40K Tomb Spyder legs, arrange them in a similar pattern to the Orb's bottom housing. Cut them with modeling clippers in such a manner that they can fit together in an evenly spaced pattern. These legs shown here were overlapped slightly so that three legs hung lower than the others. Be mindful the entire time you are doing this step that the marble needs to fit inside this piece as well. There are little metal spikes on the inside of the legs that will serve as the marble's contact points when it comes time to glue. If need be, use a triangular section of plasticard to create a top surface for the housing. You may find it easier to glue the legs together first then measure the size of the plasticard you need, trimming as needed.

WARNING! Be sure that you prime and paint your model without the batteries, UV bulb, and marble attached. It would behoove you to paint between step 6 and step 7.

Step 7: Glue the Orb in place. Using small amounts of extra thick modeling glue or (better yet) small amounts of Gorilla glue, attach the marble to the contacts on the inside of the Spyder legs. Be sure to let this dry thoroughly. When it is solidly in place, glue the top housing in place on the marble. The top housing will be suspended by the marble, but it will appear to float above it because of the small contacts. Be sure not to use excessive glue as it can ruin your marble; instead just glue the marble to as many contacts as possible.

Step 8: Assemble the Æonic Orb. Your Orb is ready to be assembled, either with or without the batteries inside. If you wish to light it up, place the batteries between the contacts (if it doesn't work try flipping the position of the batteries) and then seal the casing. The UV light should illuminate the marble quite brightly. If it does not, then you will need to adjust the position of the bulb, marble, or both so that they are barely in contact with each other.

The Æonic Orb is ready for battle!
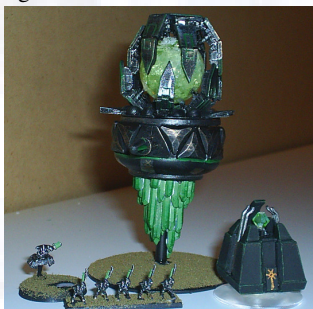
Tomb Complex, Terrain, and other Objectives
The Tomb Complex is as much a part of your Necron army as the units that fight within it. The Complex itself is both an objective and a portal that cannot be destroyed (for the Grand Tournament scenario at least). Because of the high degree of utility it is likely this will find itself into almost all of your Necron games.

Keep in mind that there is no hard and fast rule governing the size of an objective, so as long as you keep things reasonable have fun with the construction of the Complex. This particular one was built out of a mini audio cassette case, some PVC foam board for the Tomb door, cubicle crystals from the craft store, and Warmaster sarcophagi on each side of the door. The glowing pillars are the 40K Necron rods slipped into a section of green styrene rod and glued to a cut out piece of black plastic sprue. Modeling glue will turn the inside of the plastic white and give the pillars a glowing (albeit uneven) look. The antenna on the top of the building is a Tomb Spyder claw.

A larger Tomb Complex was made from the blister packs in which your Epic models often come packaged. The glowing pillars were made in the same fashion as the model above while two banner toting Warmaster figures were used as statues. A couple Chaos Androids that had broken off their stands were posed nearby to give the Complex an active feel to it.

Just as Battlefleet Gothic Necron models served your needs in making models, so they can again in producing objective markers. These models will no doubt serve your needs. Adding some 6mm scale terrain (such as static grass or a destroyed vehicle) will further enhance the looks of your objectives as you build them.
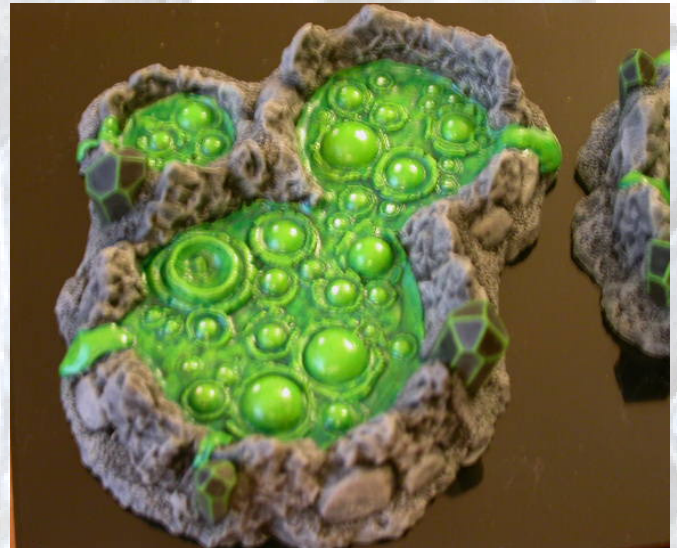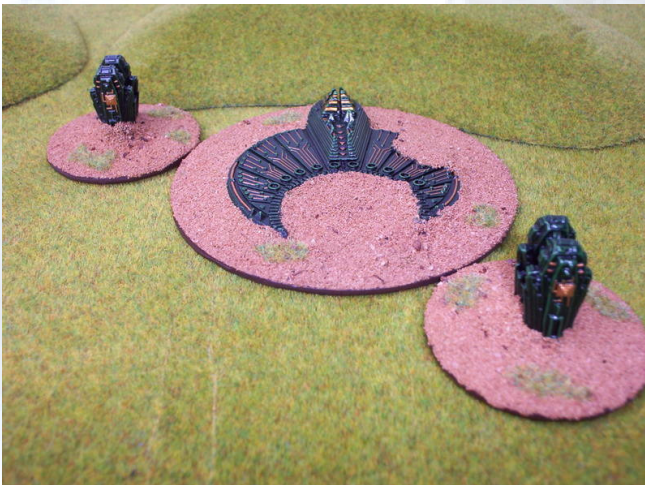
Still other objective markers and terrain will use Warmaster parts (pile o' skulls), themes from Monoliths, or just break the mold althogether.
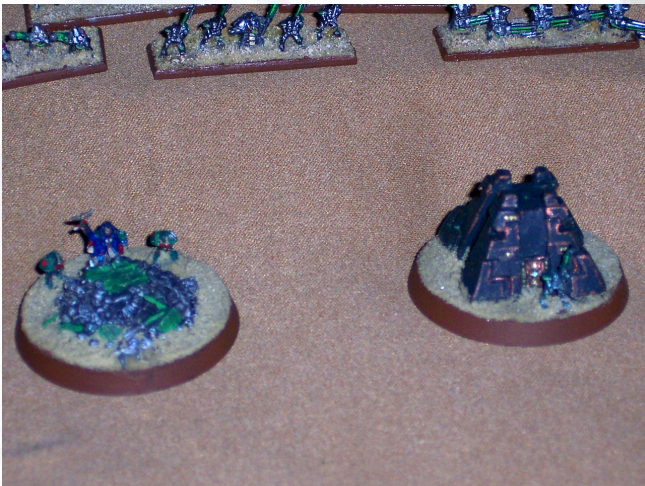
We hope you have found this section helpful and have encouraged you to build a Necron army for your future games of Epic. Be bold, for every great journey begins with a single step.
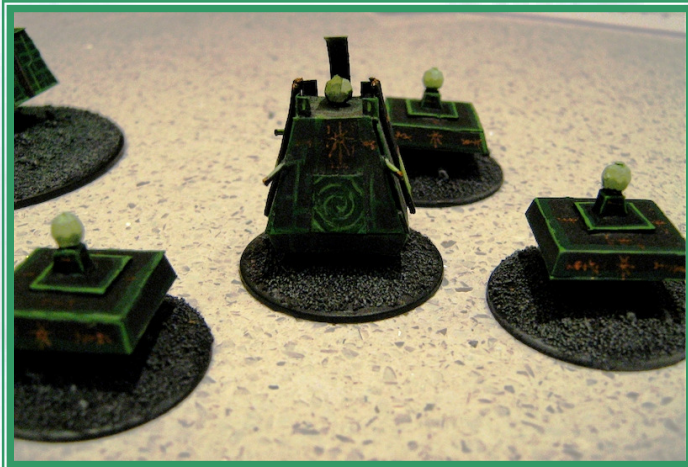
Proxy Lists

If you are interested in testing the Dark Eldar or Necrons in combat before you start converting your models, you can use models from the existing Epic lines under the 'Counts As' rule in the Epic Core Rules. All units named on the Dark Eldar list will be Epic Eldar models unless specifically noted as otherwise. All units named on the Necron list will be Space Marine models. Use these charts as a quick stat reference charts for the Dark Eldar and Necrons as well.

Unit Name	Counts As / Unit Name	Type	Speed	Armor	CC	FF	Weapons	Range	Firepower	Weapon Notes	Other Notes
-	Archon	Character	-	-	-	-	Agonizer	(base)	Assault Wpns	MW, EA (+1)	Invulnarable Save, Supreme Commander, Inspiring
-	Dracon	Character	-	-	-	-	Agonizer	(base)	Assault Wpns	MW, EA (+1)	Invulnerable Save, Supreme Commander, Inspiring
-	Sybarite	Character	-	-	-	-	Punisher	(base)	Assault Wpns	EA (+1)	Leader
Farseer	Incubi	Infantry	15cm	4+	3+	6+	Tormentor Helms / Punisher	(15cm) / (base)	Small Arms / Assault Wpns	EA (+1)	None
Guardians	Warriors	Infantry	15cm	-	5+	4+	Splinter Cannons / Splinter Rifles	15cm / (15cm)	AP5+ / Small Arms	- / -	-
Banshees	Wyches	Infantry	15cm	-	3+	6+	Splinter Pistols / Wych Weapons	(15cm) / (base)	Small Arms / Assault Wpns	- / -	Infiltrator, First Strike, Assault with 5+ Armor
Wraithguard	Warp Beasts	Infantry	15cm	-	3+	-	Teeth & Claws	(base)	Assault Wpns	EA (+1)	Infiltrator, First Strike, Assault with 5+ Armor
Shining Spears	Hellions	Infantry	30cm	5+	4+	5+	Hellglaives / Halberds	(15cm) / (base)	Small Arms / Assault Wpns	- / -	Jump Packs, Scouts
Jet Bikes	Reavers	Infantry	40cm	4+	4+	5+	Splinter Rifles / Mounted. Blades	(15cm) / (base)	Small Arms / Assault Wpns	- / -	Skimmer, Mounted
Dire Avengers	Haemonculi	Infantry	15cm	4+	3+	5+	Arcane Terrors	20cm	AP3+	Disrupt	Fearless, Leader
Fire Dragons	Grotesques	Infantry	15cm	5+	3+	-	Blade Gloves	(base)	Assault Wpns	-	Fearless
Striking Scorp.	Mandrakes	Infantry	15cm	5+	4+	6+	Splinter Pistols	(15cm)	Small Arms	-	Infiltrator, First Strike, Teleport
Swoop. Hawks	Scourges	Infantry	30cm	6+	6+	4+	Dance Lance / Splinter Rifles	30cm / (15cm)	AT5+ / Small Arms	Lance / EA (+1)	Jump Packs, Teleport
Wave Serpent	Raiders	Light Vehicle	35cm	4+	6+	5+	Dark Lance / Horrorfex	30cm / 15cm	AT5+ / AP6+	Lance / Disrupt	Skimmer, Transport (2), infantry may fire from inside
Falcon	Ravager	Light Vehicle	35cm	4+	6+	3+	Dark Lance / Disintegrator / Horrorfex	30cm / 30cm / 15cm	2x AT5+ / AP4+/AT6+ / AP6+	Lance / - / Disrupt	Skimmer
Fire Storm	Talos	Armored Vehicle	15cm	4+	4+	5+	Paralyzer / Talos Claws	15cm / (base)	AP5+ / Assault Wpns	Disrupt / MW	Fearless, Reinforced Armor, Walker

Unit Name	Counts As / Unit Name	Type	Speed	Armor	CC	FF	Weapons	Range	Firepower	Weapon Notes	Other Notes
Void Spinner	Perditor	War Engine	15cm	4+	3+	4+	Widowmaker Perditor Claws	30cm (base)	2BP Assault Wpns	Disrupt, Ind. EA(+1),MW	DC2, Fearless, RA
Storm Serpent	Barge of Pleasure	War Engine	25cm	5+	5+	4+	Dark Lances Long Splint Cannons Desolator	30cm 45cm 30cm	2xAT5+ AP5+ 2BP	Lance - Disrupt	DC3, Shadowfields (2), Skimmer, Transport (4), infantry may fire from inside
Scorpion	Vessel of Pain	War Engine	30cm	4+	5+	4+	Phantom Lances Long Splint Cannons Desolator	45cm 45cm 30cm	2x MW3+ AP5+ 2 BP	TK(1) - Disrupt	DC3, Shadowfields (2), Skimmer
Phantom Titan	Tormentor	War Engine	35cm	5+	3+	4+	Phantom Lances Hail Splinters - Tormentor Blades	45cm 45cm (15cm) (base)	2x MW3+ 3xAP4+/AT6+ Small Arms Assault Wpns	TK(1) - EA(+2) EA(+3),TK(1)	DC4, Shadowfields (3), Reinforced Armor, Jump Pack, Walker, Fearless. May fire all around.
Revenant Titan	Kashnarak	War Engine	20cm	4+	3+	n/a	Teeth & Claws	(base)	Assault Wpns	EA(+2), MW	DC4, Infiltrator, Inspiring, Fearless, Scout, Walker, see datafax for special rules
Nightwing	Raven	Aircraft	Fighter	4+	n/a	n/a	Dark Lances Long Splint. Cannons	30cm 30cm	AT4+/AA5+ AP5+/AA5+	Lance, FFA FFA	-
Phoenix	Razorwing	Aircraft	F/B	4+	n/a	n/a	Razor Lances - Long Splint. Cannons Horrorfex	30cm - 30cm 15cm	MW3+ - 2xAP5+/AA5+ AP6+	TK(1), Slow, FFA FFA FFA Disrupt	-
Vampire	Slavebringer	WE / Aircraft	Bomber	4+	6+	5+	Twin Dark Lances Turretted Splinter Cannons	30cm 30cm	2xAT4+/AA5+ AP5+/AA5+	Lance, FFA -	DC2, Shadowfields (1), Planetfall, Transport (8)
Warlock Titan Tau Manta or Something Big	Executor	WE / Support Craft	25cm	5+	6+	4+	Disintegrator Hvy Phantom Lances Twin Desolators Hail Splinters -	60cm 60cm 30cm 45cm (15cm)	2x AA4+ MW3+ 4BP 3xAP4+/AT6+ Small Arms	- TK(D3), FFA Disrupt, FA - EA(+2)	DC6, SF4, Reinforced Armor, Self Planetfall, Fearless, Portal, Transport (8 vehicles & 16 infantry)
Dragonship	Corsair Escort	Spacecraft	-	-	-	-	Orbital Bombardment Pin Point Attacks	- -	6BP 2xMW2+	MW TK(D3)	See datafax
Wraithship	Torture Cruiser	Spacecraft	-	-	-	-	Orbital Bombardment Pin Point Attacks	- -	2BP MW2+	MW TK(D3)	See datafax

Unit Name	Counts As / Unit Name	Type	Speed	Armor	CC	FF	Weapons	Range	Firepower	Weapon Notes	Other Notes
-	Necron Lord	Character	-	-	-	-	Staff of Light	(15cm) / (base)	Small Arms / Assault Wpns	EA (+1) / MW, EA (+1)	Leader, Invulnerable Save
Tactical SMs	Warriors	Infantry	15cm	4+	5+	4+	Gauss Flayers	15cm	AP5+/AT6+	-	Necron
Terminators	Immortals	Infantry	15cm	4+	4+	3+	Gauss Blasters	15cm	AP4+/AT6+	-	Necron
Scout SMs	Flayed Ones	Infantry	15cm	4+	3+	-	Claws	(base)	Assault Wpns	-	Necron, Infiltrator, Scout, Teleport
Devastator SMs	Pariahs	Infantry	15cm	4+	3+	3+	War Scythe	15cm / (base)	AP4+/AT6+ / Assault Wpns	MW, EA(+1)	Inspiring
SM Bikes	Destroyers	Infantry	25cm	4+	6+	3+	Gauss Cannons	30cm	2xAP4+/AT6+	-	Necron, Mounted, Skimmer
Attack Bikes	Heavy Destroyers	Infantry	25cm	4+	6+	4+	Heavy Gauss Cannon	30cm	AT3+	-	Necron, Mounted, Skimmer
Dreadnought	Wraiths	Infantry	30cm	4+	4+	-	Claws	(base)	Assault Wpns	EA (+1)	Necron, Jump Pack, First Strike, Invulnerable Save
Land Speeder	Tomb Spyder	Armored Vehicle	15cm	4+	5+	5+	Scarab Swarm / - / - / Claws	30cm / (15cm) / (base) / (base)	AP5+/AT5+ / Small Arms / Assault Wpns / Assault Wpns	Ignore Cover / EA (+1), IC / EA (+1), IC / MW, EA	Fearless, Leader, Skimmer, Walker
Predator	Obelisk	Armored Vehicle	30cm	5+	6+	5+	Particle Flail	45cm	AP4+/AT4+	-	Fearless, Reinforced Armor, Skimmer, Teleport, Thick Rear Armor
Land Raider	Monolith	Armored Vehicle	15cm	4+	6+	5+	Particle Whip / Gauss Flux Arc	30cm / (15cm)	AP4+/AT4+ / Small Arms	- / EA (+2)	Living Metal, Portal, Fearless, Skimmer, Teleport, Thick Rear Armor
Warhound Titan	Pylon	War Engine	Immobile	4+	-	4+	Particle Accelerator / / Gauss Flux Arc	120cm / 90cm / (15cm)	MW4+ / AA4+ / Small Arms	TK (D3) / TK(1) / EA (+2)	DC 2, Living Metal, Fearless, Teleport, Thick Rear Armor. Unit may not Phase Out.
Thunderhawk	Warbarque	War Engine	20cm	4+	6+	4+	Particle Cannons / War Cannons / Gauss Cannons / Gauss Flux Arc	60cm / 30cm / 30cm / (15cm)	2xAP5+/AT3+ / 2xAT4+ / 2xAP4+/AT6+ / Small Arms	- / - / - / EA (+2)	DC 3, Living Metal, Portal, Commander, Fearless, Skimmer, Teleport, Thick Rear Armor. Unit may not phase out.
Landing Craft or large anything	Abattoir	War Engine	20cm	4+	2+	4+	3 x Scarab Swarms / / Harvesters	30cm / (15cm) / (base) / (base)	AP5+/AT5+ / Small Arms / Assault Wpns / Assault Wpns	Ignore Cover / EA (+1), IC / EA (+1), IC / EA (+2), TK(D3)	DC 8, Living Metal, Fearless, Infiltrator, Portal, Skimmer, Thick Rear Armor. Unit may not phase out. Counts as ruins when destroyed.
Phantom or Warlord Titan	Æonic Orb	War Engine	20cm	4+	-	3+	Solar Flare	90cm / 90cm	MW3+ / 12BP	TK(D6) / -	DC 6, Living Metal, Fearless, Skimmer, Thick Rear Armor. Unit may not phase out.
Drop Pod	C'tan the Nightbringer	War Engine	15cm	4+	3+	5+	Lightning Arc / Gaze of Death / Scythe	30cm / (base) / (base)	MW4+ / Assault Wpns / Assault Wpns	- / EA (+2), MW / EA (+2), TK(D3)	DC 3, Living Metal, Fearless, Inspiring, Supreme Commander, Skimmer, Teleport
Drop Pod	C'tan the Deceiver	War Engine	15cm	4+	4+	4+	Despair / Claws	45cm / (base)	4BP / Assault Wpns	Disrupt / EA (+2), TK(1)	DC 3, Living Metal, Fearless, Inspiring, Supreme Commander, Skimmer, Teleport
Any Spacecraft	Scythe	Spacecraft	-	-	-	-	Orbital Bombard. / 2 x Pin Point Attack	- / -	4BP / MW2+	MW / TK (D3)	-

Minervan Legion Quick Reference Chart

Unit Name	Type	Speed	Armor	CC	FF	Weapons	Range	Firepower	Weapon Notes	Other Notes
Supreme Cmdr.	Character	n/a	n/a	n/a	n/a	Upgraded Guns	(15cm)	Small Arms	EE (+1)	Supreme Commander
Commissar	Character	n/a	n/a	n/a	n/a	Upgraded Guns	(15cm)	Small Arms	EE (+1)	Inspiring, Fearless, Leader
Imperial Guard Infantry	Infantry	15cm	n/a	6+	5+	Autocannon / Lasguns	45cm / (15cm)	AP5+/AT6+ / Small Arms	See notes / -	Only one unit in every two has an autocannon. Count up the number of infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.
Storm Troopers	Infantry	15cm	5+	5+	4+	Plasma Guns / Hellguns	15cm / (15cm)	AP5+/AT5+ / Small Arms	- / -	Scouts
Chimera	AV	30cm	5+	6+	5+	Heavy Bolter *and* / Twin Hvy Bolter Turret / *or* / Multilaser Turret *or* / Heavy Flamer	30cm / 30cm / 30cm / 15cm / (15cm)	AP5+ / AP4+ / AP5+/AT6+ / AP4+ and / (Small Arms)	-	Transport (May carry two Infantry units). Chimeras must choose ONE turret listed.
Salamander Scout	AV	35cm	6+	6+	5+	Autocannon / Heavy Bolter	45cm / 30cm	AP5+/AT6+ / AP5+	-	Scout
Salamander Commander	AV	35cm	6+	6+	5+	Heavy Bolter / Heavy Flamer	30cm / 15cm / (15cm)	AP5+ / AP4+ / (Small Arms)	Ignore Cover / Ignore Cover	Commander, Leader, Scout
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon / Heavy Bolter	30cm / 30cm	AP3+ / AP5+	Ignore Cover	-
Vulture	AV	35cm	5+	6+	5+	2 x Hellstrike Missiles / Twin Autocannon / Heavy Bolter	90cm / 45cm / 30cm	AT2+ / AP4+/AT5+ / AP5+	One-shot / -	Skimmer, Scout
Valkyrie	AV	35cm	5+	6+	5+	2 x Rocket Pods / Multi-laser / 2 x Heavy Bolter	30cm / 30cm / 30cm	IBP / AP5+/AT6+ / AP5+	Disrupt, one-shot	Skimmer, Scout, Transport (may carry two Storm Trooper units)
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon / Lascannon / 2 x Heavy Bolter	75cm / 45cm / 30cm	AP4+/AT4+ / AT5+ / AP5+	-	Reinforced Armor
Leman Russ Demolisher	AV	20cm	4+	6+	4+	Demolisher / Lascannon / 2 x Plasma Cannon	30cm / 45cm / 30cm	AP3+/AT4+ / AT5+ / AP5+/AT5+	Ignore Cover / - / -	Reinforced Armor
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher / Lascannon / 2 x Heavy Bolter	75cm / 45cm / 30cm	AP4+/AT2+ / AT5+ / AP5+	-	Reinforced Armor
Leman Russ Conqueror	AV	30cm	4+	6+	5+	Conqueror Cannon / Lascannon	45cm / 45cm	AP5+/AT5+ / AT5+	-	Reinforced Armor
Leman Russ Executioner	AV	20cm	4+	6+	5+	Plasma Destroyer / Lascannon	60cm / 45cm	MW4+ / AT5+	-	Reinforced Armor

Minervan Legion Quick Reference Chart continued

Unit Name	Type	Speed	Armor	CC	FF	Weapons	Range	Firepower	Weapon Notes	Other Notes
Leman Russ Destroyer	AV	20cm	4+	6+	6+	Laser Destroyer	75cm	AT4+	TK(1)	Reinforced Armor
Leman Russ Thunderer	AV	20cm	4+	6+	5+	Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover	Reinforced Armor, Thick Rear Armor
Leman Russ Exterminator	AV	20cm	4+	6+	3+	Twin Autocannon Lascannon 2 x Heavy Bolters	45cm 45cm 30cm	AP4+/AT5+ AT5+ AP5+	- -	Reinforced Armor
Medusa Assault Gun	AV	20cm	6+	6+	5+	Medusa Siege Gun Heavy Bolter	30cm 30cm	MW4+ AP5+	Ignore Cover -	-
Basilisk	AV	20cm	5+	6+	5+	Earthshaker Heavy Bolter	120cm 30cm	AP4+/AT4+ or 1BP AP5+	Indirect -	May shoot normally or fire a barrage. May only use indirect fire ability when firing barrages.
Bombard	AV	20cm	6+	6+	5+	Siege Mortar - Heavy Bolter	45cm - 30cm	2BP - AP5+	IC, Slow, Indirect - -	-
Manticore	AV	20cm	6+	6+	5+	Rocket Launcher - Heavy Bolter	150cm - 30cm	2BP - AP5+	Disrupt, Indirect, Slow - -	-
Deathstrike Missile Launcher	AV	20cm	6+	6+	5+	Deathstrike Missile - Heavy Bolter	Unlimited - 30cm	MW2+ - AP5+	Indirect, One-Shot, TK (D6) - -	-
Hydra	AV	30cm	6+	6+	5+	Twin Hydra Autocannons Heavy Bolter	45cm 30cm	2xAP4+/AT5+/AA5+ AP5+	- -	-
Stormhammer	WE	15cm	4+	6+	3+	2x Snub Battlecannons 4x Heavy Bolters Defensive Boltgun Array Baneblade Battlecannon	30cm 30cm (15cm) 75cm	AP3+/AT3+ AP5+ Small Arms AP3+/AT3+	- - - -	DC3, Reinforced Armor, Thick Rear Armor
Baneblade	WE	15cm	4+	6+	4+	2 x Lascannons Autocannon Demolisher Cannon 3 Twin Heavy Bolters	45cm 45cm 30cm 30cm	AT5+ AP5+/AT6+ AP3+/AT4+ AP4+	- - FFA, IC -	DC3, Reinforced Armor
Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun 2 x Lascannons 2 x Twin Heavy Bolters Heavy Bolter	45cm 45cm 30cm 30cm	2 x MW2+ AT5+ AP4+ AP5+	Slow, FFA - - -	DC3, Reinforced Armor
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon 2 x Twin Heavy Bolters Heavy Bolter 2 x Heavy Flamer	45cm 30cm 30cm 15cm	3BP AP4+ AP5+ AP4+	Disrupt, IC,FFA - - Ignore Cover	DC3, Reinforced Armor
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon 2 x Heavy Bolter	90cm 30cm	MW2+ AP5+	TK(D3), FFA -	Reinforced Armor

Imperial Navy and Titan Legion Quick Reference Chart

Unit Name	Type	Speed	Armor	CC	FF	Weapons	Range	Firepower	Weapon Notes	Other Notes
Emperor Class Battleship	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP	Macro-Weapon	Slow and steady – may not be used on turns one and two of battle unless scenario states otherwise.
Lunar Cruiser	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-point attack	n/a n/a	3BP MW2+	Macro-weapon Titan Killer (D3)	n/a
Thunderbolt Fighter	Aircraft	Fighter-Bomber	6+	n/a	n/a	Storm Bolters Multilaser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+ AP5+/AT6+/AA5+ AT4+	Fixed Forward Arc Fixed Forward Arc Fixed Forward Arc	n/a
Marauder Bomber	Aircraft	Bomber	4+	n/a	n/a	2 x Twin Heavy Bolters Twin Lascannons Bomb Racks	15cm 45cm 15cm	AA5+ AT4+/AA4+ 2BP	Fixed Forward Arc Fixed Forward Arc -	n/a
Warlord Class Battle Titan	War Engine	15cm	4+	2+	3+	2 x Turbo-Laser Destructors Gatling Blaster Volcano Cannon	60cm 60cm 90cm	4 x AP5+/AT3+ 4 x AP4+/AT4+ MW2+	Fixed Forward Arc Forward Arc Titan Killer (D3), Forward Arc	DC 8, 6 Void Shields. Critical Effect * Notes: Fearless, Reinforced Armor, Thick Rear Armor. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.
Reaver Class Battle Titan	War Engine	20cm	4+	3+	3+	2 x Turbo-Laser Destructors Rocket Launcher	60cm 60cm	4 x AP5+/AT3+ 3BP	Forward Arc Fixed Forward Arc	DC 6, 4 Void Shields. Critical Effect * Notes: Fearless, Reinforced Armor, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.
Warhound Class Scout Titan	War Engine	30cm	5+	4+	4+	Vulcan Mega-Bolter Plasma Blastgun	45cm 45cm	4 x AP3+/AT5+ 2 x MW2+	Forward Arc Slow Firing, Forward Arc	DC3, 2 Void Shields. Critical Effect ** Notes: Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. The plasma blastgun may either fire one shot and still have one shot 'in reserve' for next turn, or fire two shots and not shoot next turn at all.

* The titan's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the titan, on a roll of 2-3 the titan suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the titan will be hit on a roll of 4+.

** The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

1.0 *Raiders* General Questions

Q. How can I get a printed version of Raiders?

A. You simply contact William Sturtevant at the following email address: moscovian@hotmail.com and express your interest and provide me with your email address. The cost is $25 per book plus shipping.

Q. Are you making a profit on this?

A. Yes and no. The goal is to make absolutely no money. The printing costs are quite high and we picked a price point that would cover the costs of printing plus the other associated costs. It is more akin to sharing the cost of printing than running a business. All profits are donated to the **American Cancer Society**.

Q. Can I print Raiders off myself? I don't want to spend the money.

A. Absolutely. This has been and always will be available for free on the internet. Download it from the various sites that host it (www.tacticalwargames.net or www.warseer.com are the two locations that I know of) and print any part or the entire document.

1.1.1 Support Craft

Q. I thought support craft could draw a line of sight to any unit on the board like aircraft. What changed?

A. The rule changed. Like many things in Epic the rules are playtested, evaluated, and occasionally changed for balance and play purposes. The support craft is now designed more closely to the skimmer than to the aircraft.

Q. How do you determine how high the unit is popped up?

A. Remember that the unit is counted as 'popped up' for line-of-sight purposes only. It is an abstract concept that allows support craft to fire over intervening terrain as long as that terrain is closer to the support craft than to the target. It also prevents the support craft from being unrealistically targeted from behind buildings (see Core Rules 2.1.13 and available FAQs).

Q. For transport purposes, what is the maximum distance a transported unit can disembark?

A. 5cm for all unit types. Support craft are not aircraft and do not benefit from the skimmer/jumpack 15cm disembark rules.

1.1.2 Self Planetfall

Q. What is the difference between self planetfall and free planetfall?

A. Effectively nothing. The name was changed in order to more accurately reflect the special ability and the rules review done by the NetERC (Net-Epic Rules Committee).

2.0 Dark Eldar

Q. Can the special armor value for the Wyches and Warp Beasts be applied to them if their assault charge triggers an overwatch fire?

A. No. The special armor value of 5+ only works during the assault itself and not during the charge move.

Q. What happens when a unit with shadowfields *is struck by an* ignore cover *weapon?*

A. The -1 modifier normally applied to the unit with *shadowfields* is ignored as described in 2.2.5 in the Core Rules.

Q. Can my transported units take cover next to their Raiders?

A. No. Raiders are light vehicles and units cannot claim the -1 cover modifier by being in base-to-base contact as they do with armored vehicles, nor can they block line of sight.

Q. Certain units lose their ability to fire when they take a successful critical hit. Can, for example, Barges of Pleasure and Executors still claim and contest objectives when their weapon systems are down?

A. Yes.

Q. Does the Kashnarak need to roll to activate?

A. Yes. The Kashnarak still needs to roll a 2+ to activate and is subject to the -1 modifier when it has a blast marker like a normal formation.

Q. What happens if the Kashnarak fails to activate?

A. It still continues on its mission of death, choosing to move for its hold action and moving toward the closest formation.

Q. Does the Kashnarak avoid dangerous terrain?

A. Not unless directed to do so by a Wych unit. It will move in a straight line, taking dangerous terrain tests as described in the core rules.

Q. Does the Kashnarak avoid impassable terrain?

A. The unit will take the shortest path around any impassable terrain that brings it closer to the determined target formation. If two different paths around impassable terrain are of equal length, the player whose formation is being pursued may choose which path it takes.

Q. Does the Kashnarak avoid overwatch fire?

A. Not unless directed to do so by a Wych unit. It will move in a straight line, taking fire as described in the core rules.

Q. Can the Kashnarak perform intermingled assaults?

A. Yes, as long as the units being barged are the closest units to the Kashnarak. As an example, if the Kashnarak is charging a Tactical Space Marine formation that happens to be intermingled with Bikes, it will charge toward the closest unit, and then the next closest, and then the next, until it reaches a maximum of eight units (see core rules 3.3.1). If any of these units are bikes, it will be considered an intermingled assault.

Q. Can the Kashnarak be directed by a Wych unit that is part of an upgrade of a non-Wych formation?

A. Yes, as long as a Wych unit is within 15cm of the Kashnarak or its starting point at the beginning of the turn, the Dark Eldar player may direct the beast as they see fit.

Q. Can a Wych unit direct the Kasnharak even if it is part of a broken formation?

A. Yes. Like other unit functions like the supreme commander re-roll, the ability to direct the Kashnarak is not affected by its broken status, unit coherency, or zones of control.

3.0 Minervans

Q. Why do I have to pay extra points for standard Leman Russ tanks? Shouldn't they be free like they are in the Steel Legion list?

A. The Leman Russ Company is actually the same point cost as a typical Steel Legion company. With a base cost of 425 points, nine Leman Russ tanks at 20 points would cost an additional 180 points, and one Vanquisher would cost another 45 points. This totals 650 points which is identical to the Steel Legion list.

Point costs were simply reorganized for this list to accommodate the variant tanks available to the Minervans.

Q. In the original Raiders book, the chart was done differently where the Leman Russ was free. Have the points changed?

A. No. The original chart was eliminated to avoid subtraction during army building. That chart is still available below (see Appendix B).

Q. Why are there no datafax boxes for the Titan Legions or Imperial Navy? Aren't they allowed in the list?

A. The datafax boxes and unit descriptions can be found in the **Epic: Armageddon** book and in the free download available from the Games-Workshop website. They were not included in this book for simplicity's sake; however a quick reference chart has been added in the **Epic: Raiders 2.0** version for your convenience.

4.0 Necrons

Q. What happens if I have a Phalanx off board that fails its activation roll?

A. The formation is left with limited options through the hold action. Since shooting is not possible off board and regrouping is not allowed off-board, the Phalanx would only be able to move through an available portal or choose not to activate.

Q. Does this mean that my units with the Necron *ability can't regenerate off board?*

A. Yes and No. As per the *Necron* ability rules, formations with Necron units may regenerate one unit at the end of the turn regardless of their location. However, formations off board are restricted from using their regrouping to regenerate additional *Necron* units.

Q. If my Phalanx formation fails to activate, can I choose to regroup off-board as opposed to just moving onto the board?

A. No. A formation in reserves may only take actions which involve moving onto the board. If it is prevented from moving onto the board the formation loses its action. A formation that is unable to move onto the board may take no actions at all.

Formations in reserve resolve effects that do not involve activation, such as end-of-turn rallies or critical hit resolutions, as normal.

Example:

A Necron formation tries to Engage through a portal but fails to activate. The enemy formation's Zone of Control covers the gate, preventing the formation from entering the board. The Necron formation would take a blast marker for the failed activation. Since it may not enter the board using the Hold/Move option, it loses the action. The formation may attempt to rally in the end phase.

Q. Can a Necron formation marshal on the board, move off the board, and then regenerate units?

A. No, since the formation was regenerating units off the board this would be restricted under the *Necron* rule, even though it began its move on the board.

Q. Can a Necron formation perform a marshal action off the board, move onto the board, and then regenerate units?

A. Yes, since the regeneration of the units would take place on the board this would be allowed, even though the move began off board.

Q. Does a leader *function allow additional units to regenerate under the Necron rule?*

A. Yes, a unit with a *leader* ability could add an additional unit with the *Necron* ability to regenerate back into its original formation, or remove an additional Blast Marker as per the core rules. Just as with regular *leader* units, this function is cumulative.

Q. Can a Monolith that is part of a broken formation still use its portal?

A. Yes, as long as it has not been used already during the current turn. The same rule applies to Abattoirs and Warbarques and their respective portals.

Q. Can a Necron portal be blocked?

A. As with Eldar portals, there are differing viewpoints on how to handle blocked portals. The current NetERC ruling is that if a portal is covered by an enemy's Zone-of-Contol, the formation exiting the portal would be forced to assault that enemy, moving into base-to-base contact, and then resolving the attack. Tacticalwargames.net has an active Epic community where rules questions are posed and discussed. It is our recommendation that you cover this subject with your opponent during the warm-up phase of your game.

Q. How big can my Tomb Complex be?

A. The maximum size of an objective is not clearly defined in the game of Epic. Players may be tempted to model larger terrain-like pieces for the Tomb Complex. One suggestion is that, if your objective is larger than a typical objective sold by GW, you and your opponent should agree to take measurements from the center point of the objectives rather than the edge. As long as this is discussed during the warm-up it should provide neither player with an unfair advantage. You should also remind your opponent that, despite the objective being large or detailed, it does not block movement or line of sight in a tournament scenario as per the core rules.

Q. My Pylon teleports onto the board like a Monolith; can it phase out like a Monolith as well?

A. No, it may not. As per 4.0.3, the Pylon is a war engine and, as such, is not allowed to phase out.

APPENDIX A
DARK ELDAR DESIGN NOTES

We really made every attempt to capture the feel of the Dark Eldar. The patch-work organization, the deadly attacks, the fragility of their soldiers and vehicles, and the history of the Dark Eldar themselves should ring true on every page. The list reflects a Kabal organization where Cults and Covens act in support of the main forces. There are areas that have generated a number of posts and emails that I thought would be best addressed here.

Anti-Aircraft: Or the lack thereof. This is a weakness that is purposely built into the list for a couple of reasons. One was to match the feel of the Dark Eldar. They are pirates and raiders – not soldiers. With neither grand campaigns to wage nor land to hold, the idea that flak would be used seemed defensive and out of sorts. If they wanted air coverage, they would bring Raven Fighters.

Special Rules: We went to great effort to minimize special rules for this list. There were plenty of them that we wanted in the list, but in the end what is included is just what is needed. Hit n' Run and Webway portals were borrowed from other lists, and the 'No Garrison' Rule is more of a restriction. Only two Special Rules was created for the Dark Kin and –despite the many fantastic ideas offered up- it seems unlikely that we will add more. Have fun though! Scenarios can generate many fun ideas for this list.

Shadowfields: If you have at least one remaining in the rally phase, it regenerates, no dice roll needed. If you lose them, they are gone until the game ends (or you are destroyed).

Unit Costs: You will notice that the larger formations tend to cost more per unit that the smaller formations. This is by design. The feeling was that the Dark Eldar would normally organize into smaller, easier to control formations. While a Dracite could rally more troops to his Archon's service, the resources it would take would be noticeably larger and thus the higher point costs.

Support Craft: We wrote this to match the Tau's Support Craft rules simply for uniformity of play. Conceptually there is no difference between them so it seems incorrect to play them any other way. Now there are issues with the Support Craft rules and the complaints are certainly with merit, but this list will remain in-line with any changes to the Tau Codex. With that said, any play with the Executor is effectively play testing for both lists, and I encourage you all to post those results as such.

The Kashnarak: Originally met with scepticism, the people who opposed this unit have come to accept it and in many cases enjoy it. The idea was birthed by trying to combine ideas of the arena culture of the Dark Eldar with the lack of an Avatar to place in the list. The Kashnarak, unlike the CWE Avatars, sticks around all game long. This beastie doesn't take orders though (unless you are a Wych). So treat it like a 3rd player in a 2 player game. Remember that to maximize its use you'll want to end the turn with a Wych unit moving within 15cm. If you can't do that, expect the unexpected! It could end up charging a group of enemy skimmers or (worse) your skimmers. It could be killed the first turn out or run rampant for the entire game. I do have reservations about having it available to come out of the Wraithgate but so far there have been no complaints.

War Engines: It's Epic! What would the game be like without them? There are plenty of things in the list that are not part of the Codex (or even the fiction). But we filled the gaps with things we felt would be both fun and important while still maintaining the feel of the Dark Eldar.

The Dark Eldar in play: The Dark Eldar should play even more fragile than the Eldar Craftworld armies. Your staple units are light vehicles and subject to AP and AT fire, so expect them to die when hit. At the same time the dark kin have tools that are extremely powerful, from the drop capacity of the Executor to the Wyches assault armor value. Playing the Dark Eldar should feel like playing dirty poker - lots of tricks up your sleeves but if you get caught you have four burly cowboys beating you to a pulp. Whatever you accomplish you need to do quickly because the Dark Eldar lack staying power. To achieve victory you need to strike hard on turn 1 and keep that momentum going without standing toe-to-toe. Hit-and-run tactics should dominate your game play. Use the *Fleet of Foot* special rule to set up crossfires and support your assaults. Reducing your opponent's armor rolls will be advantageous and supporting fire quite often helps turn assaults in your favor. High activations may help you achieve this goal and there are plenty of fast moving expendable formations to develop such a list.

Design Progress:

12/25/09 1.6 Update: Changes for upgrades to Wyches, Hellions, Reavers, and Warp Beasts went from +125 pts to +100 pts. The speed of the Warp Beast was corrected to 15cm.
The Kabal Flotilla upgrade was changed from +150 points for two additional Ravagers to +100 points. Note that this may seem like a deep discount but it is obvious the formation needs some help and I am concerned 25 points won't be enough of a change. I am not inclined to change the point cost of the actual formation - this might overpower the formation drastically and I think it will be easier to control through the upgrade.
The Raven fighter upgrade has been changed for the additional Raven to go from +125 points to +100 points
Note that the Ravens are really the only affordable AA for most 3000 point games. Given the cost of Eldar fighters I cannot justify a change to the base price, but the upgrade change I am suggesting makes them identical to Eldar fighters in formations of three. The Dark Eldar needed more flexibility to compete and now they have it.
Razorwing upgrades have been changed from +150 points to +125 points for consistency sake with the Raven changes.

3/20/08 Update: 1.5.1 is the version that you found in the original Raiders publication. Some Warp Beast stats showed a 30cm movement; it should have been 15cm.

3/20/08 Update: 1.5 sports a complete reformatting of the list, description updates and new model pictures. *Fleet of Foot* special rule was added in order to help the Dark Eldar compete better. This will hopefully provide a nudge for every formation in the list and allow a more coordinated fluid type of play. FoF should also make fielding Raider-transported formations more appealing because of their increased usefulness. Kashnarak rule was modified slightly by removing the beast's ability to steal the BTS goal from the Dark Eldar. But also it can now contest any objectives for both the Dark Eldar player and his opponent. In other words, it gets in everybody's way. Up to 2 Perditors can now be fielded (before it was 0-1). It was a good suggestion on the coat tails of adding the indirect fire and this should be the last modification to the unit. Ravagers are a new configuration (2 x AT5+, 1 AP4+/AT6+) to add more AT to the field. My guess is it will be a lot more attractive of a unit to field than before. Razorwings got a nudge on their armor. Lastly I decided to adjust the costs (25-50 points) down for many

formations and for their upgrades. I think the complaints that the Dark Eldar cannot compete –especially against heavily armored opponents- is valid and these adjustments should make things slightly easier.

10/25/07 Update: 1.4 and 1.4.1 feature significant changes to the list. Hit & Run Tactics rule was modified so that they would fall in line with the changes to the Eldar special rules, but was changed back when I realized the 1.8 changes no longer included those mods. Sorry for the confusion! Support Craft was removed as a DE Special rule simply because it is being added to the Core Rules – the Executor still has the ability. The Executor received the free planetfall special ability to bring it in line with the Manta. In addition, Hail of Splinters was increased from 2x to 3x shots and BP value was increased to 4BP. I have declined to increase its MW shots because I'd like to evaluate the effect the free planetfall ability will have on the unit. The VoP received a bump in armor from 5+ to 4+ to make it more viable, but also had its critical changed to destroy it outright with some damage to nearby units. The Coterie was proving to be ineffective at the existing price so it was dropped to 250 points. The Reavers and Hellions had the points adjusted downward slightly since being shown to be overpriced. Lastly I made a judgment call and gave the Perditor indirect fire, making it the only DE unit with this capability. This was based on feedback that it wasn't worth bringing due to its limited abilities. We had talked about doing this back during development but declined at the time because we felt it might be too powerful a unit. This obviously has not been the case. Consider it a 'netting' weapon that functions much like a Night Spinner but non-lethal – the goal being to take prisoners.

01/07/07 Update: 1.3 is the most dramatic set of changes for the Dark Eldar since 1.1 came out. The cost of many upgrades went down 25 points but is still in the theme of costing more than their core formation. Extra shadowfields were added to the Executor and Tormentor to sustain the units. Executor received a slight boost on its weaponry and a decrease on its AA range. Kashnarak had some clarifications added. 'Charad' has given us permission to use his model's images for the Dark Eldar. Thank you, Mikko!

09/01/06 Update: 1.2.1 is mostly cosmetic. Increases on Shadowfields for Executor and Tormentor should be noted along with point changes on the Mandrake upgrades.

08/08/06 Update: 1.2 is mostly a correction of things simply missed on 1.1, plus some fixes to make the list easier to read. The list is reduced from 2 pages to 1. TK weapon on the Tormentor is now correct on the CC. Fire arcs on the aircraft have been fixed, as well as changing the ranges on their weapons from 45cm to 30cm (by popular request). The Vessel of Pain formation was included in the original lists and just fell

away during one of my edits. Talos/Perditor restrictions have been lifted. Executor is fearless, as it should be. Assault decks are removed and replaced with notes in the Raider and Barge in order to simplify play.

07/11/06 Update: 1.1 reflects an upgrade to the Tormentor Titan, Ravagers to the Core formations, and, most importantly, an armor bump for the Raiders. While this is not without debate, the play testing shows they need something – here it is. When reporting your play test games, please try to include your opinions as to these changes (adequate, inadequate, over-the-top, etc.). Thanks again.

APPENDIX B
MINERVAN DESIGN NOTES

Version 1.9
…is the current version in *Epic: Raiders 2.0*. The Stormhammer is only one major change to the list. After extensive play testing the unit over-performed when compared to the other Super Heavies. It had its stats changed from being a heavy shooter to an assaulting SHT. This slotted the Stormhammer into a roll not filled by the other tanks and is more reflective of the weapons shown on the model.

It is commonly agreed the Stormsword was underpowered. It had its main gun raised to 45cm in the Krieg list more than a year ago, and the Minervan list has been modified to match it.

Conversely the Stormblade was slightly overpowered. It had its Firefight rating dropped to 5+ in the Krieg list and so the Minervan list has been moved to match it.

The chart for calculating Leman Russ costs appears different to eliminate the need to subtract, but the actual cost has not changed. See the original chart below.

The ignore cover was removed from the Chimera's flamer turret as it was considered to be slighter better than the other options.

Version 1.8
This was the original version in *Epic: Raiders*. The Army List changed custodial hands from Ben Skinner to W.L. Sturtevant between 1.7 and 1.8 and 1.7 was the last version to appear outside of Raiders. After consulting with Chris Hayes (Imperial Guard Army Champion) a number of small changes were made to the Minervan list to help balance it and make it 'jive' with the existing core list from *Epic: Armageddon* and other variant lists such as Siege Masters.
• Added Amphibious Rule to help distinguish list and match

Original Raiders Minervan Reference Chart

FORMATION	UNIT	COST
Tank Company	Ten Leman Russ variants, of which up to two units may be Rare Leman Russ Variants	625 points
Super-Heavy Tank Company	Three Stormblades, Stormswords, Baneblades, Shadowswords, or Stormhammers, or any combination of the five.	500 points
Self-Propelled Artillery Company	Nine Basilisks, Manticores, or Bombards	650 points

LEMAN RUSS VARIANTS

When selecting Leman Russ tanks, apply these modifiers to basic cost of the formation for each tank chosen.
*Tanks marked with an asterisk * are Rare Variants.*

Leman Russ	Demolisher	Conqueror	Thunderer
Free	*Free*	-10 points	-20 points

Exterminator	Executioner*	Vanquisher*	Destroyer*
-10 points	*Free*	+25 points	+50 points

background.
• Added Minervan background.
• Added / Modified datafax descriptions. This included changing the patterns of many units so that they would not conflict with other army lists.
• Added additional units from the Steel Legion list, modified patterns, for two different reasons. One was to allow ease of reference for these units. The other was to address internal balance issues with these particular units that have been seen as overpowered for one reason or another. Navy and Titan Legions datafaxes were not included but are still available for the list.

Version 1.7
Changed the point cost system for the Leman Russ tanks.
• Added more flavour texts.
• Stormhammer given new stats
• Deleted all pictures
• Salamander Command goes from FF4+ to FF5+
• Salamander Command gains Ignore Cover on its FF shots.
• Destroyer Tank Hunter, goes to AT4+, Titan-Killer (1), fixed forward.
• Thunderer gains fixed forward.
• Medusa loses fixed forward from Heavy Bolter, picks it up on the main gun.
• Stormblade gets Fixed Forward on its main gun.
• Stormsword gets Fixed Forward on its main gun.
• Added Scout Company.

Version 1.6
• SHT Company goes to 500pts.
• New Medusa stats (MW4+ Ignore Cover).
• Reduced rares in Tank Platoon from 0-2 to 0-1.
• Removed rares from the Tank Squadron.
• Reduced rares in Tank Company from 0-3 to 0-2.
• Allowed two Hydras per company.
• Updated all Demolisher cannons to new (MW) stats.
• Executioner loses 'small arms macro weapon'.
• Medusa moves to 150pts for three.
• Scout Company deleted.
• Heavy Bolters deleted from Stormhammer.
• Stormhammer given Thick Rear Armour.
• Bombards allowed in Artillery Companies.
• Leman Russ Conqueror FF changed from 4+ to 5+
• Added some more flavour texts.

Version 1.5
• Changed Scout Company to 225pts.
• Leman Russ Executioner main gun changed to MW status.
• Executioner goes to 60pts
• Exterminator added.
• Leman Russ Platoon added.
• Duplicate entries removed.

Version 1.4
• Removed duplicate entries.
• Provisional Baneblade stats adopted.
• Griffons added.

Version 1.31
• Destroyer goes up to 100 points.
• |Destroyer goes down to AT4+
• Executioner goes up to MW4+
• Salamander Command vehicle gains Scout

Version 1.3
• Immobile platforms dropped.
• Medusa given a heavy bolter.
• Armoured Company Commissars grant +1 FF attack instead of a MW CC attack.

Version 1.2
• Self-propelled Hydras added.
• Hydra platforms made cheaper than self propelled Hydras.

Version 1.1
• Leman Russ Destroyer gains Sniper, but loses Lance.
• Medusa loses Lance.
• Attached Medusa option deleted.

Version 1.0
• List Created out of the armoured sections of the Death Korps of Krieg list V1.6.

APPENDIX C
NECRON DESIGN NOTES

Version 5.0
Strategy Rating: The variable Strategy Rating was removed (4.0.4) and the SR was fixed at SR 2. The reason for the change was to stabilize the list and not force people to take a Supreme Commander in order to have an effective strategy. The offensive nature of the Necron is still maintained in the 1+ initiative.

Necron Rule: We replaced the existing Necron rule for regenerating units with the equivalent of the Void Shield rule from Epic Armageddon. This was a radical departure from the previous rule but it was done for two very good reasons. One was to simplify the rule which –as it was written- was wordy and still did not accomplish what it was intended to do. The second reason was to not reward the Necrons for taking on blast markers. Blast markers are inherently a negative thing and in order to maintain balance in a list they should be treated as such.

4.0.3 Phase-Out Rule: This rule was modified to discontinue the removal of all blast markers after rallying off-board. With this change the Necrons are faced with the same problems that other armies are faced with as their formations accumulate Blast Markers throughout the game.

Necron Portals Rule: This was cleaned up as well. Prior to this change, formations within 15cm of a portal could literally pick up and end up off board without moving at all. Of course the original intent was never to do this but the previous rule was poorly worded. That has since been eliminated. If they want to get off the board, they'll have to hoof it to the portal now, using up some or all of their movement to do it.

Armored Phalanx: This was removed from Core formations and returned to a support formation. The basic Necron Warrior Phalanx is the only core formation now. Making the Armored Phalanx a core formation was a last minute untested change that was later considered to be potentially abusive.

C'tan criticals: Changed to MW4+ in a 5cm radius instead of the massive 3D6 radius. Gone are the days of the C'tan bomb where half an army could be enveloped in an attack (that goes for the Necrons and their opponents).

Deceiver: The weapon load-out was changed in the stats from BP6 to BP4. A small tweak to bring the two C'tan into better alignment.

Monolith Formations: With the exception of War Engines, Epic has never had formations of one unit only (or even two for that matter). Concerns have been around for years about the 'popcorn' army where single monoliths could up the activation

count for the Necron player so high as to be unbalancing. By creating the Monolith formations of three or more units, the popcorn effect is removed. Most players never really played this way to begin with so the only ones it will effect will be the power-gamers.

Pylon unit: The Particle Accelerator anti-aircraft stats were changed to 90cm, AA4+, Titan Killer (1) while the ground attack remained unchanged. This moderate change in the power of the attack only affects attacks against large War Engine flyers such as Thunderhawks and Vampires. The range was reduced to help balance the unit – removing this excessive range means the Necron player can no longer indiscriminately place the Pylons and expect to swat planes from the sky.

Abattoir: At first glance you may not notice that the damage capacity was upped from 6 to 8, or that the extra TK attacks were reduced from 3 to 2. For years the Abattoir was criticized as not having enough staying power and certainly not equating with the Æonic Orb. The Abattoir is supposed to be massive and imposing and attacking people (infantry) primarily. With these changes it increases the survivability of the unit and increases the number of attacks in assaults. All the while the loss of a TK (D3) extra attack mitigates its ferocity to where the unit is now more powerful, but not overly so.

Wraiths: Before *Raiders*, the Wraiths were used as an upgrade, not their own formation. These have been changed back to their original usage and point values. Once again, this is a correction to an untested change that was placed in the list. A small change in their attack was also made to go from CC3+ to CC4+, but in exchange they were given an extra attack.

Version 4.41
The current list in Raiders is this version. I added a new formation, Force Recon, to give possible cheap point filler or an expensive, fairly nasty assault unit. Wraiths in this formation are a bit more expensive than support Wraiths. They make up for it with speed. Jump Pack ability was added to simulate their ability to phase through solid objects. Gauss Flux was changed to a fixed +2 Extra Attacks and Monolith costs were adjusted to increase the price of a single unit but discount multiple Monoliths. Moved the Obelisk Recon out of the support bracket and renamed it Armored Phalanx.

Version 4.3
Strategy Rating made variable depending on the presence of a Supreme Commander. Phased out units now must have to roll to rally, instead of automatically rallying to induce further penalties for being broken. Reduced Heavy Destroyer attacks to 1 x AT3+.

Version 4.2
Gauss Flux Arc capped at +6 attacks. Actually changed the stats of the Obelisk to be what I had always THOUGHT they were. Nightbringer First Strike removed. Abattoir speed was finally changed to the 20cm it was supposed to be and CC stat changed to 2+

Version 4.1
Gave Ignore Cover to all Scarabs, since really, the only way they CAN attack is to jump on you. Cover really doesn't help you much when the enemy is literally crawling all over you. Heavy Destroyer FF value changed to 4+. It was the same as the regular Destroyers because I used Copy/Paste and forgot to change it…Oops. Changed the Obelisk weapon to demonstrate that this unit is really meant to be a useful, independent formation, not just Monolith Bodyguards. Extended the Æonic

Orb range of the barrage to 90 cm. We'll see if this lasts. Nightbringer Gaze of Death given MW ability, and First Strike.

Necron Concepts
Implacable Advance: This section addresses several issues. The bonus to Marshal actions reflects a talent for recovering from disruptions, and encourages the use of the Marshal action to make appropriate use of the Necron ability. While using this order, a formation can advance, though slowly, under fire, without suffering major losses or disruption.

The denial of the March Action is simply because I don't think anyone can imagine the Necron running for any reason. Fast movement is not a hallmark of this race.

The lack of garrisoning reflects the Necron tendency to be the aggressor, attacking the enemy on their own ground. It also helps to address some balance issues by preventing the use of Garrison to help overcome the army's slow movement.

Reserves: This is something that was retained from the original list, and I feel that it gives the Necron a unique flavor. I removed the 50% requirement, because I realized that virtually any army can do exactly the same thing. The use of Planetfall (or a Marine army composed entirely of Terminators) can do this same thing, without any special demands for putting formations in play. In addition, there are terrible risks to the idea of keeping your entire army, or even most of it, off the board until turn 3, not the least of which is the fact that off board formation are considered destroyed for Victory Point of Tie Breaker purposes.

Phase Out: This was also originally in the list, but has been changed to improve the army's balance, and frankly to reduce the annoyance factor any opponent would feel seeing an enemy broken, but removed from any possible chance of annihilation by immediate phase out. The War Engines are restricted from phasing out because I was faced with a problem. If a WE such as the Abattoir were broken, it would be removed from play, essentially destroyed. Giving these WE teleport would removed that problem, but frankly the thought of a teleporting Abattoir is just too revolting to seriously consider..

Necron: Originally the "We'll Be Back" ability of the Necron was reflected by giving every unit Reinforced Armor. This made them entirely too tough to kill, and frustrated opponents. So I simply borrowed the mechanic used by Imperial Titans to restore void shields as a way to allow the Necrons to do pretty much the same thing they can do in 40k.

Portals: While not an exact duplication of how Necron portals work in 40k, this mechanic borrowed from the Eldar Webway portals (Yes, I borrow a lot of ideas from established armies, but if they work, why re-invent the wheel?), allows the Necron a mobile ability without having to have transports, and still allows the Reserve rules to work. The down side is that it makes the army very dependant upon Portal bearing units.

Tomb Complex: Part of my answer to the dependency on Monoliths. This idea is a continued adaptation of the Eldar Wraithgate idea. Also, it allows for ON BOARD reserves, because you can deploy a formation back near the Tomb (thus claiming it), which can use the Tomb's portal to attack out of an available portal elsewhere on the board. Thus you have a reserve that isn't at risk of being caught off the table and counted destroyed. Options make for a fun game.

The addition of the ability to Garrison with the Tomb Complex was due to an inspired suggestion I received thanks to the

feedback I have been getting. Essentially, the reasoning is that by placing a Tomb Complex, you are indicating that your opponent is attacking YOU, and active formations are prepared to resist your intrusion. The limitation of the number and type of formations that can be used to garrison is to avoid completely diluting the No Garrison disadvantage, and preserves the concept of Warriors being the only active units from the Tomb, while others are reinforcements from off world.

Army List: This section has been somewhat changed to reflect the need to have your army based on the Warriors who are the core of the Necron forces, while opening up a little more options for variety in army to reflect the player's tastes, or perhaps the player's concept of how a given C'tan would organize its forces.

The basic size of the Phalanx formation has been fixed at its minimum, both for ease in army design and simply to give the core formations a certain base continuity. Most other formations have been simply designated as Support Formations. The ability to purchase three for each Phalanx is to allow players to build the kind of army they want, without leaving everything completely open. I will address the costs of each given unit, in my notes on that specific unit.

Units

Necron Lord: The leader ability for the Lord is meant to reflect the use of a Resurrection Orb, as well as command abilities they would posses. Essentially, they are good at reorganizing and helping the Necrons recover. Some may ask, "Why does the Lord not have the Necron ability?" Simply, because the Lord is an upgrade, he will have it by default with the unit he is a part of.

Necron Warriors: The basic Necron Warrior is statistically identical to the basic Space Marine in 40k. So I started my 3.5 version by basically making them a Tactical Marine unit. I then began to make adjustments. The CC value is worsened to reflect that fact that Necron Warriors do not seek close combat as a general rule. The Gauss Flayer was given an actual shooting ability to give them an ability to fight without assaulting, since assaults really aren't a Warrior's hallmark. I will go in later into my tactical view of the ability. Their cost is based on the cost is based off a Tactical Marine detachment.

Immortals: What is an Immortal but a slightly beefy, tougher Warrior? Originally, they were factored into the abilities of the basic Warriors themselves, but many people wanted to see them as a separate unit, and I couldn't blame them. So I basically took the standard Warrior and improved it. Voila. Since they are only a little better, they cost only a little more.

Flayed Ones: This unit is virtually identical to the one in the original list done by Jervis. The Teleport ability, I assume, reflects their infiltration skills. While I find this a little odd, it does have the practical use of giving the army an independent deep-strike unit.

Tomb Spyder: This is a unit I'm fairly proud of. I delved into Necron lore to really find the purpose of a Spyder, only to find that it's a glorified mechanic. Heavily armed in some cases, but basically it exists to fix broken Necrons. Thus it's ability in 40k. This unit was given the Leader ability to reflect this which also provides a rather impressive endurance for a formation, especially if bought in multiples or combined with a Necron Lord. It also gives any formation a bump in assault capability, mobile cover, and with the Scarabs, some longer ranged firepower. The AV designation comes from the fact that Monstrous Creatures from 40k seem to have been converted into either AV or WE, and it doesn't fit the WE mold. The lack of a Particle beam is simply because it's an upgrade, and only in rare

cases do you see any unit translated from 40k into Epic come equipped with optional gear/weapons. The initial cost of 100 points was because they are so effective, not necessarily in fighting, but in what they do for the formation they are attached to, so I intentionally set the cost higher than I wanted, hoping that feedback on them would match what my original ideal cost would be. Fortunately, that's exactly what happened, so the cost has been dropped 25 points.

Scarabs were converted to a weapon system for units that can "produce" them for two reasons. One, it was simply easier to handle them, then to try to handle "Spawning", come up with costs, or play with a unit that you would have to have in unmanageable numbers to be effective. Secondly, it reduces the amount of models that would have to be made for the list, and I personally would really hate to have to base figures the size of the head of a pin…

Pariah: Essentially an Immortal with a better weapon. The Inspiring ability is to reflect that they are just so freaky, that people REALLY don't want to be around them. The cost is the same for that of an Immortal because they are so limited in availability.

Destroyers/Heavy Destroyers: I address these two together since they are so similar. Essentially, these are your fast attack units to hound the enemy, destroy broken formations, or slow down vehicle formations. Originally, they were together as a single unit, but again I was persuaded by player feedback. Having specialized units, rather than a jack of all trades, allows for a much more interesting force I think.

Wraith: The Flayed One's big brothers. I have been asked why anyone would want to put 3 Wraith units in a Venator formation when it eliminates the Teleport ability of the Flayed Ones. Well, their high speed allows them to keep up when the Flayed One's engage, and they basically double the number of close combat attacks. How can you NOT want them? The cost given them reflects their abilities. Maxing out a Venator formations with Wraiths will almost double that formation's cost. But it's worth the price. (Note: these comments were made when Wraiths were an upgrade).

Monolith: My personal nightmare. Originally, the Monolith was a 2DC WE. Well, to answer all those who asked why it's not any more, I'll simply say that it's not supposed to be a War Engine. It's basically a really tall Landraider. What makes this unit a nightmare is the Gauss Flux Arc. It is valuable enough, having it run around on its own is almost silly, but if you put it into groups with Multiple Monoliths, it just becomes a stupidly overpowered assault unit. Thus it came to me: the idea of using Obelisks as basically mobile armor. It's an imperfect solution, and I'm not really happy with it, but I can't really see any other option at the moment. As it stands, the unit is tough, useful, and dangerous to assault. The cost is a concern to me. It can't be too expensive, or the army just won't function; too cheap, and the Necron become far too effective and mobile. Any suggestions on this are more than welcome.

Pylon: The Pylon is pretty much exactly like the one in the original Necron list. When working on my first revision, I looked up the 40k version of the Pylon. To my shock, it's pretty much exactly the same. So I'm pretty firm on the stats. The cost is also carried over from the original list, but it's something I'm flexible on. 4.2 Change: Gauss Flux Arc capped at +6 attacks.

Obelisk: When I stared out as Army Champion for the Necron, I was told that there needed to be some new units for the list: vehicles, titans, and aircraft. Of course, aircraft were straight out because Necron don't' use them. The Obelisk was a suggested

name by another poster (forgive me, I've lost a lot of that original information in the meltdown of my old computer, so I can't properly credit it) and he went on to suggest it as a cut-down Monolith. And so the Obelisk was born. The cost of the Obelisk is what I consider the "average" tank to be. It's tough, but lacks a great deal of punch.

Warbarque: Added in the 4.2 version. This unit was the invention of Moscovian, who went so far as to model the thing. It looked too cool to not include. It is actually based on the original Monolith model developed by GW which was later scrapped in favor of the pyramid shape we now all know. The Warbarque is there for those who want to have some heavy fire support but don't want to field Harvester Engines. With the current stats they have, they combine the tactical flexibility of the rest of the army for initial deployment, with some solid staying capacity. They would be best used by deploying them near the front lines, but used in concert with other formations. Note, that if you choose to add the Supreme Commander ability to a Warbarque, you CANNOT have a C'tan.

Harvester Engines: These massive units were the product of several people's ideas to give the Necron some Battle Titan capability. Their Skimmer status is due to the fact that Jervis was insistent: No walkers. With the limited firepower these units have compared to similar priced Titans, many have questioned their use. Well, consider this: if your most expensive formation is NOT one of these, your opponent need only break that unit on turn 3 to get a VP out of it. Harvester Engines don't phase. Additionally, they are incredibly tough, and if properly used, can be very effective support units for your other formations and tend to draw a LOT of firepower that might otherwise be killing your ground formations.

Abattoir: This is something I threw out one day, and Jervis just loved the name. For those who don't know, an Abattoir is a slaughterhouse. In keeping with this name, the Abattoir is a close combat killing machine. Few things can hope to defeat it in an assault, and it can eat Titans for breakfast. It will just take you some time to get there. A portal was added, because it makes sense, to give the army an extremely tough, mobile portal. Not to mention, you can send out of it into range to support the Abattoir's assault.

Æonic Orb: Another suggested unit, this is a specialist for taking out enemy WE. The original incarnation was more than a little obscene, mostly because I was struggling with the concept. I came upon the idea of a dual firing mode to give the Necron some long range, ACTUAL firepower. In fact, it's more BP than you get from a formation of Eldar Void Spinners.

C'tan: These leaders of the Necron race were a challenge. How do you stat a god? I decided to go with the idea of build them to their personality concept.

Nightbringer: This guy really likes killing people. I mean REALLY likes it, and he likes to do it personally, up close, where he can enjoy it. His lack of ranged attacks don't reflect a lack of ability, they reflect a lack of desire. He wants you to be afraid, he wants to hunt you, and look into your eyes when you die. The Nightbringer has powerful attacks, and a lot of them, simply because he IS powerful.

Deceiver: The Deceiver is a manipulator, not a fighter. His approach just doesn't really translate well into Epic. I gave him the BP disrupt weapon to simulate his morale abilities from 40k. He's not really killing people; he's just wrecking their cohesion and will to fight.

Scythe Class Harvester: I really don't see a point in having a spacecraft in the list; you'll likely never have the points to spare for one, but every list has one, and it was already in there.

Tomb Complex: This is part of my plan to reduce the list's complete dependency on Monoliths. Essentially it's an indestructible portal, as well as a way to help secure your Blitzkrieg objective. The Garrison ability was a wonderful suggestion from Chroma, so try it out and let's see what happens. The cost of the complex is the same as Monolith because like the Monolith, its importance is not in fighting ability; it's in the Portal. So you trade mobility and firepower for indestructibility.

A word on Tactics: I admit it; I envisioned certain tactics when I worked on the list. So here I'll explain some of them to help you see my reasoning for things.

Unit Upgrades: It may seem useless in many cases, or even too expensive, but believe me, it will do you good. Consider a Phalanx. Fully upgraded you have 6 Warriors, 3 Immortals, 3 Tomb Spyders, and 1 Pariah. That's a 13 unit formations for just under 700 points (note how that's less than a Harvester Engine). With the Spyders, you will remove 4 extra Blast Markers or up to 4 dead Necron units can be brought back into play. With a full formation that makes an incredibly tough to break formation, that can keep itself viable for a long time. Your enemy would have to concentrate a lot of firepower on it to make it go away. For formations like the Venator, the upgrades allow you not only the endurance, but makes for a heavy assault unit that can take on virtually any kind of formations without it being a quick form of suicide.

Why you might want to shoot: Instead of assaulting, sometimes it's a better idea to just shoot them. Sure, you hit better in an assault with Warriors and Immortals, BUT there are a couple of situations/points you should consider.
1.) If you are badly outnumbered (like with Orks), assault might be a bad idea.
2.) Some formations, you just really don't want to assault. Wraithlord and Wraithguard, Marine Terminators, Eldar Warlock Titans… you get the idea.
3.) Sustained fire gives you just as good a chance to hit as your FF does, and you don't risk getting shot back on your action, like you would in an assault.
4.) If you are in range to shoot, you are in range to offer support to a close assault formation such as the Venator.

Portals: The portals are the biggest advantage the Necron possess, but it limits the mobility of your infantry only to the location of your portals. However it's not really necessary to have your entire army in the reserves when you can keep them on the table and move via the Portals. This keeps you from losing the game simply because your opponent decided to devote himself to blowing your Monolith's apart, trapping your formations off-board.

Coordinated Assaults: Since there is only one unit in any Necron army that can perform a combined assault, it's important to use your movement abilities to set your formations up to provide mutual supporting fire. You can use this to do rolling assaults. You can also make good use of stripped down Venator formations to hunt down and destroy formations you beat with other assaults.

Pylons: If you buy multiples, one tactic is to teleport them within about 10cm of each other. Mostly because the one weakness they have is to assaults, placed close together they can support each other without having to divert your troops to protect them.