

IMPERIAL ARMOUR VOLUME 2 SPACE MARINES AND FORCES OF THE INQUISITION

RULES UPDATE (Version 1.3)

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

Special note should be made of the Deathstorm Drop Pod, (formerly the Deathwind Drop Pod) and the inclusion of the Lucius Pattern Dreadnought Drop Pod as the rules for these have changed substantially from those previously published. Please refer to the relevant codex for any pertinent special rules or weapon profiles.

RHINO

35 Points

	Armour			
	BS	F	S	R
Rhino	4	11	11	10

Unit Type:

- Vehicle (Tank)

Fire points:

- Two models can fire from the Rhinos top hatch

Wargear:

- Storm bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Ten models

Special Rules:

- Repair

Options:

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

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

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PREDATOR DESTRUCTOR

60 Point

	Armour			
	BS	F	S	R
Predator Destructor	4	13	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

- Autocannon
- Smoke launchers
- Searchlight

Options:

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

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

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PREDATOR ANNIHILATOR

105 Points

	Armour			
	BS	F	S	R
Predator Annihilator	4	13	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked lascannon
- Smoke launchers
- Searchlight

Options:

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

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

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BAAL PREDATOR

100 Points

	Armour			
	BS	F	S	R
Baal Predator	4	13	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

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

Options:

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

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

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RAZORBACK40 Points

	[Armour]			
	BS	F	S	R
Razorback	4	11	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked heavy bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Six models

Options:

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

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

WHIRLWIND85 Points

	[Armour]			
	BS	F	S	R
Whirlwind	4	11	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

- Whirlwind multiple missile launcher
- Smoke launchers
- Searchlight

Options:

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

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

WHIRLWIND HYPERIOS115 Points

	[Armour]			
	BS	F	S	R
Whirlwind Hyperios	4	11	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked Hyperios anti-aircraft missile launcher
- Smoke launchers
- Searchlight

Options:

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

Special Rules:

- Hyperios Missile Launcher

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

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

VINDICATOR115 Points

	[Armour]			
	BS	F	S	R
Vindicator	4	13	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

- Demolisher cannon
- Storm bolter
- Smoke launchers
- Searchlight

Options:

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

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

DAMOCLES RHINO60 Points

	[Armour]			
	BS	F	S	R
Damocles Rhino	4	11	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

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

Special Rules:

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

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

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

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

Range	Str.	AP	Type
Unlimited	10	1	Ordnance1, Barrage

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

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

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LAND RAIDER250 Points

	[Armour]			
	BS	F	S	R
Land Raider	4	14	14	14

Unit Type:

- Vehicle (Tank)

Wargear:

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

Transport Capacity

- Ten models

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Options:

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

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

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LAND RAIDER CRUSADER250 Points

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

Unit Type:

- Vehicle (Tank)

Wargear:

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

Transport Capacity

- Sixteen models

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Options:

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

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

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LAND RAIDER HELIOS260 Points

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

Unit Type:

- Vehicle (Tank)

Wargear:

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

Transport Capacity

- 6 models

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Options:

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

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

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LAND RAIDER PROMETHEUS270 Points

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

Unit Type:

- Vehicle (Tank)

Wargear:

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

Transport Capacity

- Ten models

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle
- Battle Auspex

Options:

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

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

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

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LAND SPEEDER SQUADRON50 Points per mode

	Armour			
	BS	F	S	R
Land Speeder	4	10	10	10

Unit Type:

- Vehicle (Fast, Skimmer)

Wargear:

- Heavy bolter

Special Rules:

- Deep Strike

Options:

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

A squadron of 1-3 Land Speeders is a Fast Attack choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

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LAND SPEEDER STORM50 Points

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

Unit Type:

- Vehicle (Fast, Skimmer, Open-topped)

Wargear:

- Heavy bolter
- Jamming beacon
- Cerberus launcher

Transport Capacity:

- Five models (Scouts only)

Special Rules:

- Deep Strike
- Scouts

Options:

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

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

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LAND SPEEDER TEMPEST120 Points

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

Unit Type:

- Vehicle (Fast, Skimmer)

Wargear:

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

Special Rules:

- Deep Strike

A squadron of 1-3 Land Speeder Tempests is a Fast Attack choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.

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VENERABLE DREADNOUGHT165 Points

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

Unit Composition:

- 1 Venerable Dreadnought

Unit Type:

- Vehicle (Walker)

Wargear:

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

Special Rules:

- Venerable

Options:

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

Dedicated Transport:

- May select a Drop Pod.

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

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DREADNOUGHT105 Point

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

Unit Type:

- Vehicle (Walker)

Wargear:

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

Options:

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

Dedicated Transport:

- May select a Drop Pod.

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

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FURIOSO DREADNOUGHT100 Point

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

Unit Type:

- Vehicle (Walker)

Wargear:

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

Options:

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

Dedicated Transport:

- May select a Drop Pod.

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

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MORTIS DREADNOUGHT105 Point

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

Unit Type:

- Vehicle (Walker)

Wargear:

- Two missile launchers
- Smoke launchers
- Searchlight

Options:

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

Dedicated Transport:

- May select a Drop Pod.

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

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DREADNOUGHT DROP POD (Lucius pattern)50 Points

	Armour			
BS	F	S	R	
Drop Pod	-	12	12	12

Options:

- Take a locator beacon+10 pts

Unit Type:

- Vehicle (Open-topped once landed)

Wargear:

- None

Transport Capacity:

- One Dreadnought

Special Rules:

- Inertial Guidance System
- Immobile
- Drop Pod Assault
- Assault Vehicle

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

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

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

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

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

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

DROP POD35 Points

	Armour			
BS	F	S	R	
Drop Pod	4	12	12	12

Options:

- Replace storm bolter with deathwind missile launcher+20 pts
- Take a locator beacon+10 pts

Unit Type:

- Vehicle (Open-topped), once landed

Wargear:

- Storm bolter

Transport Capacity:

- Ten models, one Dreadnought or one Thunderfire Cannon

Special Rules:

- Inertial Guidance System
- Immobile
- Drop Pod Assault

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

DEATHSTORM DROP POD75 Points

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

Unit Type:

- Vehicle (Open-topped), once landed

Wargear:

- Whirlwind launchers

Options:

- May replace Whirlwind launcher with assault cannons.....+20 pts

Special Rules:

- Inertial Guidance System
- Immobile
- Drop Pod Assault
- Automated Weapons

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

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

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

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

THUNDERHAWK GUNSHIP900 Points

	BS	Armour		
		F	S	R
Thunderhawk Gunship	4	12	12	10

Unit Type:

- Super Heavy Flyer

Structure points

- 3 Structure points

Transport Capacity:

- 30

Access points:

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

Wargear:

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

Options:

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

Special Rules:

- Hover Mode
- Ceramite Shielding

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

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

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

SENTRY GUN

15 pts

	Armour			
	BS	F	S	R
Sentry Gun	2	10	10	10

Unit Type:

- Artillery (Immobile)

Wargear:

- Twin-linked heavy bolters

Options:

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

A battery of 1-3 Sentry Guns is a Heavy Support choice for Space Marine, Dark Angel, Black Templar, Space Wolf and Blood Angels Armies, please refer to the appropriate codex.. These guns do not have to be deployed together.

Special Rules:

Firing Modes: A sentry gun can fire in one of two modes. You must decide which mode the sentry gun will be set in before the start of the game. You cannot change the mode once you have decided, it remains in that mode for the rest of the game.

- **Point Defence Mode:** The sentry gun is set up with a fixed fire arc, usually to provide covering fire over a particular area. In this mode, the gun will engage enemy targets up to 36" away which are within a fixed 90° arc.
- **Sentry Mode:** In this mode, the gun is set up to fire at any enemy which comes near, and will always turn to fire at the nearest enemy target within range to which it can draw a line of sight. It can fire all around.

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

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

HYPERIOS AIR DEFENCE BATTERY

10 pts +25pts per Hyperios platform

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

Unit Composition:

- 1 Command platform and
1-4 Hyperios platforms

Unit Type:

- Vehicle (Immobile)

Wargear:

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

Special Rules:

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

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

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

Hyperios Anti-Aircraft Missile Launcher:

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

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

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

INQUISITOR LAND RAIDER250 Points

	┌ Armour ┐			
	BS	F	S	R
Land Raider	4	14	14	14

Unit Type:

- Vehicle (Tank)

Wargear:

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

Transport Capacity

- Ten models

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Options:

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

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

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INQUISITOR LAND RAIDER PROMETHEUS270 Points

	┌ Armour ┐			
	BS	F	S	R
Land Raider Prometheus	4	14	14	14

Unit Type:

- Vehicle (Tank)

Wargear:

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

Transport Capacity

- Ten models

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle
- Battle Auspex

Options:

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

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

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

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INQUISITOR RHINO35 Points

	┌ Armour ┐			
	BS	F	S	R
Rhino	4	11	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

- Storm bolter
- Smoke launchers
- Searchlight

Fire points:

- Two models can fire from the Rhinos top hatch

Transport Capacity:

- Ten models

Special Rules:

- Repair

Options:

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

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

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INQUISITOR CHIMERA ARMOURED TRANSPORT55 Points

	Armour			
	BS	F	S	R
Chimera	3	12	10	10

Unit Type:

- Vehicle (Tank)

Fire points:

- Five models can fire from the chimera's top hatch

Wargear:

- Multi-laser
- Heavy Bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- 12 models

Access Points

- 1 (rear hatch)

Options:

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

Special Rules:

- Amphibious
- Mobile Command Vehicle

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

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INQUISITOR VALKYRIE100 Points

	Armour			
	BS	F	S	R
Valkyrie	3	12	12	10

Unit Type:

- Vehicle (fast, skimmer)
- Flyer*

Transport Capacity:

- 12 models.

Wargear:

- Multi-laser
- 2 Hellstrike missiles
- Searchlight
- Extra Armour

Special Rules:

- Deep strike
- Scout
- Grav Chute Insertion

Options:

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

Grav Chute Insertion

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

**In games of Apocalypse the Valkyrie is treated as a Flyer with Hover mode. The Valkyrie is a dedicated transport choice for an Inquisitor and his retinue or Inquisitorial Storm Troopers.*

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GREY KNIGHTS LAND RAIDER250 Points

	Armour			
	BS	F	S	R
Land Raider	4	14	14	14

Unit Type:

- Vehicle (Tank)

Wargear:

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

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Transport Capacity

- Ten models

Options:

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

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

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GREY KNIGHTS LAND RAIDER CRUSADER250 Points

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

Unit Type:

- Vehicle (Tank)

Wargear:

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

Transport Capacity

- Sixteen models

Special Rules:

- Power of the Machine Spirit
- Assault Vehicle

Options:

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

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

GREY KNIGHTS THUNDERHAWK GUNSHIP900 Points

	Armour			
	BS	F	S	R
Thunderhawk Gunship	4	12	12	10

Unit Type:

- Super Heavy Flyer

Structure points

- 3 Structure points

Transport Capacity:

- 30

Access points:

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

Wargear:

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

Options:

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

Special Rules:

- Hover Mode
- Ceramite Shielding

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

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

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

GREY KNIGHT DREADNOUGHT

120 Points

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

Unit Type:

- Vehicle (Walker)

Wargear:

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

Options:

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

Dedicated Transport:

- May select a Drop Pod.

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

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SISTERS OF BATTLE RHINO

35 Points

	Armour			
	BS	F	S	R
Rhino	4	11	11	10

Unit Type:

- Vehicle (Tank)

Fire points:

- Two models can fire from the Rhinos top hatch

Wargear:

- Storm bolter
- Smoke launchers
- Searchlight

Transport Capacity:

- Ten models

Special Rules:

- Repair

Options:

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

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

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IMMOLATOR

65 Points

	Armour			
	BS	F	S	R
Immolator	4	11	11	10

Unit Type:

- Vehicle (Tank)

- Smoke launchers
- Searchlight

Wargear:

- Twin-linked heavy flamers

Transport Capacity:

- 6 models

Options:

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

Special Rules:

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

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

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EXORCIST

135 Points

	Armour			
	BS	F	S	R
Exorcist	4	13	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

- Exorcist launcher
- Smoke launchers
- Searchlight

Options:

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

Special Rules:

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

Range	Str.	AP	Type
48"	8	1	Heavy D6

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

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REPRESSOR

50 Points

Repressor	Armour			
	BS	F	S	R
	4	11	11	10

Unit Type:

- Vehicle (Tank)

Transport Capacity:

- 10

Wargear:

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

Options:

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

* Sisters of Battle vehicles only

Special Rules:

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

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

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