

# CODEX: ARMAGEDDON CORRECTIONS

## Speed Freek Vehicle Upgrades

Speed Freeks may use any of the upgrades from Codex: Orks in addition to those given below.

**Grot Riggers** .....+2 pts  
All vehicles in the Kult of Speed must carry Grot Riggers. See page 37 of Codex: Orks for full rules.

**Krusher (Battlewagons only)** .....+10 pts  
Many Speed Freek Battlewagons have spiked rollers, crushing claws, etc. If the Battlewagon makes a 'tank shock' attack on an enemy unit and the enemy don't fall back, then roll a D6 for each model forced to move out of the way of the vehicle. On a D6 roll of 4+ they are caught by the krusher and suffer a wound. Armour saves are taken as normal.

**Armoured Top** .....+8 pts  
Some Ork vehicles have an armoured roof, enclosed weapon turrets, etc. A vehicle with this upgrade no longer counts as being open-topped.

**Force Field** .....+5 pts  
Mekboyz are adept at constructing force field generators to protect open-topped vehicles. The vehicle still counts as being open-topped but no longer suffers the +1 modifier to its Damage rolls. If the vehicle was a Fast type before, it loses this ability due to the power drained by the generators.

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**MIXED ARMOUR:** Black Templars squads often have models with different armour saves. The normal casualty removal rules for shooting are slightly altered to take this into account.

Add in to Codex: Armageddon on page 21

**HEAVY SUPPORT: O-I BATTLEWAGON, O-I LOOTED VEHICLE, GUNTRUKK**

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**Black Templars use the following units from Codex: Space Marines and from the new entries below. Note that, with the exception of the Command Squad, Black Templars units don't have Veteran Sergeants.**

HEADQUARTERS	1 Emperor's Champion (Doesn't use up any choices on the Force Organisation chart); Black Templars Marshal; Chaplain; Command Squad*
ELITES	Terminator Squad; Terminator Assault Squad; Dreadnought; Space Marines Veteran Squad
TROOPS	Black Templars Squad
FAST ATTACK	Black Templars Assault Squad; Black Templars Bike Squadron; Attack Bike Squadron; Land Speeder Squadron; Land Speeder Tornado; Land Speeder Typhoon
HEAVY SUPPORT	Predator Annihilator; Predator Destructor; Vindicator; Land Raider; Land Raider Crusader; Whirlwind

\* May exchange bolters for bolt pistol & close combat weapon.

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**Transport:** Note that a Land Raider Crusader may only be taken as a Heavy Support choice, never a transport option. Due to the extra space created by removing the large generators required for the lascannons, a Crusader has an increased carrying capacity. A Crusader may carry up to 15 Space Marines or 8 Space Marine Terminators. Note that it may still only carry one squad and independent characters (ie, you can't put a ten-man squad and a five-man squad inside at the same time).

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**Options:** One model in the squad may exchange his bolter with one of the following weapons: flamer at +6 pts; heavy bolter at +5 pts; missile launcher at +10 pts; multi-melta at +15 pts.

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## 0-1 SALAMANDERS BIKE SQUADRON

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	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander Biker	35	4	4	4	4(5)	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4(5)	1	3	2	9	3+
Attack Bike	50	4	4	4	4(5)	1	3	2	8	2+

**Squad:** The squadron consists of 1 Salamanders Sergeant and between 2 to 4 Salamanders Space Marines riding Space Marine bikes.

**Weapons:** Each bike is fitted with twin-linked bolters. Each Space Marine rider has a bolt pistol.

**Options:** Up 2 Space Marines in the bike squadron may be armed with the following weapons: flamer at +3 pts, meltagun at +10 pts, plasma gun at +6 pts.

The Sergeant may exchange his bolt pistol for a close combat weapon at no additional cost, and he may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

**Attack Bike:** The squadron may include one attack bike armed with a multi-melta at +50pts.

**Armageddon Sentinels** Sentinels in any Imperial Guard force can be armed with either a heavy flamer +5 pts; multi-laser +10 pts; lascannon +20 pts.

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