



**By Andy Chambers**

**This new, regular feature in White Dwarf will include extra rules, challenging scenarios, previews from future Codex books and loads more stuff – all for Warhammer 40,000. Andy explains in detail...**



Greetings citizens, and a hearty welcome in the name of the Beneficent Emperor to His most holy Chapter Approved column. It is to be hoped that this new monthly feature will help to cleanse and purify the previously deviant-influenced pages of the periodical known as White Dwarf (Inq. file crossref. 42/51/45/28st. F.bloke), and usher in a new period of toil, bloodshed, self-mortification, officially sanctioned information and cold, grey nutrigel for every meal (Inq. file crossref. 1234/Ans.12. Terran trad. cuisine. "Porridge").

Each month in Chapter Approved we're going to examine the finer points of the Warhammer 40,000 game and its rules of engagement, experiment with different scenarios, weapons, rules and army list entries of all types. Over future issues I hope to introduce an increasing amount of stuff sent in by you players out there, but this month is a bit unusual because you've only just got access to the new 40K rules. So, to get the ball rolling we've got some stuff which we wrote for 40K but couldn't fit into the new book, and some cunning ideas we've had since which are destined to go into new Codex books in the future.

First up, from Gav Thorpe, we have the 'Fleet of Foot' rule for the Eldar. This is an extra rule we've introduced in the Dark Eldar Codex but it was originally envisaged for the Craftworld Eldar and we'll be including it in their Codex when that gets done. As with all new material in the Chapter Approved column, this is officially sanctioned and should be fair and balanced. If you think not then write in with rants, whines, bribes and other inducements for us to change our mind.

## FLEET OF FOOT

### FLEET OF FOOT

Eldar are noted for their grace and agility, and are able to move more swiftly than other races when necessary. In the shooting phase you may declare that an Eldar unit is going to run instead of shooting. Roll a D6. The score is the distance in inches the models in the unit may move in that shooting phase. This move is not affected by difficult terrain.

The following models may not run:

Eldar vehicles and jetbikes

Any model with a saving throw better than 4+, except Dire Avenger, Howling Banshee and Fire Dragon Exarchs.

The Avatar

Anti-grav platforms or support weapons

Dark Reapers



An Eldar Guardian Storm squad moves swiftly through some ruins.

## OVERVIEW

Opposing forces encounter each other just before dawn, with the battlefield still shrouded in darkness.

## SCENARIO SPECIAL RULES

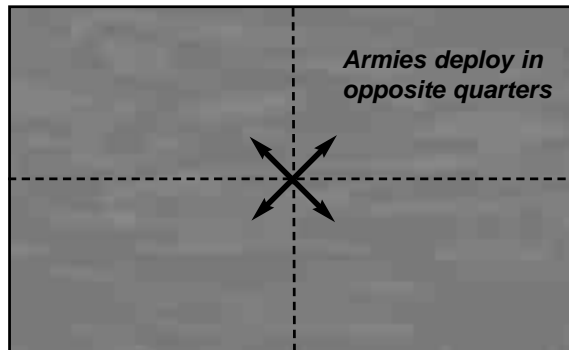
Dawn Attack uses the *Deep Strike*, *Infiltrators*, and *Random Game Length* scenario special rules. The Night Fight scenario special rule is used for the first game turn only (i.e. the sun comes up at the end of the first turn).

## SET-UP

- 1 Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.
- 2 The player that scored lowest deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until the whole of both their forces is on the table.

No unit can be deployed within 18" of the enemy at the start of the game. The players must deploy their units in the following order: Heavy Support first, then Troops, Elites, HQ and finally Fast Attack units. Units that can infiltrate may deploy after all other units, anywhere on the table, at least 18" from the enemy. If both players have infiltrators, roll a dice to see who sets up first.

- 3 Roll for who gets first turn. Highest score may choose whether to go first or second.



## MISSION OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters of the board at the end of the game wins.

To occupy a table quarter there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area, whilst you must have at least one unit of troops, bikes or cavalry over half strength or a mobile vehicle in the area.

## GAME LENGTH

The game lasts for a random number of turns

## LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.

# SPECIAL CHARACTERS

Next one's a biggy. Players of old 40K will remember that there were a host of special, named characters in the various Codexes – infamous individuals like Marneus Calgar, Abaddon, Commissar Yarrick and many others. We've been rewriting these characters for the new system, to go in the new Codexes. So Marneus Calgar and Tigurius are in the Space Marine Codex, for example, and the Blood Angels Codex will include Dante, Mephiston and Brother-Captain Tycho. Nonetheless it's going to be a long wait for some races to get their Codexes (we're working as fast as we can, honest!) so in the interim, the ever-industrious Gav has also put together a list of special characters for new 40K. We've limited ourselves to special characters that are currently available as models, so if you've got a hankering to see Kyril Grimblood, Luftg Huron and all the rest, then come up with your own stats and send them in.

## SPECIAL CHARACTERS

You may include special characters in your army if both players have agreed beforehand, in which case they replace the character or troop type indicated. For example, Dark Angels players may take Commander Azrael instead of a Force Commander, Chief Librarian Ezekiel instead of a Librarian and so on. Special characters follow all of the normal rules for their troop/character type unless mentioned otherwise in their description. Unless otherwise stated, special characters may not have any additional wargear, but they may be accompanied by a Command Squad, Retinue or whatever, and these have all the usual options.

# SPACE MARINES

See Codex Space Marines for rules and details for Space Marine wargear. Space Marine characters who have Terminator Honours already have the bonus attack that this provides included in their profiles. Note: we've not done any of the Blood Angels special characters because they're all in the new Blood Angels Codex coming out next month!

# DARK ANGELS

## COMMANDER AZRAEL, SUPREME GRAND MASTER OF THE DARK ANGELS, KEEPER OF THE TRUTH: Force Commander

AZRAEL										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Azrael	140	5	5	4	4	3	6	4	10	2+

**Wargear:** Power weapon, bolter/plasma gun combi-weapon, frag & krak grenades, Terminator Honours, Iron Halo, Artificier Armour. Lion Helm – all models within 3" count as being in 5+ cover vs. shooting.

**Special Rules:** Azrael, and any squad he is with, automatically pass all morale checks they are required to make.

## EZEKIEL, GRAND MASTER OF LIBRARIANS, KEEPER OF THE BOOK OF SALVATION, HOLDER OF THE KEYS: Librarian

EZEKIEL										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ezekiel	130	5	5	4	4	2	5	4	10	2+

**Wargear:** Force sword, bolt pistol, frag & krak grenades, Terminator Honours, Artificier Armour.

**Special Rules:** Psychic powers – Smite & Storm of Destruction. Ezekiel, and any squad he is with, automatically pass all morale checks they are required to make.

All Dark Angels Command Squads may take Terminator armour with a powerfist and storm bolter at +27 points per model. Note that all of the Dark Angels special characters pass morale checks automatically.



Grand Master Ezekiel

## BROTHER BETHOR, BEARER OF THE SACRED STANDARD: Standard Bearer



Asmodai, Interrogator Chaplain

BROTHER BETHOR										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Brother Bethor	70	5	5	4	4	2	5	3	10	3+

**Wargear:** Bolt pistol, frag & krak grenades, Terminator Honours.

**Special Rules:** Standard Bearer – Dark Angels within 6" add +D3 to combat scores. Bethor and any squad he is with automatically pass all morale checks they are required to make.

## ASMODAI, INTERROGATOR-CHAPLAIN: Chaplain

ASMODAI										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Asmodai	75	5	5	4	4	2	5	4	10	3+

**Wargear:** Crozius arcanum, Rosarius, bolt pistol, frag & krak grenades, Terminator Honours.

**Special Rules:** Asmodai and any squad he is with automatically pass all morale checks they are required to make.

# SPACE WOLVES

## WOLF LORD RAGNAR BLACKMANE: Force Commander



Ulrik the Slayer

RAGNAR BLACKMANE										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ragnar Blackmane	110	6	5	4	4	3	6	4	10	3+

**Wargear:** Chainsword, master-crafted bolt pistol, frag & krak grenades, Terminator Honours.

**Special Rules:** 4+ Invulnerable save, all Space Wolves units within 6" gain +1 Attack when moving into assault and get to advance 3D6" if they break the enemy in same round.

## WOLF PRIEST ULRIK THE SLAYER: Chaplain

ULRIK THE SLAYER										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ulrik the Slayer	118	6	5	4	4	2	5	3	9	2+

**Wargear:** Plasma pistol, crozius arcanum, bolt pistol, Rosarius, frag & krak grenades, Narthecium, Artificier armour.

## BJORN THE FELL-HANDED: Dreadnought

BJORN THE FELL-HANDED										
	Points	Armour:								
		WS	BS	S	Front	Side	Rear	I	A	
Bjorn	148	5	4	6(10)	12	12	10	4	3	

**Wargear:** Assault cannon, Dreadnought close combat weapon, heavy flamer, smoke launchers.

**Special Rules:** Deduct 1 from all rolls on damage tables for hits on Bjorn. Treat 0 as no effect.

## NJAL STORMCALLER: Librarian

NJAL STORMCALLER										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Njal Stormcaller	140	5	5	4	4	3	5	3	10	3+

**Wargear:** Force weapon, Psychic Hood, bolt pistol, frag & krak grenades.

**Special Rules:** Psychic powers – Smite & Storm of Destruction. Psyber-Raven (+2 Attacks at Strength 3, normal armour saves).

## ORKS

### NAZDREG UG URDGRUB: Warboss

NAZDREG										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Nazdreg	82	5	2	5	4	3	4	4	9	2+

**Wargear:** Mega-armour, power fist, Kustom Shoota ('eavy shoota with Assault 2), stikkbombz.

### GHAZGHKULL MAG URUK THRAKA, MIGHTY GOFF WARLORD AND LEADER OF THE WAAAGH!: Warboss

GHAZGHKULL										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ghazghkull	91	5	2	5	4	4	4	4	10	2+

**Wargear:** Mega-armour, power weapon, Kustom Blasta (Missile Launcher with Assault 2), frag & krak stikkbombz

**Special Rules:** All Orks and Grots within 6" of Ghazghkull add +1 WS. Must be accompanied by Makari, at the points cost given below.

### MAKARI, GHAZGHKULL'S BATTLE STANDARD BEARER: Waaagh Banner Bearer

MAKARI										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Makari	40	3	2	3	3	1	3	1	6	2+

**Wargear:** Close combat weapon, slugga, Waaagh banner.

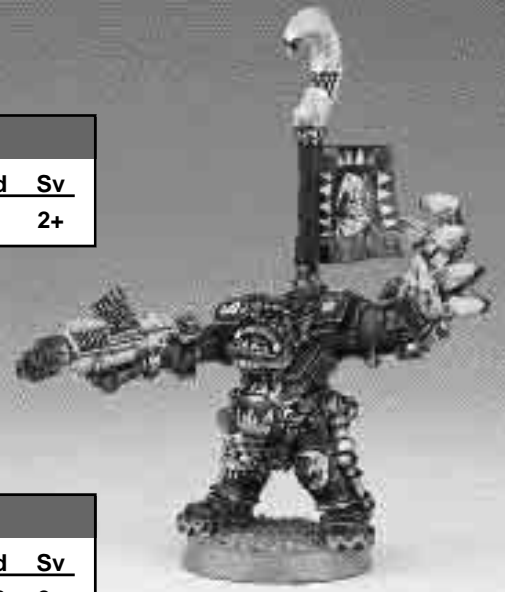
**Special Rules:** Must stay within 2" of Ghazghkull. Invulnerable save.

### ZODGROD SNAKEBITE RUNTMASTER: Slaver

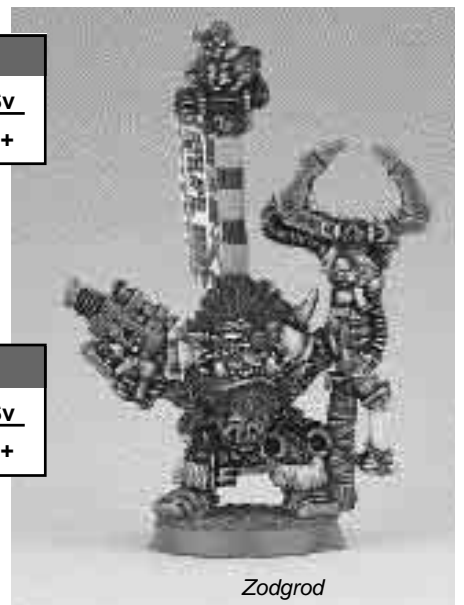
ZOGROD										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Zogrod	16	4	2	3	4	2	3	2	7	4+

**Wargear:** 'eavy armour, slugga, close combat weapon.

**Special Rules:** Grots in same unit have +1 WS, +1T and cost +2 points each.



Nazdreg Ug Urdgrub



Zodgrod

# CHAOS



*Khârn the Betrayer*

## ABADDON THE DESPOILER, WARMASTER OF CHAOS: Chaos Lord

ABADDON										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Abaddon	112	6	5	4	4	4	5	4	10	2+

**Wargear:** Terminator armour, storm bolter, power fist, Daemon sword (used instead of power fist, no armour saves, inflicts D6 wounds on wounded model).

**Special Rules:** Abaddon and any squad he is with automatically pass all morale checks they are required to make.

## KHÂRN THE BETRAYER: Chaos Lord

KHÂRN THE BETRAYER										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Khârn	75	6	5	5	4	3	5	5	10	3+

**Wargear:** Plasma pistol, close combat weapon, bolt pistol, frag & krak grenades.

**Special Rules:** 4+ Invulnerable save. Khârn and any squad he is with automatically pass all morale checks they are required to make.

## AHRIMAN: Chaos Sorcerer

AHRIMAN										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ahriman	93	5	5	4	4	3	5	3	10	3+

**Wargear:** Bolt pistol, Force Staff (see Codex Space Marines), Inferno Bolts (bolt pistol has Blast), frag & krak grenades.

**Special Rules:** Psychic power – Flame of Tzeentch (may use this as well as normal shooting).

## FABIUS BILE: Chaos Lord

FABIUS BILE										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Fabius Bile	98	5	5	4	4	3	5	3	10	3+

**Wargear:** Xyclos Needler (needle rifle with 24" range and Rapid Fire), bolt pistol, Rod of Torment (x2 Strength except vs. vehicles), frag & krak grenades.

**Special Rules:** Invulnerable. Fabius and any squad he is with automatically pass all morale checks they are required to make. Retinue has +1 Toughness and cost +5 points each.

# ELDAR

### PHOENIX LORDS

Jain Zar, Maugan Ra, Asurmen, Karandras, Baharroth and Fuegan are all Phoenix Lords and so already included in the Eldar army list!

ELDRAD ULTHRAN										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Eldrad	108	5	5	3	4	4	5	2	10	3+

## ELDRAD ULTHRAN: Farseer

**Wargear:** Shuriken pistol, Staff of Ulthamar (counts as witch blade, ignores armour)

**Special Rules:** Psychic power – Runesight. No Ld test required to use Runesight. Invulnerable save. Add +1 to all Reserve rolls.

## IMPERIAL GUARD

**COMMISSAR YARRICK: Replaces Colonel, counts as Commissar**

### COMMISSAR YARRICK

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Commissar Yarrick	88	5	4	3	3	3	4	3	10	4+

**Wargear:** Storm bolter, laspistol, power fist, Bale Eye (inflicts one Strength 4 hit in first round of assault).  
**Special Rules:** 4+ Invulnerable save, all Imperial Guard units with a model within 6" automatically pass morale checks (including Yarrick's squad).

**AL 'RAHEM OF TALLARN: Captain**

### AL 'RAHEM

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Al 'Rahem	65	4	4	3	3	2	4	3	9	5+

**Wargear:** Plasma pistol, power sword.  
**Special Rules:** Enemy suffer an additional -1 Ld if they lose an assault against Al 'Rahem.

**CHENKOV OF VALHALLA: Captain**

### CHENKOV

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Chenkov	60	5	4	3	3	3	4	3	10	4+

**Wargear:** Bolt pistol, power sword, frag & krak grenades.  
**Special Rules:** All Imperial Guard units with a model within 12" may re-roll failed morale checks (including Chenkov's squad).



Commissar Yarrick

## HEROES OF THE IMPERIUM

**URIAH JACOBUS, PROTECTOR OF THE FAITH: Missionary**

### URIAH JACOBUS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Uriah Jacobus	64	4	4	3	3	3	4	3	9	4+

**Wargear:** Shotgun, chainsword, Rosarius (4+ invulnerable save), frag & krak grenades.  
**Special Rules:** Uriah and any squad he is with automatically pass all morale checks they are required to make.

**REDEMTOR KYRINOV, ARCH-CONFESSOR: Confessor**

### REDEMTOR KYRINOV

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kyrinov	61	4	4	3(4)	3	2	4	3	10	4+

**Wargear:** Master-crafted bolt pistol, Mace of Valaan (+1 Strength, power weapon), Rosarius (4+ invulnerable save).  
**Special Rules:** Enemy within 6" suffer -1 Leadership.



Redemptor Kyrinov

# PLANETARY BOMBARDMENT

Last of all is this piece which Jervis found on the internet, that made me laugh so much I just had to share it with you. Thanks to Patrick Marstall for this fascinating treatise in reply to someone who thought that planetary bombardment in the 41st Millennium would be a simple matter of knocking a few asteroids out of orbit so that they hit the target planet – rocks, after all, are free...

Rocks are NOT 'free', citizen.

Firstly, you must manoeuvre the Emperor's naval vessel within the asteroid belt, almost assuredly sustaining damage to the Emperor's ship's paint from micrometeoroids, while expending the Emperor's fuel.

Then the Tech Priests must inspect the rock in question to ascertain its worthiness to do the Emperor's bidding. Should it pass muster, the Emperor's Servitors must use the Emperor's auto-scrapers and melta-cutters to prepare the potential ordinance for movement. Finally, the Tech Priests finished, the Emperor's officers may begin manoeuvring the Emperor's warship to abut the asteroid at the prepared face (expending yet more of the Emperor's fuel), and then begin boosting the stone towards the offensive planet.

After a few days of expending a prodigious amount of the Emperor's fuel to accelerate the asteroid into an orbit more fitting to the Emperor's desires, the Emperor's ship may then return to the planet via superluminous warp travel and await the arrival of the stone, still many weeks (or months) away.

After twiddling away the Emperor's time and eating the Emperor's food in the wasteful pursuit of making sure that the Emperor's enemies do not launch a deflection mission, they may finally watch the ordinance impact the planet (assuming that the Emperor's ship does not need to attempt any last-minute course correction upon the rock, using yet more of the Emperor's fuel).

Given a typical (class Bravo-CVII) system, we have the following:

Two months, O&M, Titan class warship:	4.2 Million Imperials
Two months, rations, crew of same:	0.2 MI
Two months, Tech Priest pastor:	1.7 MI
Two months, Servitor parish:	0.3 MI
Paint, Titan class warship:	2.5 MI
Dihydrogen peroxide fuel:	0.9 MI
Total:	9.8 MI

Contrasted with the following:

5 warheads, magna-melta:	2.5 MI
One day, O&M, Titan class warship:	0.3 MI
One day, rations, crew of same:	0.0 MI
Dihydrogen peroxide fuel:	0.1 MI
Total:	2.9 MI

Given the same result with under one third of the cost, the Emperor will have saved a massive amount of His most sacred money and almost a full month of time, during which His warship may be bombarding an entirely different planet.

The Emperor, through this - His Office of Imperial Outlays - hereby orders you to attend one (1) week of therapeutic accountancy training/penance. Please report to Areicon IV, Imperial City, Administratum Building CXXI, Room 1456, where you are to sit in the BLUE chair.

For the Emperor,  
Bursarius Tenathis,  
Purser Level XI,  
Imperial Office of Outlays.

