



# URVIVAL OF THE FITTEST

*Realm of Chaos* gives players of *Warhammer Fantasy Battle* and *Warhammer 40,000* a chance to build up powerful characters over the course of several games. As a Champion of Chaos or Chaos Renegade fights in the service of his patron Chaos Power, he and his warband of followers will receive rewards in recognition of their loyal actions. Each reward will make the character a little more powerful - by fighting several battles with the same Champions and Renegades, you can make these characters into mighty adversaries to be feared and respected by all they meet. This character development is fully covered in both volumes of *Realm of Chaos* - in this article, *Mike Brunton* and *Rick Priestley* tell you how the same continuity and development can be applied to your whole Chaos army.



*As his followers looted the dead, Broom stood upon the hill locked within his own thoughts. The bestial greed of his followers - their rapacious need for gold - meant nothing to Broom. Death hung round him like a cloak, and he needed no further reminder of mortality.*

*His sword murmured as it drank from a pool of blood. A rich ruby colour crept along its length. Broom cradled its pommel and thrust the sword into another body. He watched with casual concern as its hilt grew red and then deep crimson. When he pulled the*

*blade free, both warrior and sword heaved a sigh. For the moment, they were satisfied.*

*Around him, his underlings laboured. The warband had lost five Beastmen in the skirmish. They had disobeyed Broom's orders and paid the price. Now they lay among the corpses, stripped and ready for the carrion birds, limbs twisted and snapped by foul sorcery. The armour which had served so badly was stripped from the dead - friend and foe alike. A battered cap of steel was thrown down the hill, spinning in the cold air. Daggers and swords were carefully cleaned and their edges tested.*

*Packs were ripped open, their contents spilt across the heather. Rings, torn from still-warm fingers, were displayed by new owners. Coins were scattered on the ground. Maalic, Old Gunther, Fergaz and Juuro had found a set of dice, and they played for the right to rob the most promising bodies.*

*Three Thumbs worked a little apart from the others, allowing them to have first pick of the dead. He had once found a golden tooth, and now he moved from corpse to corpse, his extractions more vigorous than expert. The Beastman pulled and tugged each precious tooth free, his strong claws finding enough purchase. When a mouth yielded no gold, he knocked the teeth as punishment and left a bloody trail of silent screams in his wake. Three Thumbs' victims would have to eat soft fare in the afterlife.*

*And in the middle of this madness Broom watched, impassive and uncaring, as Man and Beastman squabbled over the fallen. He had no need to speak: fear of Broom and his sword kept his servants from fighting among themselves. Arguments were permitted; blows brought swift death.*

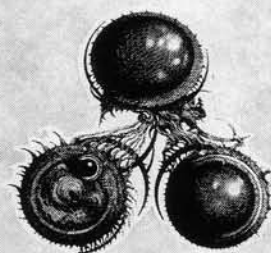
*Ballus and Taargeth had found two wineskins, and were drunk. Three Thumbs had finally run out of mouths, and so filled his own, laughing at his new wealth. Wine ran down his chest and matted his fur.*

*Broom stood alone. He had no need of wine. He had survived another battle in his lord's service. Now there would be more.*

*"Master?" Three Thumbs was hesitant. He held out the dripping wineskin to Broom. There was no reply. "Master? We camp here? We eat?" Three Thumbs bent and pulled one of the dead closer. "See. Good eating!"*

*Broom looked at Three Thumbs, who had already worried some flesh from the corpse. At Broom's stare Three Thumbs froze, meat hanging from his jaw. The Beastman spat out his mouthful and took a step back. Broom's sword twitched in its own kind of greed.*

*The warrior's voice was cold and dead. "We march. There are other battles to fight before I have rest."*



Most players of **Warhammer 40,000** and **Warhammer Fantasy Battle** will be used to fighting games as one-offs. In this sort of game the army, whether victorious or vanquished, is packed away after the battle only to reappear for the following game in exactly the same form. You may, of course, change your army composition between games in accordance with the army list, but the events of the previous game have no bearing on the next.

You may use **Realm of Chaos** armies in this way if you wish, but the real object of every good Chaos general is to grow in might from battle to battle, the army gaining in power as it receives rewards for its Chaos Champions or Renegades and their followers. This article describes how to make these changes to your forces from game to game.

## — CAMPAIGN GAMES —

If your armies form part of an organised campaign, their constituent units and characters will vary as games are fought. A character may be killed outright in his first game, for example, depriving the army of his presence in future games. You must record what happens to your forces during every playing session, so that when your army next takes the field it will be the same force but with suitable modifications.

Not all changes are for the worse, of course: the loss of some troops may be amply recompensed by the acquisition of new followers as the result of a reward. Similarly, old die-hards are likely to grow in power as they gain Chaos attributes or as they are gifted for their service. Even troops which fall as casualties may not in fact be dead, but, as described below, may survive the battle bearing only minor wounds.

## RUNNING A CHAOS ARMY

It is possible for any player with a Chaos army to fight it against chaotic or other opponents without taking part in a structured campaign. The army may still use the results of the game to change in exactly the same way as in a campaign. This is similar to the way in which a role-playing character may be transferred between different role-playing games, taking the benefits gained from each successive game into the following session.

In an army, troops will be killed and replaced, and characters will gain rewards for themselves and their followers. Such an army will obviously tend to vary in its actual points value, but it is always considered to have the same value as when it started. Of course, you should make this clear to your opponent before the game. He may not wish to fight if you have an extremely powerful force, although he is not so likely to object if the army has fallen below its nominal points value!

To get the most out of this system, a group of players should each use their own Chaos army to fight games between themselves. The players must accept that a particularly successful force will gradually become unbeatable. At that stage the commander may be unanimously declared the overall winner. Any player disputing the player's supremacy will have to back up his position by fighting a battle! The ultimately victorious army may then be placed aside, and all players start afresh with new armies.

However, the old victorious army is not forgotten; it remains as an army in the game and may be challenged by a new army at any time. A successful player may therefore acquire several Chaos armies of varying degrees of power, just as a player of **Warhammer Fantasy Roleplay** may have several characters at different stages of development.

You are never obliged to continue using a Chaos army if you do not want to. You may abandon it at any time and start again from scratch, using a new force created with the same initial points value. Often an army will reach a point where any interesting beneficial features are outweighed by its losses. Such an army is probably best retired and a new one started.



## — WINNERS AND LOSERS —

Before you can begin to modify your army after a battle, it is necessary to establish the winning side. In a normal Warhammer battle this can be done by means of the points value of troops remaining. In a game involving a Chaos army this is not possible because many of its constituent units are generated randomly as followers, and will change from game to game. The points value therefore applies to the group as a whole and not to individual models.

For battles involving Chaos armies, therefore, the victor may be established easily by fighting the game until one player surrenders, or until his entire army is routed from the table or destroyed.

## CASUALTIES

Every army, no matter what its size, suffers casualties in battle. During the game, all casualties are treated as though they are dead. They are simply removed from the tabletop, and take no further part in the game.



Varek stared down at the rabble crossing the valley and gave a snort of disgust. Muttering dark curses to himself, his words slurred and confused by a broken jaw, he wheeled to face the warriors crouching in the gorse. As he looked them over, checking all were ready, brief snatches of the past ran fleetly through his mind - battles fought alongside the veterans of his band, bloody faces bellowing their victory to the sky, the ghosts of those less fortunate...

He raised his right arm, its metal braces creaking as they rubbed against the rusty elbow joint - after this battle he would need a new arm, a sturdier replacement for this makeshift limb. But first the beretics that crossed the valley would pay; it was at their last encounter that his arm had been shattered and the wound infected. Now was the time for revenge.

## ESTABLISHING CASUALTIES

During the game, every figure removed is treated as dead. This may not be the case: there are also the unconscious, the injured and the walking wounded. Although these are not dead, they are certainly incapable of taking any further interest in the battle - they are now more concerned with their injuries. Some casualties are undoubtedly dead, but the majority, although battered and bruised, will recover enough to fight in the next battle.

Once a battle has been fought you don't have to abandon your old army and create another one from scratch; the survivors from the old army are used in the new force. All the survivors, including casualties who have now recovered, can be reorganised and sent into battle once again. Suitably rewarded by the Chaos Powers, and perhaps with new weapons and equipment scavenged from the previous battle, these veterans form the core of the new force. Of course, other models may be added to the army as characters receive Chaos rewards and new followers, but the survivors remain in place, ready to fight on in the service of their patron Chaos Power.

A Realm of Chaos force, either an army or a warband, has a continuity which lasts from game to game. Models may have to be converted to represent the acquisition of Chaos rewards which modify appearance, but the characters and warriors they represent are the same, veterans of earlier battles. In this way you can continue to use your models, adding the odd Milliput tentacle or set of wire and foil wings as required, preserving the core of the army for use in your next game.

## AFTER THE BATTLE

Between battles it is assumed that the injured are recovering, weaponsmiths are putting a new edge on battered weapons and knocking the dents out of armour, and the army's commanders are planning the next battle.

These actions occur automatically; you don't have to actually play them out in any way - they simply happen after you have finished one game and before the next begins. The following guidelines show the sequence of events between battles.

1. Models which survived the battle recover fully: they regain all *Wounds* lost during the game. Any magical or similar effects that lasted for the duration of the battle are negated.
2. Casualties are checked to see if they are truly dead or have only suffered injuries. The fate of casualties is determined randomly. See *The Fate of Casualties*.
3. The victorious side may pillage equipment, weaponry and armour from both their own and the enemy's casualties. See *Pillaging*.
4. Chaos rewards are rolled up for Champions of Chaos and Chaos Renegades. See *Rewards for Survivors*.
5. New followers may be generated for inclusion in the warbands of Champions and Renegades.
6. Warbands can be organised into units, and partial units can be reorganised as required.
7. Finally, if a Champion or Renegade has gained Chaos rewards, choose which of his followers (individuals or units) are going to be given their own rewards and then roll for the rewards received.

## THE FATE OF CASUALTIES

Casualties which are removed from the tabletop during a battle are not necessarily dead. During the game it is convenient to simply remove them from the tabletop: the extent of a model's injuries are not important at the moment it becomes a casualty - all that matters is that it can no longer fight.

However, the majority of these casualties will survive to fight in later battles, possibly with some injury. The exact fate of a casualty is determined randomly after the battle has ended.

There are two major groups of casualties who are always considered dead and that cannot be recovered to fight in the next battle:

Anyone who became a casualty through a Daemon Weapon attack is always dead and cannot be recovered as injured;

Any model that has become an Undead cannot be recovered as injured (eg if the victim has become a Skeleton due to being killed by a Chaos Weapon with the *Skeleton Horde* property).

For every other casualty of the battle, roll a D6 and consult the following table. The losing side should add +1 to the dice roll to represent the actions of the victors during pillaging.

## CASUALTY TABLE

### D6 Fate of the Casualty

- 1-3 The casualty is winded, knocked out or otherwise slightly injured. He recovers completely in time for the next battle.
- 4-5 The casualty has suffered some sort of serious injury. Injuries for Champions and their warbands are generated using the *Serious Injuries Table* below.

As rolling up injuries for the whole army will take a long time, you can simply roll a D6 for other seriously injured models, and apply the following result:

### D6 Quick Result for Serious Casualties

- 1-4 The model makes a complete recovery, aided by arcane mechanical and magical replacements for lost limbs and organs (these replacement limbs may be painted onto miniatures or represented by conversions but they have no effect on the model's profile or abilities).
- 5-6 The model dies as a result of its injury, or is too maimed to remain a useful member of any army or warband; it is abandoned by its comrades-in-arms.
- 6+ The casualty has been slain outright, or has succumbed to its dreadful injuries while lying wounded upon the field. Champions of Chaos and Chaos Renegades may have to endure service as a Skeleton Champion - see *Becoming a Skeleton Champion* in *Slaves to Darkness*.

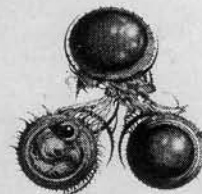
The nature of serious injuries for Champions, Renegades and their warbands are determined by rolling a D100 and consulting the *Serious Injuries Table*.

## SERIOUS INJURIES TABLE

|              |   |
|--------------|---|
| <b>D100</b>  | <b>Injury</b>   |
| <b>01-50</b> | <b>KNOCKED OUT</b><br>The model is ready for action in the next battle.   |
| <b>51-53</b> | <b>EYE</b><br>One eye is blinded. Reduce <b>BS</b> by -1.   |
| <b>54-55</b> | <b>EAR</b><br>One ear is deafened - a character may be deaf in one ear without suffering any penalty, but a model deafened in all his ears cannot communicate ( <b>Ld</b> is reduced by -1).  |
| <b>56-57</b> | <b>NOSE</b><br>The casualty's nose is smashed in and looks really awful. This doesn't affect the game, but his youthful looks are ruined forever.   |
| <b>58-60</b> | <b>MOUTH</b><br>Terrible injuries to the mouth and teeth make it difficult for the casualty to speak. Reduce <b>Ld</b> by -1.   |
| <b>61-63</b> | <b>FACE</b><br>The casualty's face is terribly disfigured. Add +1 <i>fear point</i> to the victim's <b>FP</b> total. See <i>The Mark of Chaos</i> in <i>Slaves to Darkness</i> for details of <i>fear points</i> . The victim also loses all <i>bite</i> attacks. |
| <b>64-65</b> | <b>BRAIN</b><br>The casualty's mind is unhinged by his injuries. <b>Ld</b> , <b>Int</b> , <b>Cl</b> and <b>WP</b> are all reduced by -1.  |
| <b>66-75</b> | <b>LEG</b><br>One of the casualty's legs is crushed beyond use. <b>M</b> is reduced by -1. If the casualty loses all his legs he cannot move on his own.  |
| <b>76-85</b> | <b>ARM</b><br>One of the casualty's arms, claws or tentacles is crushed or torn away. He loses one <i>Attack</i> .  |
| <b>86-95</b> | <b>BODY</b><br>The casualty has been partially eviscerated. <b>S</b> and <b>T</b> are permanently reduced by -1.  |
| <b>96-00</b> | <b>ROLL TWICE</b>   |

*Heal the machine, Adept. Cleanse the wounds in its armour and set its broken axles. Pour balm into the engines. Breathe life into its thought mechanisms. Renew the death in these gun barrels. Do all of this healing for me. Work your arcana. Or I will read the future in your entrails.*

*- Balbus Gorrim, the Renegade of Sauvage*



## PILLAGING

Robbing the dead has always been a part of warfare. After a battle come the spoils of victory - the dead are robbed of their money, food, weapons and anything else of value by the victors. Once the warriors have had their pick, others move in and strip the corpses completely. Finally, the true scavengers and carrion have their turn, leaving only white bones to mark the site of the battle.

The winning side gains the right to pillage the dead left on the battlefield. Only the winning side may pillage. The losers are assumed to be too busy running away to waste time in robbing the dead. Pillaging only occurs once the battle has ended, and all the models that were removed as casualties have been tested to see if they survived or if they were actually dead. Pillaging is conducted as follows:

1. The victor counts the number of models in his army, including any casualties that have been recovered as survivors.
2. Each model on the winning side may pillage the equipment of one dead model. The winning player picks which of the dead he wishes to pillage, choosing models from either side.

3. All of the equipment carried by the chosen model is taken by the pillager. The winning player may note down any armour, weapons and equipment that are gained, and may distribute these amongst his forces as he sees fit.

## VEHICLES AND SUPPORT WEAPONS

Alongside the dead and dying, Warhammer 40,000 battlefields can be littered with wrecked and damaged heavy equipment. Damaged vehicles, support weaponry, dreadnoughts and robots can all be left behind by a retreating force.

Victorious Chaos Renegade warbands can recover some of this wargear. Roll a D6 for each vehicle or heavy item which remains upon the battlefield.

On a result of 1-3 the Renegade's retinue have managed to salvage the vehicle or item. Before the next battle it is properly repaired and restored to full working order. The warband may use it, if the player wishes, during any of its subsequent battles.

On a result of 4-6 the machine is too badly damaged to be of any further use. It cannot be salvaged and must be abandoned on the battlefield.



## REWARDS FOR SURVIVORS

Champions of Chaos and Chaos Renegades who survive battles can earn rewards from their Chaos Powers. These rewards are given as marks of appreciation for loyal service. The *nature* of a reward doesn't matter when considering the *number* that a Champion or Renegade can earn on the battlefield.

Two systems are presented here. One requires no paperwork during the game, the other requires each player to keep a brief note of their Champion's achievements during the battle. Either system may be used, but you should agree which method you are using before the start of the battle.

The Champion or Renegade receives his rewards at the end of a battle, before the next game begins. All rewards are generated using the tables in *The Followers of Chaos* (see **Realm of Chaos**).

Remember that Champions and Renegades that receive Chaos rewards may also be entitled to new followers, gaining a chance of more followers for every two rewards they have received.

### THE PAPERLESS SYSTEM OF REWARDS

This system of giving out rewards to Champions or Renegades uses a minimum of paperwork. All surviving Champions of Chaos or Chaos Renegades receive rewards - even those that have been removed as casualties and later recovered as injured. The number of rewards received is as follows:

| The Champion/Renegade was     | Rewards Received |
|-------------------------------|------------------|
| Leader of the victorious side | 3                |
| Part of the victorious side   | 2                |
| Part of the losing side       | 1                |

A Champion or Renegade receives rewards only once for taking part in a battle. He may not receive a double allowance of rewards for being the leader of a victorious force and for being a part of the force.

Once the number of rewards earned by the Champion or Renegade is known, the type of reward received is rolled for in the usual fashion. Once a reward has been determined, alter the profile of the Champion or Renegade as required.

*The night after the battle, Gottfried felt most unwell. Perhaps the wine he had drunk, or the mouldering flesh he had eaten, was not to his stomach's taste. His sleep was wracked by terrible dreams, images that chilled even his battle-beated blood: Daemons frolicking in the light of Gottfried's own burning entrails. They tossed a small clay figure back and forth, tweaking its limbs into unnatural contortions. When Gottfried took his turn on watch, the visions persisted. He saw that the figure had his own face, sadly knocked askance by the Daemons' rough playfulness.*

*Gottfried scratched an itch between his shoulder blades, one that he had never quite been able to reach. By the light of the faltering moon, he saw that his own limbs were twisted most unnaturally. In the muddy reflection of a pool, his own face had uncannily slid across his head. Thus rewarded, he returned to his watch, a true servant of Chaos.*

## THE NOTE-TAKING SYSTEM OF REWARDS

Rewards are gained for deeds which directly aid the Champion's Chaos Power. Other acts performed by the Champion or Renegade are meaningless, and earn him little respect in the eyes of his Master.

Note that the same number of rewards are earned regardless of the number of times that the Champion or Renegade performs the specified action. For example, a Champion of Khorne receives a reward for killing followers of Slaanesh - it makes no difference if he kills one follower or one hundred, he still only gets the one reward. And however heroic the actions of the Champion or Renegade, no more than three rewards can be earned in any battle.

Rewards are earned for the following actions:

### EARNED REWARDS TABLE

| Action  | Rewards |
|---|---------|
| <b>Any Champion or Renegade:</b>                |         |
| Being on the victorious side                    | 1       |
| Slaying a Greater Daemon of another Chaos Power | 3       |
| <b>Champions and Renegades of Khorne</b>        |         |
| Killing wizards or sorcerers                    | 1       |
| Killing followers of Slaanesh                   | 1       |
| Killing Champions of Slaanesh                   | 2       |
| Killing allies and friends*                     | 2       |
| <b>Champions and Renegades of Slaanesh</b>      |         |
| Killing an enemy by magic/psi-abilities         | 1       |
| Killing followers of Khorne                     | 1       |
| Killing Champions of Khorne                     | 2       |
| Killing through excessive pleasure**            | 2       |
| <b>Champions and Renegades of Nurgle</b>        |         |
| Infecting an enemy with any disease             | 1       |
| Killing followers of Tzeentch                   | 1       |
| Killing Champions of Tzeentch                   | 2       |
| Infecting an enemy with Nurgle's Rot            | 2       |
| <b>Champions and Renegades of Tzeentch</b>      |         |
| Causing a Chaos attribute in an enemy           | 1       |
| Killing followers of Nurgle                     | 1       |
| Killing Champions of Nurgle                     | 2       |
| Causing an enemy to die through mutation †      | 2       |
| Killing by only using magic/psi-abilities ††    | 2       |

\* The followers of a Champion do not count as 'friends and allies'. The victim offered to Khorne must be a being of equal or similar stature to the Champion - another Champion, for example.

\*\* By killing an enemy using the Slaaneshi *Acquiescence* or *Beam of Slaanesh* spells.

† By using the Tzeentchian *Transformation* spell or by using a *Warp blade*.

†† If the Champion or Renegade enters hand-to-hand combat at any time he does not receive these two rewards.

## ORGANISING SURVIVORS AND WARBAND UNITS

In **Warhammer** games a unit usually includes only one basic type of creature. However, once survivors have been determined, a unit may only have a couple of models in its ranks. In such cases it is often desirable to have different creatures in a single, larger unit.

A warband may also begin with small units. When determining followers, Champion and Renegades can receive, for example, *2D6 Beastmen* or *D6 Dark Elves*. They may only receive two or three models at a time. Similar creatures which join a warband at the same time are usually organised into a single unit. This need not be the case, however, and it is possible to create mixed units of recruits and veterans who have survived several battles.

Although a rag-tag appearance is the result, units with more than one type of creature in them are permitted. Obviously, some models, such as characters and powerful monsters are better suited to independent action, but the majority of models in a warband or army should be in some sort of unit.

There are no limits to the type of creatures that may be grouped into a single unit within a warband and these units can be reorganised between battles if required.

For example, after a particularly hard fought battle a Khornate warband has been reduced to four units: one unit of two Beastmen, one of a single Beastman, a unit of six Skaven and, finally, a unit of three Chaos Dwarfs. The Champion is also unlucky when rolling for new followers - he receives none. In this case, the warband is reorganised into two units: the six Skaven in one unit, and the remaining three Beastmen plus the three Chaos Dwarfs in the other unit.

Once they have been created, units cannot be split when reorganising a warband. Whole units can be combined but, once assigned, models may not be shuffled between units.

## RULES FOR MIXED UNITS

Models in a mixed unit need not be identically equipped. Each model has its own profile, armour and equipment.

### Movement

In **Warhammer Fantasy Battle** games, a unit must move as a single force, using the *Movement* rate of the slowest member.

In **Warhammer 40,000**, models in mixed units may move at different rates, provided the usual 2" unit coherency rules are observed.

### Psychology

All the creatures in the unit share the *psychology* of their comrades. The attitude of some creatures in the unit towards outsiders can infect the whole of the unit, even if only one model is subject to a particular *psychological* condition. For example, in a combined unit of Orks and Squats, the Squats are subject to *hatred* of enemy Squats, and the Orks are subject to *hatred* of enemy Orks. Such *psychological* effects do not, of course, apply to friendly troops.

### Tests

All tests are made for the entire unit using the lowest applicable characteristic of the unit members. The whole unit is affected by the result.

For example, if a *rout* test must be made by a unit the test is made against the lowest *Leadership* characteristic in the unit. If the test is failed the whole unit routs, including those models which would have passed the test if it had been made against their own *Ld* score.



## FOLLOWERS AND REWARDS

If the Champion or Renegade leading a warband has received any rewards, the members of the warband receive a similar number of rewards between them. These rewards are generated using the *Followers' Rewards Table* in *Slaves to Darkness*.

Rewards may be given to individual followers, or to units. If the warband is going to be reorganised as a result of casualties or new members, the rewards are assigned after the reorganisation.

Models which are kept together and rewarded as a unit change and survive as a group. They become a key element of a warband or army, one which develops and changes as its members survive battles and are augmented by new creatures. The models should be converted to show the attributes that they have gained during the campaign.



## MODELS AND CONVERSIONS

With the survival system in this article, you can use the same models to represent the same characters again and again, taking them from one game to the next. This is particularly valuable if you have spent time painting and converting your models to represent the Chaos attributes they have gained. And over time, you can add to these models, converting them further as they become more powerful.

If a character is injured the model can be changed to represent the fact: you can repaint it to show a mechanical replacement limb, or add scars and deformities to the injured area.

Tentacles, wings, horns and other obvious physical attributes can also be added to models. Following the hints that appear each month in *'Eavy Metal*, you can use modelling putty, wire, foil and parts of other models or toys to create the proper appearance for the mutants in your army.

One of the most satisfying things to do is to give your surviving units banners on which their victories can be recorded. A small symbol or even the name of the battle can be painted onto the unit's banner to display its past glories in future games. Traitor Legionnaires can be given back banners to show off the glory of their squad, and those who have taken part in outstanding actions may receive badges of merit or kill markings in recognition of their service. Next time you fight a battle with your army, their previous successes will be there for all to see, reminding the other players of their defeat at your hands.

Much of the wargear that can be obtained through pillaging is already available from Citadel Miniatures: for example, shields or WH40K heavy weapons. These can either be bought as separate items and added to your existing models, or you can buy replacement models and paint them with the same colours as the other members of the unit. Other equipment, like many of the Chaos attributes, may have to be added by conversion work.

Vehicles can also be retained from battle to battle. Again, these can be converted and repainted to show their change of ownership and new weapons added. If your force salvages a vehicle or support weapon from the battlefield, you must, of course, give the owning player his model back. But you can then buy an appropriate model or convert one of the models you already own and paint it to suit its new users. Once you have converted and painted your Land Raider, for example, you can then use it in all your forthcoming games with this army, painting battle honours and kill markings on the side as the army fights its way to glory.

*To die without purpose is not a service to the Emperor. It is a heresy to waste lives entrusted to you as an Imperial officer. There is nothing shameful or disloyal in righteous retreat. But in withdrawing from the enemy's presence, allow him no succour. That which cannot be saved must be destroyed. Leave no weapons, armour, transport, food or water in your passing. Scorch the earth at his feet, and leave him desert and desolation as his victory gifts.*

*- Legiones Astartes Tactical Codex*

