IMPERIAL ARMOUR

VOLUME EIGHT

RAID ON KASTOREL-NOVEM

WARHAMMER 40,000

EXPANSION

IMPERIAL ARMOUR

VOLUME EIGHT
RAID ON KASTOREL-NOVEM

by Warwick Kinrade

++ One One Delta, this is Two Zero Alpha Commander. All stations report loading complete. All systems are go. We are ready for lift off.

++ Affirm. This is One One Delta, we are at ready condition one. Go for engine start. On my mark: 4, 3, 2, 1, mark.

++ All code signs, engines start. All lights show green. Mission control, we are awaiting mission-go confirmation.

/ / / Static interrupt...

++ This is mission control. Confirm, red-con one. Awaiting mission-go code, please hold.

++ We are holding on-station.

/ / / Static interrupt...

++ Inius-Decimus. I repeat Inius- Decimus.

++ Affirm. I hear Inius Decimus. Mission-go code is a match. All code-signs, this is Two-Zero-Alpha, mission is go. I repeat, mission is go. For Elysia and the Emperor, lift off, lift off...

Communications transcript ends. Believed to be the final mission confirmation of the 181st Elysian Drop Troop Regiment before their raid on Kastorel-Novem.

Extracted from a report to the Secretariat of the Lord High Commander Tempestus Officio Strategic-Analticus, Ravna, from 242 Army Group, Fursan Sector Command. Dated 5.9.0002.M41

Forge World

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Acknowledgments

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Thanks to ..... The staff at Forge World and Games Workshop for their continued support, advice and encouragement. Everybody who e-mailed the Imperial Armour address with suggestions and feedback on our experimental rules.

PRODUCED BY FORGE WORLD

First published in Great Britain in 2010 by Forge World, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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Product Code: 60040187012

Forge World Code: BK-PUB-B-019

ISBN: 978-1841549774

Printed in Great Britain.

Games Workshop Web site: www.games-workshop.com
Forge World Web site: www.forgeworld.co.uk

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INTRODUCTION

Hello and welcome to the eighth book of Forge World's Imperial Armour series. As you can probably tell from the cover, this time we have chosen the Orks as our adversaries for the fighting forces of the Imperium. Of course, the Orks are a common enemy of the Imperium and having dealt with the Tau Empire, Tyranids and Chaos (in that order), we felt the Orks had waited long enough. Their time has come. The Orks' fighting forces (as if they have anything else!) are massive and diverse, which is good for us. Here was an excellent opportunity for new models, including some pretty wacky stuff, for our model designers to get their teeth into. The latest Ork codex has now been around for over two years and has had time to 'bed-in' with 40K players. We knew we had a clear playing field to work in, with a race that had recently seen a surge in popularity due to the new main range models and long awaited plastic vehicle kits.

When we began work on 'the Ork project' (as it was known back then), we rapidly discovered that, as ever, we wanted to make more models than we ever could hope to complete. The wish lists for models grew and grew, including new beasts for Snakebites to ride and a special character for each of the clans. The decision was made (as we had faced with the Chaos forces for the *Siege of Vraks*), to cut the book in half and deal with just three clans. The other three would be shelved and we will return to them in the future. So here we have concentrated upon the Goffs, Evil Sunz and Death Skulls. The Bad Moons, Blood Axes (my personal favourite, but even the author doesn't get his own way all the time), and the Snake Bites will all appear in a future campaign, no doubt with a fresh wave of cool new Ork kits.

For the campaign itself we chose to expand upon a piece of existing background. One of the interesting things when writing about Orks and trying to expand their background, was to look into how an Ork Waaagh! starts. The *Apocalypse* rulebook had a small background piece about it, entitled Waaagh! Garaghak and it seemed to fit the bill. But not all the Imperium's encounters with the Ork race are fighting against a Waaagh! In fact, most Ork attacks, raids and battles aren't a Waaagh! at all, just marauding Orks doing what they like to do best. A Waaagh! only occurs when enough Orks gather, and the 'feeling' grows upon their war-like brains. It takes a single Warboss to unite a lot of fractious Orks under his banner before a Waaagh! can begin. Garaghak's rise to power illustrated this well, so we went with it and chose one location on the Waaagh! map to look at in detail.

For a change we wanted the Imperium to be attacking the Orks. The obvious thing to do would have been to have the Imperium fighting off another Ork invasion but, from Rynn's World to Armageddon, it's been done a lot. We imagine the Imperium doesn't just sit back and wait for the Orks to invade. Sometimes they must strike back, and here is an example of just such a mission – a raid into Ork-controlled space to try to stem the growth of a Waaagh! For such a raid you need mobile forces, hence the Space Marines (and the Raven Guard were 'on hand' with their home planet lying in the path of the growing Waaagh!), and the air-mobile Elysians.

The chance to return to the Elysians was one we couldn't pass up. We still had some ideas for the Elysians which we have never had a chance to flesh-out, primarily their reconnaissance vehicles. Fast wheeled vehicles for the Imperial Guard are something of a departure from the tracks-and-armour norm, but it seemed to fit best here. Lightly equipped airborne forces can't have tanks, but small, fast vehicles would be useful.

This book contains an updated version of the Elysian army list, first published in 2005 in *Imperial Armour volume 3*. We have had a new Imperial Guard codex since then and that first list is now outdated. This new list has new equipment and points costs to match the codex.

The second army list is for the Orks. At first we had thought to include clan-specific lists, but it seems the codex (cleverly) already had this in mind when it was written. There are many types of Ork mobs and warbands, not just those which are clan related (such as Speed Freaks). Mentioned in the Waaagh! Garaghak map was one we liked the sound of – Dread Mobs. So here it is, a Big Mek's Dread Mob, more of a dangerously psychopathic mobile workshop or factory, led by its crazed Big Meks.

Lastly, as ever, this book exists because of the great models it provides rules and background for. Without them you'd be looking at a pretty slim pamphlet. We think the new models add a lot of variation to the Ork range, be it in 40K or in Apocalypse. I'm sure the miniatures designers would agree, that the Orks have been great fun to work on. We look forward to returning to them again in the future. Until then, enjoy!

Warwick Kinrade
February 2010

This book is not a stand-alone supplement, reference is made to other Warhammer 40,000 publications and you may find it helpful to have read these before reading this book. To use the material in this book in games of Warhammer 40,000, you will need the Warhammer 40,000 rulebook and the following Codexes: Imperial Guard, Space Marines, Orks, and the Planet Strike supplement. Also, Warhammer 40,000 Apocalypse and the supplements: Imperial Armour Apocalypse I and II, and Apocalypse Reloaded will be useful. Having these books will assist in playing the scenarios and enriching the background to the campaign.

For updates on this book and other Imperial Armour books, visit our website at www.forgeworld.co.uk.

RAID ON KASTOREL-NOVEM

Ork Mega-Dread, part of Warboss Grahkrag's Goff warband.

KASTOREL-NOVEM – PLANETARY SURVEY

Segmentum: Tempestus

Sector: Forsarr

Sub-sector: Kastorel-Severus

System: Kastorel

Surveyed: 170373.M41

Planets: Fourteen

Inner Planets:

Kastorel-Unus	rock, no atmosphere, irradiated
Kastorel-Secundus	rock, no atmosphere, irradiated
Kastorel-Tertius	rock, no atmosphere, irradiated
Kastorel-Quattuor	rock, thin atmosphere, highly volcanic
Kastorel-Quintus	gaseous, poisonous atmosphere
Kastorel-Sext	desert world, no atmosphere
Kastorel-Septem	desert world, no atmosphere
Kastorel-Octo	rock (possible trapped meteor)
Kastorel-Novem	temperate, stable atmosphere

Outer Planets:

Kastorel-Decimus	gas giant
Kastorel-Undecim	ice world
Kastorel-Doudecim	iceball
Kastorel-Tredecim	iceball
Kastorel-Quaddecim	iceball

Asteroids: Occupying outer regions. Midis Corpus Field-uncharted.

Comets: None known.

KASTOREL-NOVEM

Summary: Mineral rich world. Chemical extraction. Refinery and manufacturing facility are located on the Itdarina continent.

Size: Equitorial Distance – 7160 miles

Gravity: 0.93 G

Satellites: One

Population: 2.1 million approx

Rotation Speed: 990 mph

Orbit: Mean orbital distance is 132 million kms from star.

Climate Classification: Temperate - arid (stable).

Mean Surface Temperature: 20° C

Tropospheric Composition: 76% nitrogen, 21% oxygen, 0.9% argon, 0.5% carbon dioxide and trace amounts of other gases.

Tithe Grade: Aptus Tertius – Maximus [Departmento Munitorum conscription exempt].

Aestimare: E7

Climatic Regions: Polar caps – small, deteroriating rapidly.

Seas: 72% planetary surface.

Mountain/Highland: Northern and southern. Unexplored highland regions.

Plains/Lowland: Strip mining operations.

Climatic Phenomena: Cyclonic atmospheric conditions form typhoon weather conditions on northern and southern continents. Equatorial belt is stable.

Flora: Limited to simple cactaceae type organisms. Some cultivated for hydroponic foodstuffs.

Fauna: Eradicated for food supply.

Economy: Limited internal markets only, regulated by Adeptus Administratum officials. Principal export markets: Segmentum Tempestus forge worlds.

Society: Hierarchial (Imperium): Workers, supervisors, administrators and rulers. Planetary Governor appointed – hereditary position.

Water Supply: Natural precipitation.

Principal Exports: Refined chemicals: mercury-chlorides, sulphides & fulminates. Munitions.

Principal Imports: Foodstuffs, engineering equipment, fuel, manpower.

Food Supply: Hydroponic, supplemented by imports.

Urbanisation: The area of manufacturing and refining facilities have been established on the continent of Itdarina. This includes space ports landing fields, workers' habitation blocks, hydroponics and other infrastructure. 90% of the population are contained here.

10% operate the strip mining facilities on the northern and southern continents, accessible only by aerial transports.

Tectonic Activity: Moderate. Plate movement on the northern and southern continents has resulted in several moderate earthquakes. Continental drift is slow but accelerating.

Known History

034461.M38	First colonised for strip mining of chemical ores.
756539.M38	Ore refinery begin.
540973.M38	Munitions manufacturing begin.
230216.M39	First Departmento Munitorum conscription. Founding of 1st Kastorel Imperial Guard regiment.
467869.M39	Final Departmento Munitorum conscription. Founding of 14th Kastorel Imperial Guard regiment. Conscription tithe commuted to Aptus-Non in favour of increased production targets.
104915.M39	Labour Uprising. Suppressed by local Adeptus Arbites forces.
376276.M41	Ork pirate raid.
866322.M41	Ork pirate raid.
454490.M41	Ork pirate raid.
548602.M41	Ork pirate raid.
064952.M41	Invasion by forces of Warlord Garaghak.
723952.M41	Garrison station (including 49th Terrax Guard), destroyed during Ork attack. Under Xenos occupation.

CHAPTER ONE
THE ORKS & THE FORSARR SECTOR

THE RISING GREEN TIDE

As the engine whine built to a crescendo around him, its bass roar filling the transport compartment so that all communications were reduced to hand signals, Captain Thanstadt curled into his cramped seat inside the Valkyrie transporter. Jammed in around him were Guardsmen of the 181st Elysian Drop Troop Regiment, each man weighed down with weapons and equipment, pouches and packs bulging with ammunition, grenades, melta-charges and rations. At lift-off the captain said a brief orison to his Emperor, part of his own superstitious routine before battle, a relic of his Cult Imperialis indoctrination as a young conscript.

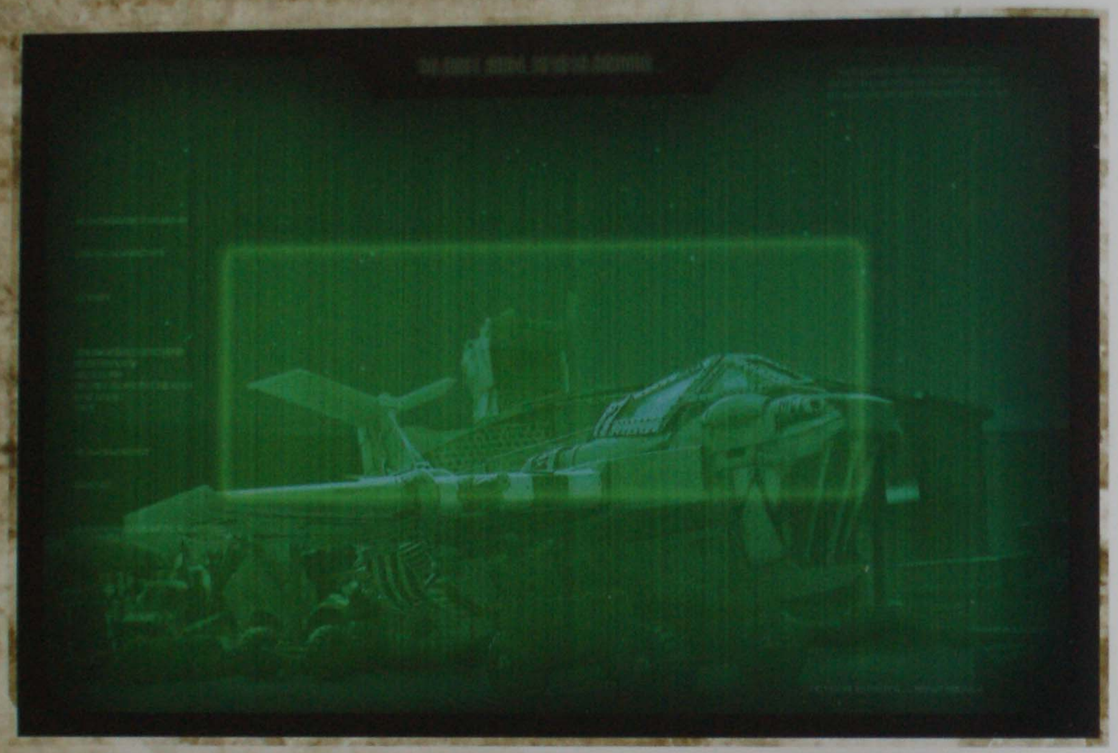
"The Emperor embraces us at the hour of our death."

Outside the Valkyrie it was still dark. The first tinge of orange-dawn was yet to peek over the horizon. It was 541992.M41, Captain Thanstadt's strike force was part of a deep raiding force about to drop into the heart of Ork territory on the planet Kastorel-Novem in the Forsarr sector, Segmentum Tempestus.

* * *

The Ork threat to the Forsarr sector had been growing for the past fifty years. Under their ambitious and power-hungry warlord, Garaghak, the self-proclaimed 'Arch-Killa' and the 'Overfiend of Tallarax', the Orks' usual ragged and independent tribes, clans and warbands had started to unite. The Warlord's rise was following a pattern familiar to the Logis Strategos of the Administratum – a single Ork warlord emerging from the chaos of the Ork tribes' internal wars and divisions had become dominant, first over his own clan, then over the surrounding clans and eventually gaining enough notoriety amongst the Orks to draw more and more warbands to his banner. When he had gathered enough Orks under him, Garaghak's increasingly bold attacks upon Imperial worlds would gain the momentum of a full Waaagh! When the Waaagh! took them, then the Orks would be driven into a frenzy of violence and destruction.

Below: By dawn's first light a Vulture gunship leads a Valkyrie squadron towards their drop zone.



There would be millions of green-skinned aliens descending on the populated systems of the Forsarr sector in an unstoppable tide of pillaging and bloody war without mercy.

Warlord Garaghak's attacks had not officially become a full Waaagh! – yet, but alarmingly the momentum was obviously building behind it. Captain Thanstadt and his Guardsmen of the 181st Elysian Drop Regiment, supported by Space Marines of the Legio Astartes Raven Guard were about to interrupt Garaghak's momentum by launching a high-speed surgical raid upon Kastorel-Novem.

* * *

Colonised in M.38, Kastorel-Novem was first claimed for the Emperor as a mining outpost. It was rich in phosphorous, mercury, sulphur and other useful chemical compounds. From the initial strip mining operations, refineries for the chemicals were soon added to reduce the mineral ore's bulk before transportation to forge worlds across Segmentum Tempestus. From these refinery operations manufacturing soon followed, bringing in other materials from surrounding systems to produce more complex chemicals, such as mercury-chlorides, sulphides and fulminates for use as explosives to meet the Imperium's insatiable demand for munitions.

The Imperium's expanding chemical production facilities were centralised on a single continent, known as Itdarina, with mining operations across the planet's habitable equatorial zone.

Since first colonisation the planet had been the target of several major Ork raids. Its location within striking distance of the Ork Empire of Octavius and more recently the advent of Waaagh! Skullkrak in a neighbouring sector meant that Kastorel-Novem required a substantial Imperial Guard garrison force stationed there to protect the planet. One large raid by Ork pirates caused major disruption to production and resulted in the addition of two orbital defence stations and a squadron of monitor gunships to deter further Ork attacks.

Then, suddenly, a new Ork threat appeared in the Forsarr system in the form of a determined assault by the rising Goff warlord, Garaghak. Garaghak's

Above: A Space Marine Scout's image-intensifier goggles relay important target locations. Their stealthy work would inform the Raven Guard's attack plan.

initial surprise landing and mass enslavement of the outpost on Thoria III suddenly left Kastorel-Novem's defences looking inadequate and the Forsarr sector in deepening peril. Following his overwhelming victory on Thoria III, more Orks were drawn to Garaghak's success and the promise of future conquests and plunder. Soon Orks of every clan, as well as Freebooter warbands, were marching under Garaghak's banner.

Additional Imperial Guard regiments were quickly deployed across the sector to boost garrison strengths and help counter Garaghak's arrival. The majority were sent to reinforce the world of Tallarax, with the plan of turning it into a fortress world strong enough to deter the Ork's ambitions. Tallarax quickly became the lynchpin of the Imperium's defensive strategy to halt Garaghak's rise.

But the Imperial Guard commanders had under estimated the speed of Garaghak's ascent and, as yet, had failed to recognise that behind his success was a brilliant Ork-mind – a rare Ork technical genius known as Mek Boss Buzzgob. Also, Garaghak saw the build-up of the Imperium's forces on Tallarax as a challenge, an invite to a 'proppa scrap', that he and his Ork boyz could not resist.

Pounded by Buzzgob's fleet and spearheaded by a horde of rickety, clanking war machines, including many Dreds and several Stompas, Garaghak's warbands attacked the fortress of Tallarax head-on. The world only fell into Ork hands after a three year war in which millions died, but with the Imperium's main forces on Tallarax destroyed, the rest of the sector was now wide open for future Ork attacks. The Goff warlord eyed the rest of the Forsarr sector with glee. He could now take his pick of the surrounding worlds – none of their garrisons could match Garaghak's large, and still growing, armies. After Tallarax many new warbands had also united under the new supreme leader. They were warbands with names such as Blackfinga's Death Skullz, Logrok's Bad Moons, Zurgo's Flyboyz, Dagrod's Killboyz and Buzzgob's Dredheadz.

The next planet to face the Ork menace was Kastorel-Novem. The Ork invasion began with the destruction of the orbital defence platforms and the capture of the orbital extraction stations circling the gas giant, Kastorel-Decimus. All these space stations were later towed into orbit and crash-landed on the planet to be stripped for a wealth of materials and parts.

The Ork attack on the Kastorel system, masterminded by Mek Boss Buzzgob himself, targeted the Imperium's centralised manufacturing facilities. The garrison regiments, Planetary Defence Force and hastily raised and trained workers militias put up a stubborn fight, with the 49th Terrax Guard providing the backbone of the defences.

The Orks paid in blood for Kastorel-Novem, finally breaking the last of the defenders' bastions by the deployment of Buzzgob's three Stompas. The Stompas carried heavy firepower which the defenders had little answer to. The survivors of Kastorel-Novem's important Adeptus Mechanicus technicians and Administratum Prefects were evacuated from the last landing pad in the Imperium's hands. By then many of the planet's refineries and manufactorums had been reduced to rubble and scrap in the fighting. No astropathic communications have been received from the planet since the last evacuation. For the past thirty-five standard years Kastorel-Novem has been listed as a xenos-occupied system.

Despite their defeats across the Forsarr system, it had not all been bad news for the Imperium's commanders. The bloody toll extracted by the Orks in taking the fortress world of Tallarax and then Kastorel-Novem had, for now, stalled Garaghak's attacks and bought the Imperium enough respite to re-organise and, more importantly, reinforce. The brave sacrifices on Tallarax and Kastorel-Novem had bought the Imperium some time to bolster the next line of defences. As yet the Imperium had not mustered an army capable of delivering an effective counter-attack or retaking any of the lost planets, but the Departmento Munitorum had searched its local strategic reserves for Imperial Guard regiments to deploy onto Forsarr itself. Meanwhile, the Ecclesiarchy had raised huge numbers of Frateris Militia and they encouraged the zealous followers of the Red Redemption cult to defend their threatened shrine world of Magdelene IX.

But the respite they had won was only temporary. The prospect of Waaagh! Garaghak were still very real. The next Imperial-controlled system to lie in Garaghak's path was the hive world of Forsarr itself, the sector's primary planet and centre of the Imperium's power in the sector. With a population of over 30 billion souls, Forsarr could not be allowed to fall. Perhaps worst still, should Forsarr fall, then the next system in the Orks' path could easily be Lycaeus. The principal planet of the Lycaeus system was Deliverance, the home world and fortress-monastery of the venerated Raven Guard Chapter of Space Marines.

As the Imperium was desperately reinforcing so Garaghak, now proclaiming himself as the 'Arch-Killa' and 'Overfiend of Tallarax', was also building up for his next big assault. He wanted Forsarr. His next invasion would be a war to make Tallarax look like a mere skirmish. More Orks were mustering daily, eager for the big battles to come, arriving from the Empire of Octavius to join the fighting. But, as his army grew so did its demands for the materiel of war. All that was delaying Garaghak's invasion was a problem of logistics.

It fell to Mek Boss Buzzgob to meet Garaghak's supply demands. Since its capture, Buzzgob had established a manufacturing base on Kastorel-Novem, now renamed by the Orks as Mekslag-Ikks. Shipped to the planet came the loot, plunder and scrap of the Orks' previous victories. On Garaghak's orders millions of tonnes of junk metal, stripped from across the Forsarr sector was dumped on Kastorel-Novem. To the Orks, Mekslag-Ikks was a bonanza. Warbands were sent to make use of the massive piles of fantastic scrap from which they could build all manner of war machines and weapons. Under Buzzgob's instructions everything from sluggas and shootas to Battle Fortresses and Stompas were being constructed and shipped to Garaghak for the big invasion of Forsarr.

As the Departmento Munitorum worked to defend Forsarr, they were not the only ones watching the progress of Garaghak. Since the fall of Tallarax the Raven Guard Chapter had been aware of the Ork advance and had already been keeping a close watch on developments. The continued mobilisation of Orks across the sector meant that the Raven Guard were forced to act. The potential Ork threat to Deliverance could not be ignored.

Swift action was called for. The Raven Guard fully mobilised to defend their home world. Every company within the Chapter had been brought up to its full fighting strength. Those strike forces already on deployment were recalled, including Shadow Captain Shrike's strike force currently on an extended mission fighting Waaagh! Skullkrak. Even before Shrike's battle brothers had returned to Deliverance, the Chapter had begun its operations to forestall Garaghak's growing Waaagh!

Over the coming years the Chapter would begin its operations by dispatching a series of long-range reconnaissance forces deep into the Ork-held territory of the Forsarr system. Moving with speed

and stealth, with the Scout Company providing the bulk of the manpower, their first mission would be intelligence gathering. Operating in darkness and shadows the Scouts had to find out what the Orks were up to – were they where strong, where they were weak and discover their key leaders, as well as how many boyz each warboss led. It was a necessary first step before any offensive action could be taken.

Each of these scouting 'Shadow Forces' would have to operate in Ork-held space for a long deployment, perhaps years. The intelligence gathering phase was placed under the command of 10th Company's commander, Shadow Captain Korvydae.

Once the Chapter had received Korvydae's reports, its other captains could then plan and execute a series of their trademark lightning attacks. These would be targeted to strike at the Orks' weak points. The Raven Guard wanted to minimise the risk of facing the Ork hordes in open battle. That task they would leave to the Imperial Guard regiments which were digging in to defend Forsarr. The time might come for open battle, but first they would raid deep into Ork territory. By stealth and infiltration, and then with a series of swift, powerful strikes, they would systematically target and destroy key Ork bases and leaders.

Squad by squad, team by team, the black-clad Scouts of the Raven Guard scattered themselves across the Forsarr sector, using their well-honed skills in concealment and observation to infiltrate Ork-held worlds. Secretly they set up observation posts and surveillance equipment and then vanished before the Orks knew they had ever arrived.

The first phase of the operation began as the Raven Guard's Scout teams landed upon Thoria III, Kastorel-Novem and at Warlord Garaghak's current base on Tallarax. Even as the Raven Guard watched and waited for their moment to attack, the Orks launched an attack upon the Viridios system. It was a welcome diversion, led by one of Garaghak's lieutenants, Blackfinga, probably as a rebellious attempt to grab some extra plunder and glory for himself. It ended in disaster for the Orks. Blackfinga's vessels were suddenly attacked by an Eldar fleet. Where the Eldar came from and why was unknown, but the Eldar inflicted a heavy defeat upon Blackfinga. Most of his vessels were left drifting as hulks and no Ork warbands reached Viridios' surface. After the battle, the surviving Ork ships towed the hulks away, destined for Kastorel-Novem where they would be crash landed as fresh scrap. New spaceships might spring from the wreckage of the old.

Shadow Captain Korvydae's Scouts also observed a further development. Warlord Garaghak's rise to power had not gone unnoticed within the Ork-held Empire of Octavius. A second great warlord arrived at Tallarax in his converted space hulk. Sent by the Overfiend of Octavius himself, Gogrok was a trusted lieutenant and he arrived to contest Garaghak's waxing power, seeking to overthrow him and take over the growing Waaagh! Gogrok, a huge and heavily-scarred Bad Moon veteran of a hundred raids and battles, arrived ready to do battle with Garaghak's boyz. Before he could attack, Warlord Garaghak called a parley of both side's warbosses. Nobody knows what transpired at the meeting of leaders, but it must have ended in Garaghak issuing a challenge. The winner would take all, both warbands combining into one huge horde – a horde big enough to crush the puny defenders of Forsarr.

None of the Imperium's scribes recorded the result, but history shows that Garaghak must have won his death-duel. Gogrok's space hulk along with its attendant Kroozers, Roks and his entire warband (estimated at between 3,000,000 and 5,000,000 Orks in total), all fell straight into Garaghak's green-clawed hands. The space hulk was claimed as Garaghak's new flagship. He was closer to launching his invasion.

At 705988.M41, the Ork onslaught on Forsarr started. The Ork fleet, led by the space hulks and Roks, clashed with the Imperium's flotilla and orbital defences in a fleet engagement that lasted days, before millions of Orks descended upon the forlorn hive world's defensive bastions. The ground war on Forsarr had begun...

Even as the fighting on Forsarr escalated daily, with more and more Orks landing, the reports that most interested the Raven Guard's officers came from Kastorel-Novem. A Scout team operating there soon learned that the planet had become Garaghak's manufacturing base. From here, the weapons and equipment that would soon see battle on Forsarr were being shipped in massive quantities. They also learned that a single powerful Ork Mek Boss was directing the operation and he had also begun construction on a Gargant, a huge stomping war machine the size of a Warlord Titan and an important symbol of the Waaagh!.

Here was an opportunity for the Raven Guard to attack Garaghak's horde without confronting the strength of his warbands. If they could disrupt his weapons manufacturing facilities, the knock-on effect would slow or stall the invasion of Forsarr and buy more time to deploy fresh Imperial Guard troops and stabilise the crumbling defences. On Kastorel-Novem the Raven Guard could also target the Ork leadership. It was obvious that Garaghak was relying heavily upon his chief Mek. Kill the Mek Boss and it would be an irreplaceable loss.

RAID ON KASTOREL-NOVEM – THE ELYSIAN PLAN

As instructed by the Raven Guard, Colonel Taihon and his company commanders planned their part of the raid in detail. Drawing on their schooling in the *Tactica Imperium*, the ground attack would be a classic hammer-and-anvil assault. The 'hammer' would be the first attack, driving the Orks back onto the waiting 'anvil', which would be a strong stop-line, with heavy weapons in place, ready and waiting for the Orks to be driven into their killing fields.

The hammer was codenamed 'Sword' force and given to the command of Captain Xhyst. His F Company, supported by elements of G and H Companies would target the area of Ork industry around the Gargant construction site. Their sudden assault, supported by Vulture and Vendetta gunships, should catch the Orks unawares and drive them northwards onto the waiting heavy guns of Shield force. In the process they would overrun the Gargant construction site and destroy it with demolition charges and melta-bombs.

Meanwhile, Shield force would be the anvil, under the command of the veteran Captain Thanstadt; his would be the largest single Elysian deployment. It would be this force that engaged and destroyed the majority of the Orks in their pre-sighted killing zones. Getting Shield force into position would be difficult, as its transport requirements could not easily be met by the available Valkyries. It would mean withdrawing Valkyrie support from other forces in order to get enough drop troops in position in time.

Once on the ground, Shield force would be mostly static, holding position around its landing zone. Being static made it vulnerable to outflanking manoeuvres. From the south it would be protected by Sword force's advance, and the Orks coming from the south should already be in disarray after Sword force's lightning assault. The northern flank would be more problematic. Orks coming south in response to the landings could easily find their way into Shield force's rear areas and attack from behind.

To avoid this, a third force would be deployed, a screening flank-protection unit codenamed 'Dagger' force. It would be built around A Company, under Captain Gerek. They would screen Shield force with mobile patrols and establish a skirmish line to intercept, divert and delay any Orks approaching from the north. It was the smallest of the three drop forces but they only had to hold long enough for Shield force to complete its work. Overall, the mission plan was scheduled for two days of combat, then a rapid extraction back to base.

A fourth smaller force would be given the mission of base security and act as a limited reserve in case of emergency. This force would be under Colonel Taihon himself, who would not be taking to the battlefield but would be overseeing the battle from the regiment's command post at its base.

This was because the most complex part of the Elysian operation was their air-plan. This would be Colonel Taihon's main role in the mission, planning and overseeing the schedules for aircraft use. The machines and aircrews would be pushed to their limits to keep a constant flow of men and equipment into the drop zones. As well as the transport plan there were the close support aircraft to integrate into it; Vultures and Vendettas which must be given their supporting roles over each drop zone. All this had to be carefully planned, based on fuel consumption, to keep at least some support in the skies over each drop zone once the fighting started. Inevitably the regiment would never have its full aerial firepower on station at any one time. The third part of the plan was the inclusion of Imperial Navy fighter squadrons, whose primary task would be keeping the skies clear of any Ork aircraft and flying close escort for the Valkyrie formations as they made their way to and from their drop zones. The Thunderbolts would also have to be figured into the close support schedules. Finally there was the bomber squadron. The Marauders were the regiment's heavy hitters, but would be of limited use in direct close support of ground troops. Their mission would be to try to interdict the battlezone area and hit the Orks' manufacturing facilities. They would strike deeper than the other aircraft, using the guidance of their single Marauder Vigilant aircraft to find and bomb concentrations of Ork manufacturing and pre-identified airfields. The bombers would need fighter escorts too. The air-plan was highly complex, hence the need for the Colonel's full attention. He would delegate his senior captains to lead the actual fighting on the ground.

181st DROP TROOP REGIMENT – KASTOREL-NOVEM DEPLOYMENT

Sword Force

C-i-C Captain Xhyst
2-i-C Captain Nybur
F Company
G Company
-(elements of)
I Company
-(Sentinels - elements of)
4799th Storm Trooper Company
-(elements of)

Dagger Force

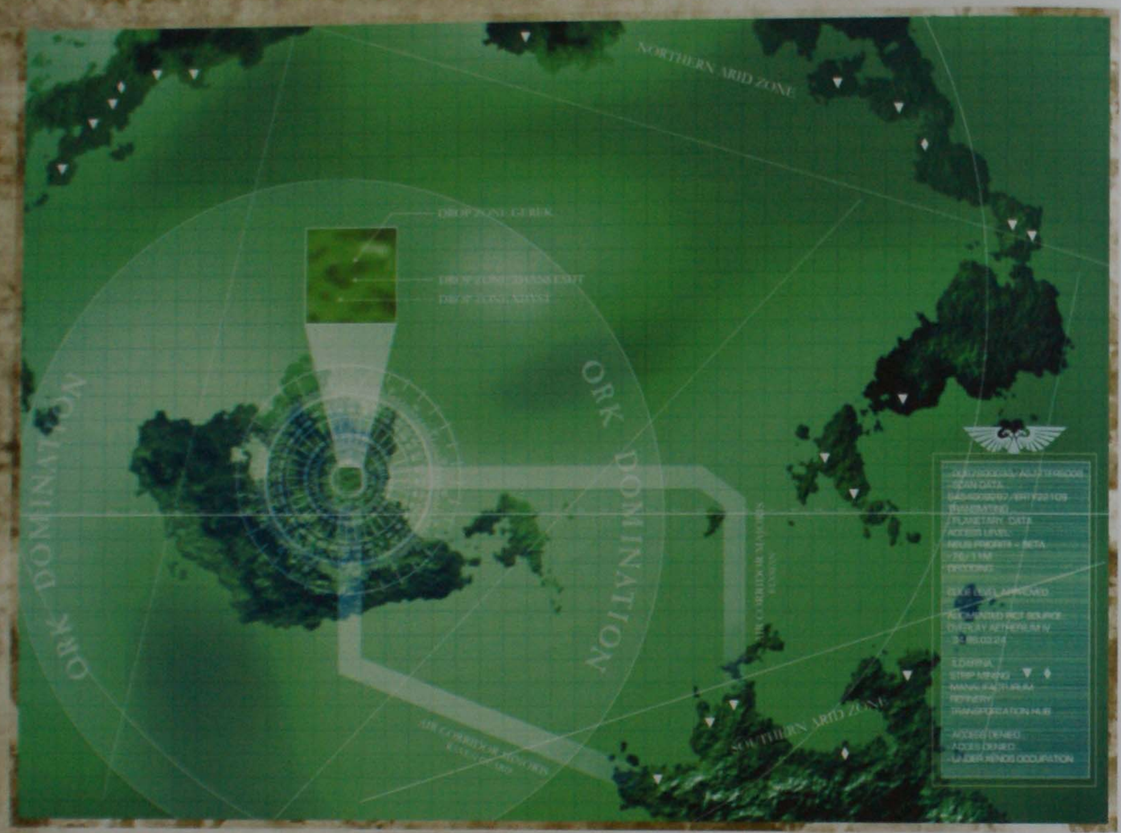
C-i-C Captain Gerek
2-i-C Captain Rylr
A Company
E Company
-(elements of)
I Company
-(Sentinels - elements of)
4799th Storm Trooper Company
-(elements of)

Shield Force

C-i-C Captain Thanstadt
2-i-C Captain Doam
B Company
C Company
D Company
E Company
-(elements of)
G Company
-(elements of)
J Company
-(Sentinels)
4799th Storm Trooper Company
-(elements of)

Reserve Force

C-i-C Colonel Taihon
2-i-C Captain Dexler
H Company



The Kastorel-Novem Raid

Despite repeated, urgent requests for assistance from the Imperial Guard's commanders at the front on Forsarr, the Raven Guard had found their own target. The Scouts were recalled and two strike forces were quickly assembled. The first would be dispatched to Forsarr to help on the front line against the tide of greenskins now sweeping from hive city to hive city. Shadow Captain Shrike and his elite assault talon would lead the first strike force. In return for the pledge of Shrike's aid, the Raven Guard also requested and received assistance. The 181st Elysian Drop Troop Regiment was fully equipped, trained and already prepared to deploy to Forsarr; instead it was diverted to aid the Raven Guard's second deployment.

The second deployment would be a strike force destined for Kastorel-Novem, again led by 10th Company's Shadow Captain Korvydae. For this mission the 181st Elysian Drop Troop Regiment, newly equipped with Valkyrie transports and Vulture gunships, would be placed under Korvydae's command. Between the elite Imperial Guard drop troops and Shadow Force Korvydae, they would launch a powerful raid on Kastorel-Novem. The Elysians' part of the mission would be to target and destroy the Orks' manufacturing facilities, especially the Gargant construction site. The Raven Guard's primary mission would be to hunt down and kill Mek Boss Buzzgob.

Detailed planning for the attack began straight away. Using information provided by their Scouts, the Raven Guard identified the centre of the Orks' manufacturing facilities on Kastorel-Novem, along with the best sites for their own defendable landing zone. This would have to be well away from the Orks, but the Imperium's forces would be completely air mobile, so the distance mattered little.

The planners selected two locations as their base of operations: one for the Elysians and one for the Space Marines. These were both far from the continent occupied by the Orks. Kastorel-Novem's inhospitable southern continent had never been populated, but strip mining and quarrying for ore had taken place and, after closer investigation by the Raven Guard Scouts, these were found to have been largely looted-out by the Orks and little remained. The Orks had now abandoned them as useless. Two former mines would now become the raid's air bases. The attack force would make planetfall on the southern continent, out of reach of the Orks (except of any roving Ork aircraft) and then quickly prepare their aircraft and troops for the drop assault.

The Elysians would need time to get their Valkyries and Vultures assembled and ready for battle, and get all their fuel and ammunition supplies in place, as would the Imperial Navy squadrons that would be adding to the assault's air support. Time was critical. The longer they delayed the attack, the greater the chance of discovery and the Orks being pre-warned and ready. The Raven Guard gave the Elysians and Imperial Navy just three days. They would have to work night and day to be ready...

At 406992.M41 the Raven Guard strike cruiser *Aeruginosus* and its two escorts, the Gladius-class *Oenanthe-Primus* and *Oenanthe-Secundus*, rendezvoused with an Imperial Navy transport convoy designated ADV-548. The holds of these three armed transports were full of aircraft: Valkyries, Vultures, Thunderbolts, even a few Marauder bombers, all dismantled. The entire Elysian 181st Drop Troop Regiment was also embarked, along with support personnel and penal labourers. The vessel's navigators set course for the Kastorel system, and battle with the Orks.

KASTOREL-NOVEM RAID – THE RAVEN GUARD PLAN

The 181st Drop Troop Regiment was only operating within a broader plan initiated by the Raven Guard. Before arriving on Kastorel-Novem, the Chapter had pre-planned the attack in detail and designated the Elysian Drop Troopers their mission objectives.

The Raven Guard's own forces also had their objectives. Before offensive operations could begin they would be sending seven Scout teams back onto Kastorel-Novem. These would already be operating in secret when the main attack began. Once the Orks had been stirred into action by the Elysian landings, the Raven Guard would be airborne in Thunderhawks and their strike cruiser would be racing into position to deploy their drop-pod squads.

During the raid the Raven Guard's mission was to identify and eliminate the Ork Warlord's chief technical specialist. Their Scouts would be seeking him out. Once located, the Raven Guard's main strike force would land en-masse and attack. In the general confusion of the fighting and with the Orks already fully distracted by the Elysians, the Raven Guard would be able to overwhelm the Ork commander's bodyguards and kill him, thus inflicting an irreplaceable dent in Garaghak's ambitions.

A secondary objective had also been pre-identified. Scout forces had already noted the location of the Orks' main fuel reserves. A former chemical refinery was now being used as a storage facility for massive amounts of fuel. It had also been marked for destruction and, once the battle was in full swing, a small orbital insertion force would be dropped from the *Aeruginosus*. The timing would prevent the Orks being able to react to the attack and give the smaller force time to defeat the guards and set demolition charges. The loss of their main fuel store should have a crippling effect, not only on the Orks on Kastorel-Novem, but it would also prevent these stockpiles ever reaching the warbands fighting on Forsarr.

Shadow Captain Korvydae would be the overall commander of the raid and the battlefield commander of the Raven Guard's main strike force, whilst Chaplain Eitath led the orbital assault force against the fuel dump.

SHADOW FORCE KORVYDAE
RAVEN GUARD RAIDING FORCE – KASTOREL-NOVEM DEPLOYMENT

Commander – Shadow Captain Korvydae (10th Company)

1st Company
- 2 x Veteran Squads
- 1 x Venerable Dreadnought 'Brother Kraai'

5th Company
- 4 x Tactical Squads
- 1 x Devastator Squad
- 6 x Land Speeders
- 5 x Rhinos

8th Company
- 1 x Chaplain Eitath
- 6 x Assault Squads
- 1 x Dreadnought 'Brother Skele'

10th Company
- 7 x Scout Squads
- 8 x Land Speeder Storms

Armoury
- 3 x Techmarines
- 10 x Servitors
- 1 x Land Raider Prometheus – Command
- 6 x Predator Destructor
- 3 x Predator Annihilator
- 9 x Land Speeders
- 3 x Thunderfire cannons
- 6 x Sentry Guns

Apothecarion
- 3 x Apothecary

Librarius
- 1 x Epistolary Kyaneus

Fleet Command
- 1 Strike Cruiser – *Aeruginosus*
- 2 x Gladius-class Escorts – *Oenanthe-Primus*, *Oenanthe-Secundus*
- 7 x Thunderhawk Gunships
- 6 x Thunderhawk Transporters
- 10 x Drop-Pods

CHAPTER TWO
DROP ZONE X LANDINGS

STRIKE FROM THE SKIES

'Two-zero-alpha confirms. Drop complete. Sword force in position and beginning the attack...'

Captain Xhyst,
F Company, 181st Elysian Drop Troop Regiment

Captain Xhyst unclipped himself from the narrow Valkyrie seat into which he was wedged and lurched up, hanging onto a grab rail beside the open door, through which hammered a fierce blast of rushing air that was swirled around the transport compartment like a tornado. The gunner, partially blocking the doorway, glanced back at him and gave him a thumbs up, grinning beneath his mirror-visored helmet before turning back to continue scanning the ground rushing past below.

Xhyst leaned over to estimate the distance to the ground: maybe a hundred metres. The Valkyrie was travelling fast and low, the din of its twin engines announcing their rapid approach to drop zone X. Suddenly the door gunner's heavy bolter boomed a sharp burst, its shells whining away towards the ground where a huddle of Orks – or was it Gretchin, Xhyst couldn't tell at this speed – were taking aim skywards. As he watched, fire came snapping towards the Valkyrie, one round ricocheted off the under-wing with a bright spark and a metallic ping. The door gunner fired another burst back, then another as the target receded behind.

Sword force was taking fire already and they hadn't reached the drop zone yet. It worried Xhyst. In his helmet communicator the pilot announced they were thirty seconds from target and almost simultaneously he felt the Valkyrie's engines power down as they decelerated for final approach. He turned back and gave the hand signal for the drop troopers inside to stand up.

Below: An Ork Flak Trukk passes the burning remains of its victim.

There was a bustle of activity as one after another the Guardsmen un-clipped their seat harnesses and rose, weapons in hand, in well-rehearsed order.

* * *

Xhyst and his men were in the first wave of drop troops about to jump over drop zone X, named for the captain leading the battle on the ground. This small vanguard force preceded the main body by five minutes, with the task of clearing any enemy from the immediate drop zone area, marking the area with auto-direction finding beacons for the following aircraft and deploying the tactical ground scanners. The scanners would give Xhyst and his air support a quick overview of where the Orks were and how many there might be. Just from his approach run Xhyst already suspected there may be more Orks than his pre-mission intelligence summary had estimated.

Xhyst jumped from the Valkyrie's rear ramp at about one hundred metres. He was the last of his 'stick' to exit. By the time he stepped out into open sky the first of his men would already be on the ground. Even before he exited the Valkyrie he could hear the deep thud-thud-thud of the door gunner's heavy bolter laying down a suppressing curtain of fire. The Valkyrie was hovering now, but the jet wash from its engine's turbulence buffeted the captain as he jumped clear, his grav-chute unit activating instantly. He had no time to check it, or to form the standard cruciform jump position. He hit the ground almost before he knew he was airborne. His ingrained muscle-memory from countless training jumps meant he didn't tense on impact, making for a 'soft' landing. Even so, the impact jolted him to the bones and forced all the air from his lungs. Without thinking he rolled with the impact, coming to rest amidst dusty red earth. Instantly he was up in a crouch, un-holstering the laspistol at his waist and checking about him, before unhitching the grav-chute harness with its quick release buckles and shrugging the bulky backpack off. It hit the ground with a thump. Released from its weight, Xhyst was ready to fight.

The hand-picked Guardsmen of the first wave knew their tasks well, they had trained for this mission a hundred times. Sergeants assembled their teams and squads about them. Armoured men were scurrying to and fro, recovering drop canisters which they cracked open. Vox-sets were checked as one-by-one the squads reported in to their platoon commanders. Overhead the Valkyries emptied their ammunition magazines. The staccato pop-pop of multi-lasers was interrupted by the sudden whoosh of Hellstrike missile rocket engines igniting. The missiles streaked away into the distances, impacting in a sudden blossoming orange fireball. Then, one after another, the aircraft banked away, engines at full thrust as they climbed clear of any incoming ground fire. The transports were returning to base to re-arm, refuel and help bring the follow-up wave of Xhyst's force.

The Captain climbed to the top of a low pile of junk; it seemed to be the remains of some machinery, now long dismantled and heavily rust encrusted. Once on top he pulled out his magnocular scanner and swept it across the horizon, pausing to focus on a distant tall structure that jutted skywards like a skyscraper under construction.

The half-built Gargant was a ramshackle collection of steel plating, scaffolding, chains and pulleys and what appeared to the Elysian captain to be nothing more than accumulated scrap metal. It was difficult to believe that given time it would become a massive smoke-belching leviathan of a war machine, bristling with weaponry of all kinds. Turning his scanner to full magnification he could see the small figures of workers, Orks or Gretchin – again he could not tell, scurrying about over the ungainly edifice. He also noted that amongst the building-sized piles of scrap were the tell-tale barrels of anti-aircraft weaponry. The Gargant construction site was ringed with them, and more would be hidden from view. It was his mission to attack and overrun that site, in so doing driving the Orks northwards. First he needed the main body of his strike force to find his position and jump in. Then he had to get his squads organised, deployed and moving north. It was a race against time to smash the Orks before they were able to muster more forces. Xhyst scrambled back down from the machinery to where his vox-operator awaited. 'First platoon reports beacons are in position and broadcasting sir,' he reported. Xhyst nodded his approval. 'Confirm message received and understood. Get me an update on the ground scanners. How long before calibrations are complete? I want to know as soon as any squads make first contact with the enemy.'

* * *

Mek Boss Buzzgob heard the aircraft approaching from the south. They came in fast, low and loud, all roaring engines and blazing shootas. It might almost have made him smile, if he hadn't already been so angry. His mood was already sour, he had just finished arguing over an assignment of parts with a mob of blue-painted Lootaz. They'd found the parts he needed for the right arm main power-coupling, including some almost-new shiny heavy cabling, but they'd also had the affront to up the agreed price, due to 'da quality of da goods'.

Buzzgob didn't like the Death Skullz, few Orks did. He suspected they all worked for Skalk Bluetoof, the scabby old scrap-king of Mekslag-Ikks who was busy getting stinking rich whilst he was busy making the weapons to win Warlord Garaghak's war on Forsarr. He had sent the lootaz away with a warning that he'd have to report them to Overseer Grahkrag if they didn't hand over his parts, and Grahkrag took a dim view of pesky flea-bitten Death Skullz who got in the way of Buzzgob's important work. Grahkrag's bully boyz no doubt would find them and pull a few ears or limbs off, to teach them a lesson about who they all actually worked for. Still, he'd had to make sure the mob had been escorted away, otherwise Gork-knew what their thieving fingers would alight upon before they left.

After the brief heated exchange, the Lootaz had finally handed over the parts in return for crates of ammunition and barrels of fuel. Buzzgob's two grot assistants, Nitnuckle and Lunk, had struck the parts off 'da big list of missing bitz'. Now Buzzgob needed a Mek to get to work fitting them. It was as he was grumpily discussing with his two clever

Above: A Looted Wagon (in this case a captured Rhino) responds to the Elysian landings.

little grots which Mek was currently under-worked and needed a new job, or a good kick up the rear-end, whilst at the same time fishing about in his pouch for a smoke, that he heard the first distant whine of a jet engine approaching, growing steadily louder and louder. At first he assumed it would be those mad flyboyz testing out their latest fighta-bommer engine, but the single engine had rapidly built into the thunderous din of an airborne armada. Interest piqued, he climbed the nearest scaffolding to get a better view of the aircraft's approach.

His cigar was totally forgotten as Buzzgob watched in amazement. All the work around him had stopped as the Orks and grots gathered alongside him to gawp. Eighteen aircraft had appeared over the southern horizon and from them tumbled the tiny figures of humies. Puny humies falling from the sky like rain, or, come to think of it, like Storm Boyz! Buzzgob saw, then seconds later heard, the violent swoosh of two rokkits launched from the lead aircraft. The missiles streaked towards the Gargant, arrow-straight and fast, before smashing into the ground ahead of Buzzgob. There was an orange flash, an explosion and the gantry swayed violently underneath Buzzgob. Thick smoke billowed up, quickly followed by a second blast amidst a pile of discarded parts over which a few grots had been searching all morning. Jagged metal and the severed body parts of several grots flew into the air and landed close by in a bloody steaming mess. The smell of cordite powder, blood and burned flesh drifted to him. Buzzgob's bad mood was suddenly lifted. He inhaled deeply. It was a smell he loved, almost as much as that of old grease, oil and exhaust fumes. It was a smell all Orks loved. Buzzgob grinned; it was the smell of battle...

* * *

The Elysian drop troops had made first contact. The incoming fire was not yet intense, but Guardsman Wayt Orek heard the snap of rounds as they zipped overhead, wildly inaccurate, but then he had fought Orks before and wildly inaccurate is what he'd come to expect. It was up close you didn't want to meet one, face-to-face. He crawled further up the pile of twisted rubble that had once been a wall of some kind, his Accatran mark IV sniper rifle in front of him, and his head down. Once he reached a vantage point he stopped, flipped down the weapon's bipod and settled into a good firing position. Somewhere out there, amidst the junkyard lying before him there was at least one enemy. He removed the dust cover from the lens of his scope and peered down it, slowly, methodically searching. More rounds fizzed past. Not close enough to bother him. He didn't think the Orks knew where he was. They were probably just shooting for the hell of it.

Orek watched and waited, patient as the hunter. From his elevated position he had a good overview. He saw movement to his left and zeroed in. In his sight he saw a greenskin, small and child-like. It reminded Orek of a Cthonian swamp-toad, the way it hopped about from one foot to another, dodging back and forth. It was armed with a pistol, crude and, by the looks of it, barely functional. The pistol flashed again and a bullet ricocheted around, whining off the scrap piles harmlessly. Orek coolly waited, motionless. Next time it hopped out Orek fired first. The laser blast fizzed briefly, a white streak, and the Gretchin's head seemed to explode. The remaining torso fell hard, flailing. Moments later a second little greenskin appeared and Orek dropped it too with another clean head-shot, its body landing next to the other. A third Gretchin broke cover and ran, its weapon discarded. As Orek placed his sight reticule upon the back of its skull a flurry of las-bolts flashed from his right and the creature vanished from sight as it fell. He clicked open his comms-mike. 'This is alpha-four-four. We have contact front. Three enemies down. Holding position.'

* * *

'Captain Xhyst, sir, alpha-four-four report enemy contact at their position.' The comms operator updated the captain as he strode amongst the junkyard, standing tall like an officer must. The first shots had been fired. It wasn't important, just the briefest of firefights with stray Gretchin, not organised resistance. 'Get me an ETA for the second wave,' he demanded of his vox-man, who quickly set to flicking switches and dials to find the required comms channel. Xhyst's first wave was in place. Everything was up and running in minutes. His long range ground scanner units had nothing to report so far, no major enemy movement. But he still needed to get moving north.

'Second wave inbound. ETA over drop zone ninety seconds, sir.'

Xhyst turned to look back southwards, any minute now a flight of Valkyries and supporting Vendetta and Vulture gunships would come rushing into view. He pulled his heavy jump helmet off to better hear the approaching engines.

He did not have long to wait. Preceded by the thunder of engines the Valkyries soon came racing overhead, drop troopers tumbling out in their wake. Amidst the drop troops came Sentinels, each mounted upon a grav-sled that ejected it out of the rear ramp. Each of the walkers also mounted a large grav-chute unit on its rear and as it fell the Sentinel righted itself before impacting the ground upon its reinforced leg pistons in a cloud of dust and debris. From that dust cloud the walker reared up to its full height and stalked forwards, weapon swivelling. They were gawky, awkward-looking machines of war, lightly armoured with a single pilot hidden inside the cockpit's roll cage, but each carried a heavy weapon. Their weapons provided the infantry platoons with the sort of heavy firepower mere men just could not carry into battle. More men and equipment followed. Transport after transport sped above him, scattering their cargos of Guardsmen and drop canisters before banking away sharply for home. The Vultures remained on station, circling high, ready for a call into an attack run.

Over the vox, reports from platoon and Sentinel squadrons were coming in thick and fast now. Captain Xhyst gave his command squad, all squatting close by in cover, the word to prepare to move out. Then he issued the order for all platoons to begin the advance north towards the Gargant.

Below: Air strike imminent. A ground scanner image locks on to an approaching column of Ork vehicles.

Above: An Ork Scrap Trukk blends into the background amidst the industrial detritus.

The Mek Boss sent Nitnuckle and Lunk running to summon all the boyz they could, with Buzzgob's order to 'get da Dreds' still ringing in their large pointy ears. As the two grots deftly slid down the gantry ladder, Buzzgob roared more orders to anybody within earshot 'Get yer gear and get movin' he bellowed, waving in the direction of the incoming aircraft and the humies. All around him gawping Orks were suddenly running, grabbing anything they could use as weapons. There was going to be a fight, a proper big fight and there was an almighty scramble to be first to the battle. Buzzgob himself set about grabbing and flinging any Ork or grot within reach in the direction he wanted them to run, headless of the fact that he was stood three storeys up on a scaffold gantry!

Below him the bosses and Meks were gathering the boyz. From within the Gargant's belly a group of Burnaboyz appeared, their cutting tools still glowing red hot from working within. They looked bemused, not having yet registered that they were under attack. A Mek ran up and quickly apprised them of the situation. 'Da humies had landed, over der!' The Burnaboyz need no second invitation. Hefting their big cutters they set off running south. Amidst the clamour, Trukk engines fired into life and boyz and grots leapt aboard before racing off, weaving through the scrap piles.

* * *

Guardsman Orek watched through his powerful scope as the Elysian troops moved out, advancing in good order through the ruins. He thumbed the scope's power to full and scanned the distant horizon. After his first kills he had changed position, as trained. Now he had climbed to the top of the tallest scrap pile around, and carefully dug himself in. From here he could cover the whole sector with accurate sniper fire. If any greenskin poked its head out, Orek was waiting to shoot it off. From his new vantage point Orek saw a band of Orks approaching in a wide-tracked vehicle. It was some form of truck, all spluttering engine, rumbling tracks and big exhausts. It seemed to have little suspension by the way its passengers were clinging on for grim life as it bucked and bounced over the uneven ground. He counted about ten other Orks and a driver, with a variety of weapons. Some seemed to just be carrying pieces of pipe as clubs. He took careful aim on the driver, trying to track its erratic movements.

He squeezed the trigger. A single las-shot flashed but only impacted on the front of the bouncing truck, scorching the metal but doing no serious damage. He aimed again and fired, this time the shot missed the Ork driver's head by inches and again did no damage. As the track ground to a halt the Orks piled off, running. The driver ducked low in his cab and began to turn around. More of Orek's shots fizzed into the vehicle, but the truck accelerated away.

At that moment a Vulture gunship slid overhead and opened fire with its two large Punisher cannons. The gatling cannons sounded like the tearing of heavy fabric. All around the truck the ground erupted. Great chunks of metal flew up from a cloud of dancing sparks. When the Punisher cannons stopped the truck was a wreck, track links and road wheels torn off, its engine steaming. The driver was nowhere to be seen. Either he had jumped clear or been caught in the hail of bullets and had disintegrated.

The presence of the gunships loitering overhead gave Orek and his Elysian compatriots' great heart. Many had fought Orks before and knew that they were an alien race that lived for battle. Yes, they lacked discipline, training and battlefield tactics, but they made up for it all with aggression and a seemingly thick-skulled belief in their own invincibility. In close combat the Elysians knew that an Ork could easily pull their arms off and would grin whilst doing it! They were sadistic, brutal and merciless creatures. But with the Vultures, Valkyries and Vendettas overhead it was unlikely the usual mob-handed rush of a green skinned horde would get anywhere near their leading squads.

As Orek continued his vigilant overwatch he could see more Orks massing to the north. At this range it looked like thousands, but it was more likely to be hundreds, and many of them would be the little Gretchin, which were about as dangerous as an armed child. As yet he couldn't see any larger war machines, and that was a blessing from the Emperor. If he did, his comms channel was ready to call down a missile-armed Vulture to blast it back into the scrap it was no doubt constructed from.

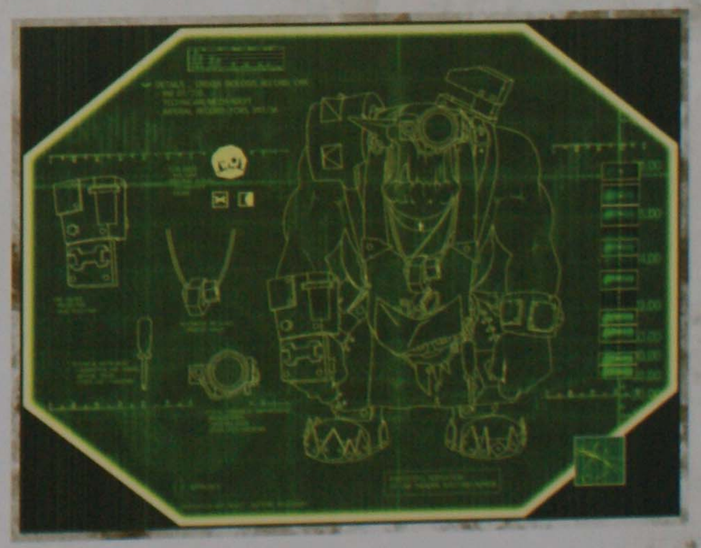
* * *

When Tufrukk emerged from the bowels of the Gargant, his burna still glowing red hot from dissecting steel plating, he was bemused, even more so than usual. Protected inside his heavy helmet and facemask he hadn't noticed that work had ceased for the day until just about every other Ork had vanished. Eventually he emerged from the smoky darkness inside what would eventually become the Gargant's engine room, blinking into the sunlight. All around Orks were running about, grabbing weapons and shouting in a frenzy of chaotic activity. He stood and watched for a minute, still none the wiser. Only when old Gorwaz arrived and pointed out that some dumb humies had landed not far away and there was going to be a scrap, did the penny finally drop. Tufrukk laughed. Well, fightin' beat workin'. He immediately started running, the crushing weight of his burna and its fuel packs momentarily forgotten. As he went he bawled for the other boyz to join him.

He ran south, through an area they all knew well, where parts for the building work had been sorted and stored. Ahead the sky was infested with aircraft, more aircraft than Tufrukk had ever seen in one place. They were all darting about like stinging insects. Tufrukk and his boyz tried to keep up with the crowds of Orks and grots now moving in the same direction, but the weight of their tools (soon to become weapons), slowed them down. A Big Trakk loaded down with more whooping boyz raced past. They were just one of many mobs now heading to the fight.

Tufrukk's boyz first encountered the humies at what had once been a road intersection, but the road was just broken ferrocrete now and empty fuel barrels lay scattered everywhere; some were still leaking green gunk. They started off across the open ground, humping it as fast as they could when an aircraft appeared and opened fire. The ground erupted as rounds impacted about him. Somehow, by Gork's luck, they missed him, but old Mek Gorwaz was killed, shredded by the hail of big slugs. Tuffruk paused to drag Gorwaz's body away and wedged it under a tottering pile of fuel barrels close by. He wanted to come back and strip the old Mek of his gear and pull his teef out, but if he left his body lying in the open he knew he'd find some thieving Death Skull had looted the body by the time he got back. He was still repeatedly kicking Gorwaz's body deeper into its hiding place when he saw the first aircraft shot down.

The boyz cheered wildly as the smoking trail of a rokkit curved skywards. It hit the aircraft on its tail boom, close to the engines and big chunks flew off in the explosion. Then, for a few seconds the aircraft just hovered unsteadily. First it pitched sideways, as if in slow motion, rolling over as the pilot lost control. It plunged down and crashed close by, crumbling into the ground and throwing up a huge pall of orange dust. The crash brought more cries of joy from the boyz and Tuffruk changed direction, heading straight towards the downed aircraft. There was good scrap to be had off it and he had just the tool for the job.



Captain Xhyst watched the first Vulture gunship go down through his magnocular scanner. He could clearly see where one of its tail booms had been blasted away by an explosion and the aircraft pitched sideways into the ground. It had been lost in the gathering mass of Orks ahead. There was little hope of rescuing the pilot and weapons officer onboard. If the Emperor was merciful they would have been killed in the impact rather than left to the Orks.

The battle had started for real. Up ahead the firing had grown in intensity. The pop of lasguns and the bark of heavy bolters were soon joined by the sudden explosive crump of mortar rounds landing. He could hear the vox-caster behind him, now wedged on the ground, chattering with the reports of squad leaders and platoon commanders as they fought the Orks. From Xhyst's position the enemy seemed to be shooting from everywhere, shells whined overhead. A lot was happening at once. The Orks were arriving in numbers, but his air support was starting to thin out. Overhead his Vulture gunships were running low on fuel and ammunition. They couldn't loiter close by forever; soon they would have to turn for home. Captain Xhyst had known his most powerful weapon couldn't operate indefinitely out there, but the attack plan included a second wave of gunships that should already be inbound. Before they started making bombing and strafing runs the aircraft needed the location of Xhyst's forward squads, to avoid attacking their own side. It was to this task that Xhyst now committed himself.

* * *

Buzzgob stalked through the Ork ranks, waving and roaring his boyz forwards. A missile streaked overhead and exploded just behind him, the hot blast wave washing over him in a torrent of flying debris. 'Get 'em. Get 'em,' he urged all the Orks around him. The Ork boyz were shooting now, the rattle of shootas and sluggas becoming a cacophony, music to his ears. A bomb exploded amidst the scrap to his left, and a thick metal girder was sent flipping end-over-end by the blast, splattering an unsuspecting grot as it landed. Another bomb landed, and then another followed. Lobba rounds. Buzzgob nodded his approval. The humies obviously had some 'eavy gunz, he could do with some himself, he thought.

It briefly occurred to Buzzgob to go and fetch 'da Big Lugga', his Stompa, but it would take too long to round up the krew and he would have to quit the field and he'd only just got here. Things were just heating up nicely.

Which reminded the Ork Big Mek, where the hell were Nitnuckle and Lunk? The little grots had scampered away to fetch more boyz and his Dreds. They should be back by now. Most likely they had found a safe hole and crawled into it, stupid puny grots! Still, he tolerated their cowardice, they'd be difficult to replace if they got themselves killed.

To Buzzgob it seemed all was going well. The boyz were getting well stuck in, a good fight had been what they needed. He'd even seen an aircraft get shot down. He made a mental note to tell Lunk to make sure he got first pickings off the scrap from that wreck. The flyboyz would pay well for the engine parts.

* * *

The Orks and the drop troopers had been fully engaged for over an hour now. At first the aerial firepower of the gunships had raked the massing Orks and held back the tide, scores of greenskins lay dead amidst the junk and wreckage of the previous battle for Kastorel-Novem. Under the curtain of heavy fire the Guardsmen had been able to push forwards towards the objective, fighting on the run as they made good ground. The second wave of gunships had also arrived and quickly unloaded their payloads onto the Orks, adding to the devastation and carnage being wrought upon them.

But they had also retired from the battle and would not return for several hours. The drop troops now fought without their heaviest fire support and the battle was turning. Amongst the rubble and scrap, the Elysians fought with just lasguns and grenades.

Captain Xhyst had moved his command post forwards, temporarily occupying an old bomb crater. Lying prone at the crater's lip he listened to the vox-chatter. The half-built Gargant was a lot closer now, looming ahead of them and the Ork resistance had slackened after the last air strike. From where he was lying the captain could see at least six Ork and Gretchin bodies, most missing limbs and heavily burnt, scattered upon the ground. Three Sentinels were just beyond them, firing repeatedly with the dramatic whoosh of super-heated air as their multi-meltas turned another scrap pile into pools of steaming liquid slag.

* * *

Tufrukk ran as swiftly as he could around the junkyard. He had been on Mekslag-Ikks for the past five years, earning his teef carving scrap into useful bitz for building Trukks, Battlewagons and Dredz. Before then he'd seen lots of fighting on Tallarax, that's where he'd earned himself the burna and joined a Burnaboyz mob. This was his first real action since that time (if you didn't include several brawls over squig-juice and teef payments). He moved with the greater mob, darting from scrap pile to scrap pile for cover, trying to get close enough to put his burna to work. He had already seen his target, a Dred-like walking machine that looked like their legs would come off easily.

He was back in the fight after being forced to abandon his attempt to grab some good plunder off the crashed aircraft because Big Mek Buzzgob had showed up, claimed the wreck for himself and ordered them all back into the battle.

Still, Tufrukk relished the fight. The humies were fightin' 'ard, giving no quarter and their bommerz had been busy. Twice Tufrukk had almost been blasted to pieces by bombs. Still, for all their bombs and guns the humies weren't very brave or tough. Without all their aircraft the boyz would easily have surrounded them and then killed them, probably with their bare hands, just for the fun of it.

He made a dash to the corner of the next scrap pile. There was already a crowd of boyz behind it, firing blind over the top. The humies' return fire was fizzing around them. As he ran, one laser bolt punctured a steaming hole in his left biceps. It bled, but it didn't hurt.

Combat at Drop Zone X. Elysian forces deploy directly into the battle.

Combat at Drop Zone X. Elysian forces deploy directly into battle.

Next he rushed to the smouldering wreck of a Trukk that had been hit earlier. Scrambling under his bulky equipment, Tufrukk ducked into cover in another hail of laser fire. He, and several of the boyz that had followed his lead, lay behind the Trukk and started shooting back. He saw one humie shot in the head, his helmet flying off and rolling across the ground. He took aim at where he thought the walker would next appear – a narrow gap between a scrap pile and a half-fallen wall and waited for his chance.

* * *

Guardsman Orek was in the thick of the fighting, running alongside a Sentinel as it stalked forwards, kicking aside a pile of discarded old tyres and the remains, Orek thought, of a rusting vehicle's chassis. The Orks infested the area, every scrap pile and fuel drum could conceal a lurking greenskin. He dropped to his knee, snapped off three rounds at movement up ahead, then was up and moving again. The Sentinel did not pause to fire and Orek ran to catch up again. Just as he did, the walker exploded in a shower of sparks and yellow flames. Arc-bright a sudden bolt of light had smashed into its right leg, shearing through the pistons and hydraulic cables like a lascannon blast. The Sentinel tottered then fell, pitching sideways as its right leg gave way under it.

Orek jumped back as the Sentinel's fuel cell ruptured on impact, spilling high-grade promethium. From behind, Orek couldn't see the pilot, but suspected he'd been knocked unconscious in the fall. He thought about making a dash to rescue him, but the slightest spark would ignite the fuel and turn the stricken walker into an inferno. Instead, Orek found himself some cover and watched the Sentinel from there. The first Orks to appear wouldn't get their plunder without a fight.

The first Ork to appear wasn't an Ork at all but a clanking war machine, ungainly with arms flailing, its heavy weapon shooting seemingly at random into the air. Orek couldn't miss, the metal monster filled his sights as he scoped-in on it. He fired once, saw the laser bolt impact without result and took a careful second aim on the vision slit. He fired again, then again, both shots fizzing off the Dreadnought's armoured front plate; then a returning burst of fire sent Orek ducking back into cover. The Dreadnought clanked on towards the fallen Sentinel, which lay silent in an expanding pool of its own fuel. With a roar of rushing air the Sentinel was engulfed in flames. A spark from the Ork machine must have ignited it. More Orks were following the Dreadnought towards Orek now. Reaching into his arm pouch he pulled out a krak grenade, flipped off the cap and thumbed the detonator button. Breaking cover he hurled the anti-tank grenade at the Ork war machine, then, hoisting his sniper rifle, turned and ran. The grenade detonated with a sharp crack. Orek didn't look back to see what damage it had done. Instead he found a new position, skidded into the cover and settled behind his sniper rifle again. The Orks were closing in and it seemed reinforcements had arrived. Their chanting and wild shooting was getting closer.

* * *

At last his Dredz had arrived. They'd taken their time, Buzzgob thought, as he pointed them in the right direction. The boyz had taken a bit of a pounding, but his two grots had finally got the Dredz moving and now they were here, ready to join the battle. Killer Kans, Deff Dreds and even one of his own Mega-Dreds came swaying and stomping through the junk and rubble.

* * *

All along the Elysian front the advance had now stalled, ground down into a series of bloody skirmishes that were costing men but not gaining any ground. The Elysians had killed a lot of Orks, but there had been a lot to kill and more were still arriving. Orks were being ferried into the area by trucks and wagons and now their Dreadnoughts had joined them. Buzzgob's personal retinue of Dreadnoughts had not been far from the Gargant site. Most of the Meks that built and maintained the Dredheadz were the same Meks that were now constructing Grahkrag's Gargant.

The Dreadnoughts had thick armour and the Elysians were not well equipped to meet them on the ground. The drop troops relied upon their air support and for now it was gone. Captain Xhyst was urging Colonel Taihon to send extra air strikes, but the regiment was now fully committed to its planned attacks and just about every aircraft was either engaged in delivering Shield force to their drop zone, or in transit between the battle zone and the airbase. Xhyst was painfully aware that it was one of the main drawbacks of airpower over ground power. Tanks might need fuel and ammunition but once they were in place very little was going to move them. Aircraft needed fuel and ammunition too, but they couldn't hold ground.

Captain Xhyst's earlier worries about Ork numbers had now become more serious. The Orks were still coming and his platoons were being eaten up. There were far more Orks defending this Gargant than Sword force was equipped to deal with. He estimated that they had killed the Orks at a ratio of maybe three or four to one, but he felt as if the initiative on the ground had ebbed away. The Orks were still being reinforced and were starting to counter-attack. He could stand and fight and maybe hold out until the gunships returned, but even then he wasn't sure he had the manpower left to wrestle the initiative back and get his men moving to that Gargant again. Better, he reasoned with himself, to look to fall back, re-organise and buy some time by giving up some ground. That way he could preserve some of his fighting strength and coordinate a second push, perhaps drawing upon the regiment's emergency reserves when the air transport became available again. Of course withdrawing wasn't going to sit well with Colonel Taihon or the Space Marine captain for that matter, but as the man on the ground it had to be Xhyst's call. He was the officer in command here, in the right place to make the tactical decisions. He knew he couldn't afford to leave it too long either. An Ork attack could overrun Sword force and then any withdrawal would become a pell-mell rout rather than an organised retreat.

His mind made up Captain Xhyst got back on the vox to issue the fall back orders to his platoon commanders. It was time to give up the ground they had won and get some space between his squads and the Orks. Sword force had lost the initiative; weight of numbers was beginning to tell. For the moment the Gargant was out of reach.

The drop troopers began to withdraw as fast as they could. Some squads remained in place to cover their comrades, but most made a rapid withdrawal over the ground they had just fought to take. It was ground littered with the detritus of battle. Smoking and burning wreckage spilled acrid black smoke. A small lake formed by the oil slick from a leaking storage tank was burning fierce orange flames that roared twenty feet high, casting a dense cloud into the sky. The dead, human and Ork, littered the ground, their equipment lying around them. Many of the Elysians were assisting their wounded comrades as they fell back. Squad sergeants tried to maintain order, barking commands to stick together. Nobody was to discard any weapons. This fight was over; they were just regrouping for a second attack.

Captain Xhyst himself remained in position, watching the men trailing past him, dirty and weary. He'd seen battle many times before, made retreats before, and knew that he had to remain visible, had to let the men see his confidence if the withdrawal wasn't to become a rout and a defeat. He hadn't lost this battle yet. Just then, out of nowhere and with no warning, a mortar round landed, impacting no more than two metres from the officer. The blast lifted him clean off his feet, a smoking chunk of shrapnel smashed into the side of his knee. His armoured kneepad saved his leg from being cut clean off, but the metal had sliced deep through the flesh and bone. Small pieces of shrapnel had also peppered his right side. One piece had smashed his front teeth out and blood was leaking down his chin. Dazed and bleeding on the ground, Xhyst tried to suppress the howl of pain that was building inside him. His knee felt like it was on fire from the inside. Instinctively, he tried to stand, but fell and cried out in pain.

The captain's vox-operator was first to him, arriving as another mortar round landed and sprayed them both with more red dirt. Under fire he jabbed an ampoule of pain killing chemicals into the captain's neck. It took mere seconds to work, and meant he could help the captain up without him passing out. The vox operator yelled for the medic. The command squad's medic had been a busy man all day, scampering to and fro, his medi-pack was all but exhausted of supplies. When he arrived on the scene there was little more he could do for his commander. The knee wound was bad, it needed surgery to remove the hunk of metal. It might cost him the leg after all. He helped the vox-operator carry Xhyst and they started moving back. The captain was out of action. Sword force had lost its commander on the ground.

* * *

Buzzgob wondered where all the humies had gone. The fighting seemed to have died down, just as his Dredz had arrived and started to get in on the action. One minute there was loads of dakka flying, now it seemed the humies had run off, which was disappointing because he'd been hoping to watch the Dredz do some serious mangling. He walked over to inspect the charred wreckage of one of the humie's funny little walking dred-machines. It was just a blackened hulk with nothing worth salvaging left. The pilot was a hunk of shrunken charred flesh. Buzzgob gave the machine a solid kick, just to see, and his heavy boot made a big dent in the heat-softened metal. Useless junk!

Buzzgob marched on, stepping over and on the bodies of the dead as he went. Most of his boyz and Dredz had raced on ahead of him, still in hot pursuit. Some malingerers were lurking back here, looting. Notably most had the blue war paint of Death Skullz. He suspected that most had shirked the real fighting and had just hung around to get the best pickings at the end. Grots were also scurrying about, gathering up armfuls of weapons and gear. It was then that Nitnuckle and Lunk reappeared, again suspiciously after the shooting had ended. The two grots came running up with expressions of urgency. 'Boss! Boss! Der is more humies, north of 'ere.' Nitnuckle blurted. 'Lots more, an' Skalk's rounded up his boyz for da fight.' Lunk confirmed eagerly.

More humies meant more fighting. That made Buzzgob pause for thought. The battle wasn't over then. If wily old Skalk was going to fight then there must be some seriously good lootin' to be done. Buzzgob stomped off after his boyz, he needed to get them moving north, now.

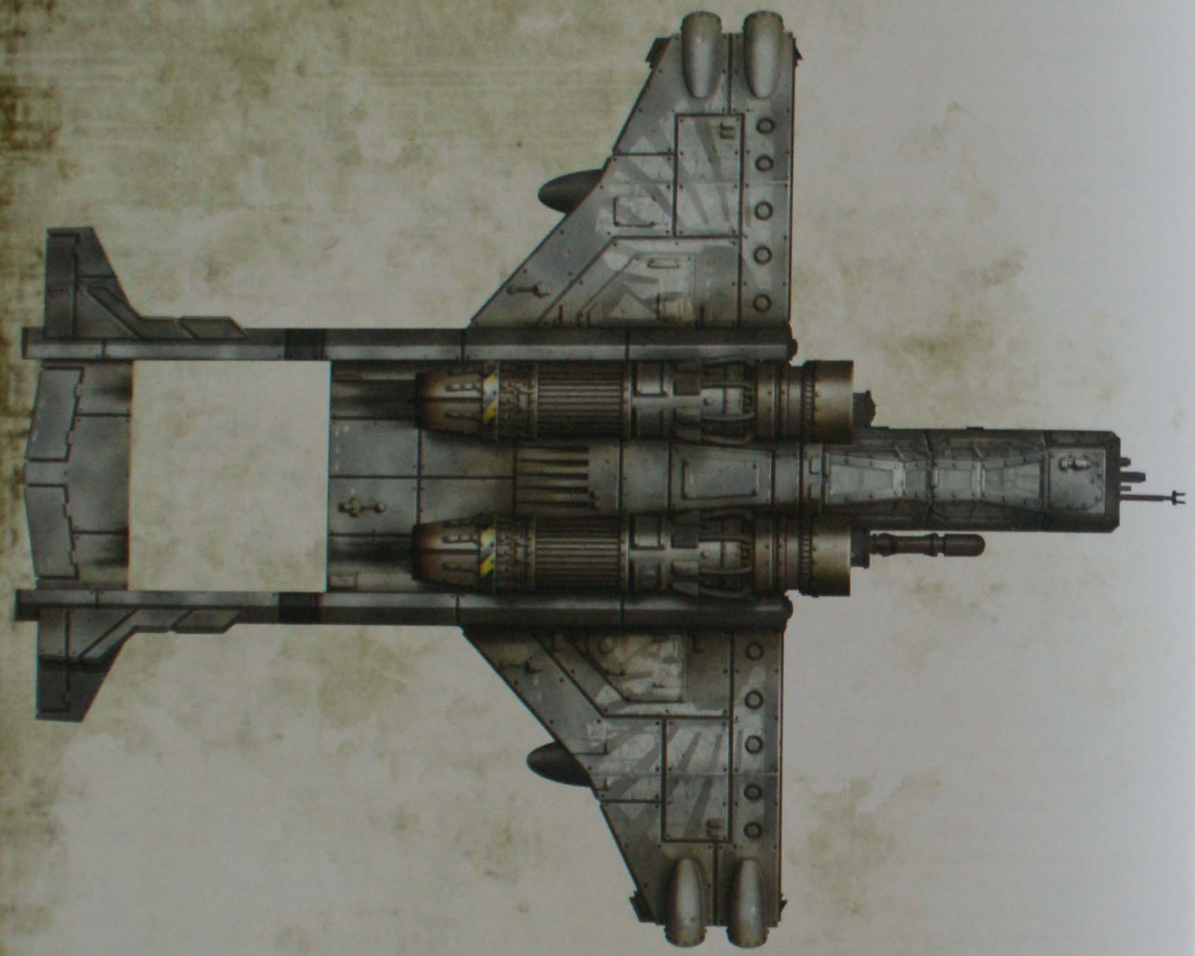
SWORD FORCE IN RETREAT

Sword force's initial assault upon the Gargant landing zone had started well. The Elysians had arrived at their drop zones and begun their advance. Initial progress was soon slowed as opposition grew. It seemed there were many more Orks in the area than had been anticipated and this included unusually large numbers of Dreadnoughts.

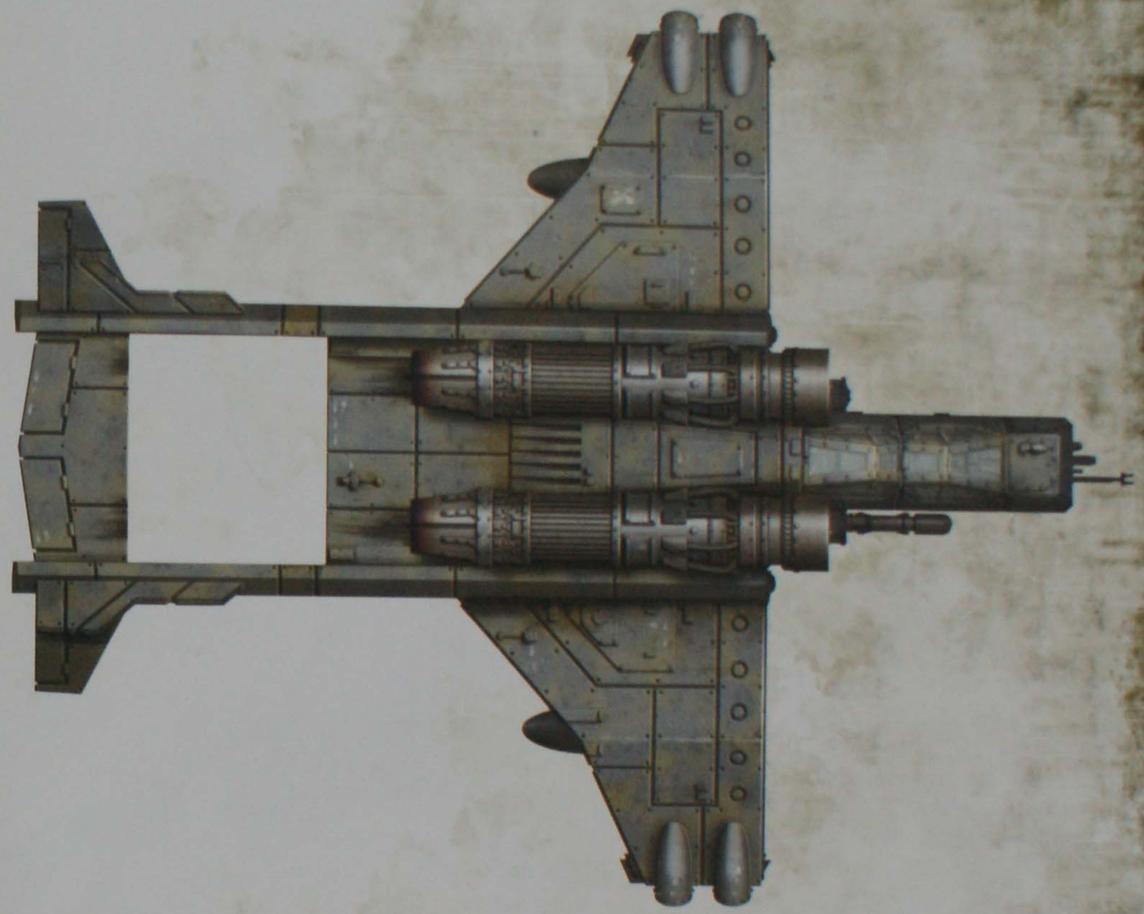
Buzzgob's absolute unquestionable authority meant the Orks reacted quickly to the surprise attack. They were ready for a fight and gleefully raced to the battle. The Elysians' air power was soon inflicting heavy loses but not enough to halt the tide of greenskins that was amassing. Driven on by Buzzgob and with the air cover forced to retire to base to re-arm and refuel, the Orks pressed their attack. Overwhelmed by numbers, Captain Xhyst was forced to withdraw, his assault had failed. It was during that withdrawal that he was critically injured.

The failure of Sword force was to be the first in a series of events that turned the Elysian surprise attack into a bloody battle for survival. The Elysians had disturbed a hornets nest and rapidly found themselves facing vast numbers of Orks, all well-equipped and battle-frenzied.

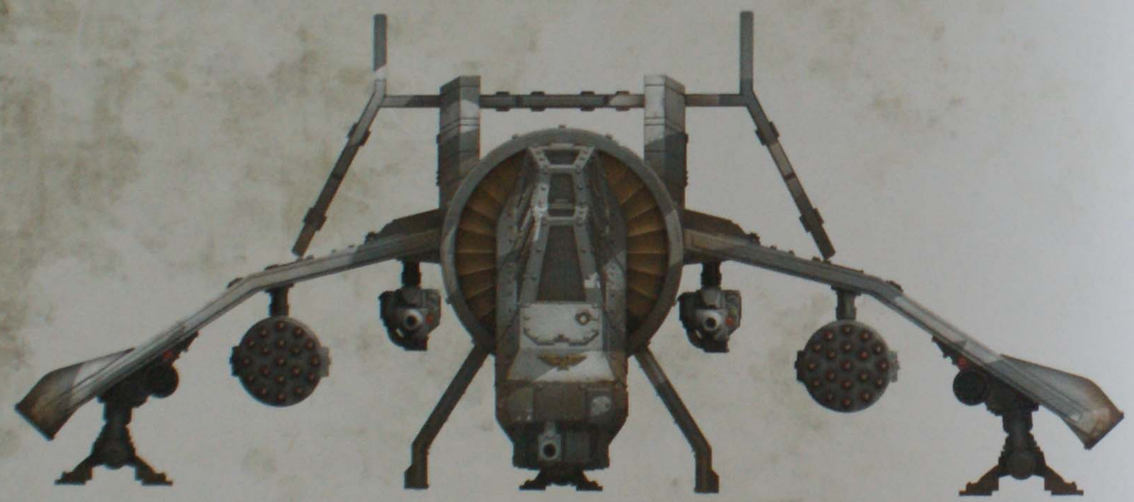
The Gargant objective was never reached and despite a quickly improvised plan for the Imperial Navy's Marauders to bomb it, only superficial damage was inflicted.



Valkyrie airborne assault carrier of the 181st Elysian Regiment.
This is a squadron command aircraft bearing dedicational aquila wings.

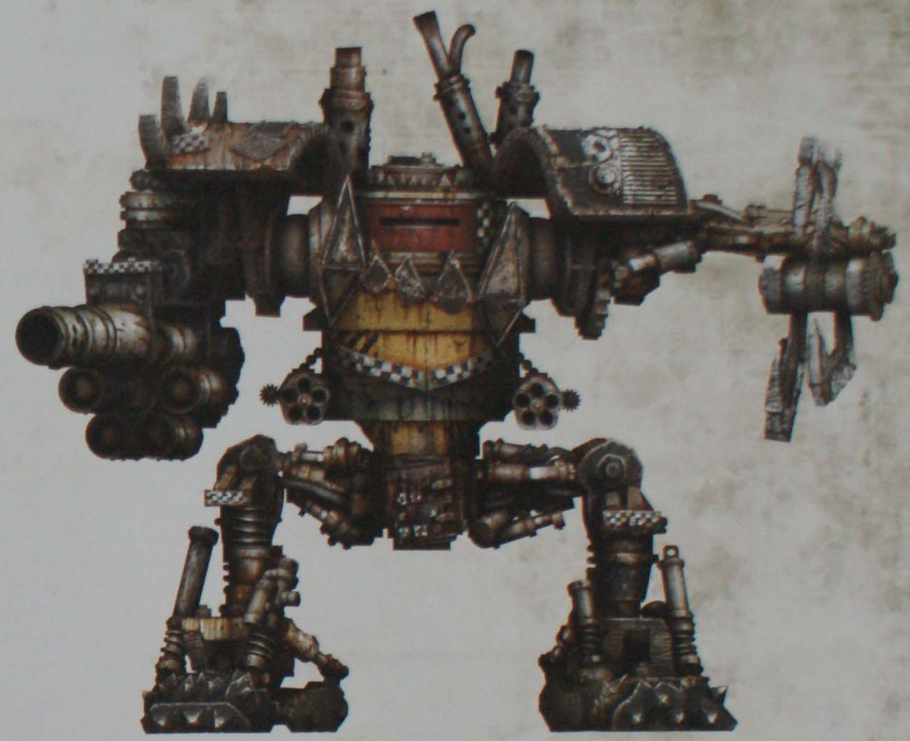


Valkyrie airborne assault carrier of the 181st Elysian Regiment.
This aircraft was part of Sword force's initial landings, before being transferred to support Shield force.



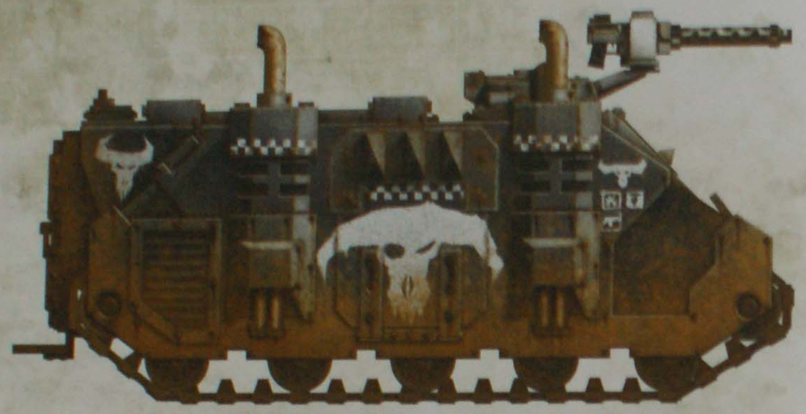
Vulture gunship. Part of the air support dedicated to Sword Force's attack. It was shot down during the battle.

Tauros rapid assault vehicle. Most of these vehicles formed Dagger Force, but a few operated on the flanks of Sword Force's attack. All were lost in battle.



Mega-Dread, part of Buzzgob's Dredheadz. First encountered during the drop zone X fighting, it would later reappear at Shield force's drop zone T.

Drop Sentinels of I Company, 181st Drop Regiment. A Sentinel squadron was directly attached to each infantry platoon for heavy weapons support.



Looted Rhino of the Goff clan. Orks seem to value the Rhino's rugged design and powerful engines. Space Marine Chapters make the destruction of any of their vehicles in xenos hands a high priority.

Death Skullz warbike. All Orks enjoy the thrill of speed and bikers are common to all clans.

Gun Wagon of the Death Skulls clan, armed with a large calibre mortar (ref: Lobba).

CHAPTER THREE
DROP ZONE G LANDING

PATROLLING THE NORTHERN FLANK

'We cannot shy from the hopeless fight. Endeavour is its own reward.'

Captain Gerek,
A Company, 181st Elysian Drop Troop Regiment

The Tauros all-terrain vehicle swayed violently as it was lowered to the ground. Dust and debris flew about wildly as the Valkyrie's jet wash hammered the ground, turning it into a whirlwind of dust and grit that browned-out the ground below. Captain Gerek braced himself against the shock of landing. With a jerk the magnetic clamps that held the Tauros released and the vehicle plunged, maybe only three metres, to smash into the ground. The vehicle's big suspension coils took the force of the impact as Gerek and his driver, Trooper Ardo, were held tight by their harnesses.

Captain Gerek activated his helmet communicator in a burst of static. 'Clear,' he instructed the Valkyrie pilot, still hovering somewhere in the swirling dust maelstrom above him. The Valkyrie's engine note changed, its twin thrusters kicking in as the Sky Talon climbed away from the drop zone. Trooper Ardo powered up the Tauros, its multiple battery packs humming into life. Gradually the brown-out cleared. Gerek unclipped his restraining harness and rose from his rear seat behind the driver. About him other vehicles were being landed, each swung below its own transport aircraft. Looking further back he could see more Sky Talons approaching, each with a Tauros slung underneath. Dagger Force was on the ground.

* * *

Captain Gerek's Dagger force was composed mainly of the 181st Regiment's A Company. Equipped with Tauros and Tauros Venator rapid pursuit vehicles, they were the regiment's forward reconnaissance unit. Able to cover great distances at speed and operate without

Below: Red ones go faster... an Evil Sunz Warboss leads the high speed charge.

Above: On patrol. A Tauros Venator, with an infantry squad in close escort, clear one of the many Ork shanty towns.

support far from the regiment's main body, their standard mission profile was to find the enemy and report.

Today was not a standard mission. Gerek and his men were acting as the regiment's flank protection. Whilst Shield Force was landing and positioning itself for what would be the decisive battle of the raid, Dagger Force was to protect their vulnerable right flank. The planners knew more Orks were north of the battle zone, and it was likely they would respond quickly to the attack. Without Dagger force blocking the way, any of those Orks could easily outflank Shield Force and attack it from the rear.

Captain Gerek and his men were to set up patrols and a skirmish screen to ambush and delay any Orks that tried to move south. His force had a large area to cover, hence the need for the fast vehicles. Each squadron had been designated its own patrol sector and they would be supported by a detachment of drop Sentinels and a few infantry platoons for extra firepower. Gerek himself would oversee the operation from his command vehicle and remain in reserve with his rapid response force. This was a unit held back, ready to move in quickly and intercept any enemy moves that the patrols couldn't deal with. He also had a flight of three Vendetta gunships on-station overhead for when the fighting got heavy.

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Sergeant Leto's number six squadron formed up into line abreast, the three Tauros Venators about thirty metres apart. The ground ahead was relatively flat but scattered with debris and rusting junk, old tyres, barrels, and unidentifiable scrap. In places crumbling power pylons still stood or lolled over on the verge of collapse. The advancing all-terrain vehicles took it all easily, rumbling steadily over the debris as each driver carefully guided it around the larger junk; behind the driver each turret gunner scanned the horizon ahead for signs of the enemy.

From his gunner's rear seat in the central vehicle, Leto watched. Briefly he thought he had seen movement ahead. Alerted, he settled behind the turret's sights and got ready. Up ahead, maybe four hundred metres away, there was a low pile of scrap where a power pylon had fallen, but it was big enough to hide an ambusher. The Tauros rolled towards it. There it was again, Leto could swear he saw it, movement. Whatever it was, it was small and agile.

'Six squadron hold position,' he ordered and the three Tauros rolled to a halt in line. Through his sight reticule Leto saw his target, a little green creature, maybe a metre tall. It was armed with a side arm of some sort – a Gretchin, and it was unlikely to be alone.

'Enemy contact front. Four hundred yards. All stations, weapons free.' He passed on the instruction and then opened fire. The twin multi-lasers blazed a trail of bright bolts, blasting gaping holes in the metal scrap. The second Tauros joined in, shooting up the scrap pile. The third Tauros laid on its lascannon and fired. The powerful bolt smashed into the scrap, sending debris high into the air. Something in the pile started to burn fiercely. Out-gunned the Gretchin broke cover and ran. There was a group of about ten of the little creatures, fleeing away as fast as their spindly legs could carry them. Leto adjusted his fire then sent a long burst fizzing through the mob. Two or three fell dead, one was set alight, its ragged clothing burning. The others kept on fleeing through repeated bursts of laser fire, then vanished from sight.

'Ceasefire,' ordered Leto satisfied that the enemy had been neutralised. It was their first enemy contact but it hadn't been much of a fight. It at least proved the Orks were here. The Gretchin had just been scavenging, and were unlucky enough to be in the path of Leto's squadron. The sergeant ordered his patrol to move on, before adjusting the vehicle's communicator and reporting the brief skirmish to Captain Gerek.

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It was difficult to actually see the Orks, although not hard to see where they were. Captain Gerek had been tracking the approaching band for ten minutes by the growing dust cloud and the black smoke trails. Even at maximum magnification his scanner could not make out much, an occasional glimpse of an Ork mounted upon a bike or a four-wheeled buggy bucking wildly as it closed on his position.

Even as he watched, the Orks were approaching fast. He estimated there were maybe twenty or thirty of them at most. Suddenly rounds whizzed overhead. Gerek couldn't believe they had opened fire – it was terrifyingly foolish! The fire was wildly inaccurate, but the Orks seemed just to fire for the hell of it. The captain watched with bewilderment, the enemy's ammunition expenditure must be unsustainable. Even Orks couldn't keep up this pointless shooting for long. Gerek's men had orders to hold their fire until the enemy was closer. There was no point in wasting ammunition at this range. As a company that operated so far from their own lines, Gerek's men were all well practised in strict fire discipline. Despite the lack of return fire, Gerek was not simply waiting to be attacked. He had already called up the Vendetta flight. The three gunships had confirmed the coordinates and were inbound, weapons primed, missile racks full.

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The growl of jet engines grew louder and louder, then arrived in a screaming torrent of noise, three gunships sweeping in low over Gerek's position, drowning out the sound of the approaching Ork engines and the fizz of their wasted bullets flying by. After their initial burst of over-enthusiasm the Orks' fire had slackened. Now, it was the Elysians' turn to respond.

The three Vendettas had locked-on to Gerek's target point, and the captain watched as the wing-mounted missile clusters fell away from the pylons, briefly racing to the ground. The blast and percussion of the fireball explosions rushed over him, the heat stinging his face. Incendiary yellow and orange explosions mushroomed about the Orks, one after another, burning intensely then fading into a shrouding cloud of brown dust. The Vendettas, their payloads empty, steeply climbed away and vanished into the distant sky.

Gerek waited as the dust clouds slowly dissipated. Where once there had been the on-rushing Ork bikers and buggies, there was now just heat-blackened earth. He couldn't see a single Ork left. Their firing had stopped altogether. The Vendettas had scored a direct hit. He ordered one Tauros to scout forwards and investigate the remaining wreckage whilst the rest of that squadron was to cover the move. From his vantage point it looked to Gerek like the Orks had been obliterated by the missile strikes. Such a fierce demonstration of firepower might teach these reckless creatures a measure of caution.

• • •

Caution was not a word Warboss Zhadsnark had ever encountered. It was not in his nature or his blood. Attack! That was Zhadsnark's only order and he always led the way. He had seen the humie's aircraft far to the south, hundreds of them darting about in the sky. Humies that had fallen from the sky, like a gift from Mork. It meant one thing – a fight!

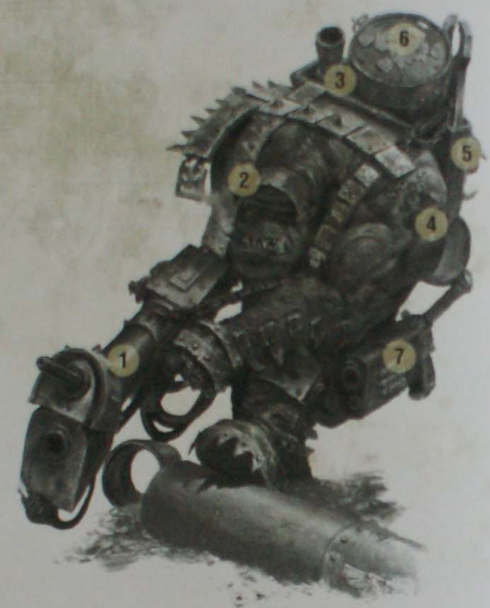
The warboss set about rounding up as many of his boyz as he could, sending bikers racing in all directions to gather them to him. Ognaz's biker mob were closest to the landings, so they should go first and find out what was happening, then come back and let him know. Meanwhile, he would gather every biker boy and buggy, every Trukk and every grot he could. When Ognaz got back he'd know if he needed more boyz or if he had enough to attack immediately.

Patience was another word Zhadsnark had never encountered, and even if he'd known it, he didn't have much. With growing frustration Zhadsnark waited and waited, but Ognaz never came back. He was only supposed to go and take a quick look then come back, but, judging by the distant explosions, the smoking wreckage and the three humie bommers now climbing away high into the sky, Ognaz had gone and got himself blown up! Perhaps, he thought, he should have sent someone else; after all Ognaz didn't have the brains of a squig! Despite Ognaz's messy demise, the prospect of imminent battle gladdened Zhadsnark's heart. Around him more of the boyz were arriving: bikes, buggies, wartrakks and trukks. All came racing to his call with more boyz clinging to every hand-hold and grab rail, shootas and choppas in hand. Judging by the numbers it was time to smash some humies...

Grinning, Zhadsnark climbed aboard his huge tracked trike, 'da Beast'. It was larger than most of the buggies and had a jet engine welded to the back. That engine currently sat silent, slowly dripping oil and fuel into an expanding puddle. He quickly checked that the bike's ammo drums were full, and then hoisted his huge weight onto the starter pedal. The engine roared into life as Zhadsnark twisted the throttle hard, the engine screaming in response, straining against its brakes. For effect he pounded on the throttle, revving and revving, the noise of it got his blood pumping and from behind him the boyz cheered their warboss and answered with their own revving engines. A plume of dirty blue-grey fumes enshrouded them. Zhadsnark stood in his saddle, waved the mob forwards and let go of the brakes.

BURNA BOY

Burna Boyz are those pyromanical greenskins whose desire to burn and destroy grows to consume them entirely. Often they join forces with Mekboyz who they depend on to keep them in promethium fuel and the heavy blow torch/flamethrowers that give them their name. These dedicated arsonists take great delight in setting fire to the enemy (and anybody and anything else they can lay their hands on if no enemy are available), and it takes a strong warboss or the blackmailing powers of the Meks to keep them in line. However, the benefits of these lunatics in any Ork warband just about outweigh the risks of getting anywhere near them. The Burna Boyz can be a powerful asset on the battlefield, whether in small teams or large mobs; their mass incendiary firepower can prove devastating, particularly against enemy infantry, flushing out foes from defended positions and bringing down bestial creatures. Also, with their weapons turned to the searing hot point of a blowtorch flame, they can wield them to hack and slice up enemy armour and vehicles. They serve a vital secondary role in this regard, cutting up battlefield salvage for later use.



1. BURNA
The boyz' main armament, the burner, is a heavy duty combination cutting torch and flamethrower, alternating between the two functions with a simple twist of the spigot and altering the fuel pressure. Burnas themselves, like most examples of Orkish engineering, are designed to sustain the worst sort of battering and are very robust. They have to be, as more than one Burna Boy has been reduced to using it as a bludgeon after getting over-enthusiastic with his fuel supply!

2. BLAST MASK & HARNESS
Almost as important to a Burna Boy as his weapon and fuel is the heavy hide war-harness and webbing used to support it and the drop down mask that prevents the Ork blinding himself or burning his own face off in the flame backwash. This harness takes some of the weapon's weight, making it easier for the Ork to wield in a fight and most Burna Boyz also use them as a convenient place to hang a few armour plates and glyphs. The glyphs invariably brag about the various kills or former campaigns the Burna Boy has fought in.

3. PROMETHIUM TANK
Vital to the Burna Boy is their ammunition supply. In this case it is a volatile mix of pressurised squig-oil and promethium. Each Mek that manufactures the toxic liquid swears by his own special 'burnin' brew'. Burna Boyz generally do their best to carry as large a tank of fuel as they can, so they can flame as much as possible on the battlefield. Of course, this has its own dangers, as the canister tanks risk premature and spectacularly lethal detonation from stray rounds.

4. MEKBOY TATTOO
This tattoo brand indicates that the Ork is part of the infamous Mek Boss Buzzgob's forces on Kastorel-Novem.

5. TOOLZ
That this particular Burna Boy works in a Mek Boss' warband can clearly be seen by the presence of such tools about his person as a decent sized spanner. It is not uncommon for Burna Boyz to be led in combat by fully-fledged Meks and the Burna Boyz also form a core contingent of 'Dread Mobz' and scavenger crews, slicing up armour and wrecks for the commanding Mek Boss.

6. FREEBOOTA GLYPH
The golden Ork skull and crossbones glyph on this burna boy's fuel canister indicates allegiance to the 'Grogscar's Plundras' freebooter warband. This piratical Ork force, based on a trio of Kill Kroozers, was the scourge of Imperial shipping in the Lascar Drift for decades before being drawn into Waaagh! Garaghak. It is unclear if this Burna Boy was a part of this warband before coming to Kastorel-Novem, or is merely using equipment either intended for the freebooters or, more likely, looted from one of its former members!

7. SLUGGA
This Burna Boy is sensible enough to be carrying a back-up sidearm, this is a slugga, a high-calibre semi-automatic projectile firearm. Suitably loud enough to be an Ork's weapon, and while often crude in design, sluggas have very limited accuracy but huge stopping power thanks to the massive shot they fire and the dangerously large powder charges that propel them. Misfires are common.

This is Burna Boy Tuffruk, part of Mek Gorwaz' mob of Buzzgob's Dredheadz.

Above: Deffkoptas run headlong into the Elysian defensive screen, here held by a battery of automated sentry guns.

Da Beast leapt forwards violently, kicking into the air before smashing back to the ground, the twin tracks biting and throwing out great clods of earth and grit-stones like bullets. The trike accelerated at breakneck speed, bucking wildly from side to side. Massively strong, Zhadsnark controlled 'da Beast' with ease with just one hand. 'Waaagh!' he bellowed to the skies, his war cry drowned out by the thunderous din of the engines just behind him as his boyz raced to keep up. Zhadsnark's biker boyz headed south towards battle and the world would turn black beneath their treads...

* * *

The Orks had not learned caution. The first doomed approach had just been a probe, a testing of strength. Now the main body of the Evil Sunz warband was coming, and their numbers darkened the horizon with dust and fumes. The air thrummed with the cacophony of engine noise, like a black thunderstorm approaching. The Elysians readied their guns; most of the Tauros vehicles were dug-in behind cover with only their turrets protruding. Others waited just behind, ready for the order to rush forwards and meet the Orks in the open, to break up their mobs before they could reach the Elysian lines. To Captain Gerek the expenditure of his air support so early seemed like a folly, but he had not been able to know that there were so many more Orks to follow. The display of aerial firepower had been formidable, but not enough to put the Orks off from another headlong charge.

* * *

Sergeant Leto's Six squadron had been recalled from their patrol sweep. They had seen the bright explosions in the distance and knew there must be action, but it seemed now the enemy were approaching in strength and Captain Gerek had gathered his furthest ranging patrols to support the main line. The Tauros' low hum became a high-pitched electronic whine as they turned around and bounced back the way they had come, swerving and dodging as they went. Since shooting up the Gretchin scavengers, Leto had not seen anything of the enemy, but now he could see their approaching dust trails, hundreds of them. Taking the lead he directed his squadron by the fastest route back, a straight line into the thick of the fighting.

As the Tauros barrelled along suddenly gunfire erupted all around. A shot cracked off the multi-laser turret, just centimetres from Leto's head. The comms-channel screamed 'Enemy right,' and Leto swung the turret hard to face five Orks on bikes that were closing in then letting fly with their big cannons. The Ork rounds zinged and popped as they flew close by. Leto returned fire with a furious fusillade of laser bolts. The Tauros Venator under him was travelling flat-out over rough ground and his shots flew wild. Leto's second vehicle was taking the brunt of the attack, two of its rear tyres had been shredded and it wasn't returning fire. Leto suspected the gunner had been hit. The third vehicle was further behind still, swerving through the wreckage as the warbikers swooped ever closer.

The closest Ork biker hurled a crude grenade, some form of explosive warhead on a short stick. Leto could see it as it arced through the air, bounced twice then exploded in a dirty grey puff of smoke. The force buffeted his Tauros but did no more. He tried to lay his sights on the enemy grenade thrower, but both vehicles were moving too fast and his burst of fire again missed. Dodging, the Ork biker swerved away. 'Hard right,' Leto yelled into the comm, and his driver responded, swinging the buggy into a wild skidding right turn, straight into the path of the Orks. From nowhere an Ork rocket skipped across the side panel of the Tauros with a shriek of metal on metal. Leto expected the warhead to detonate and turn his buggy into a fireball, but it didn't, it just whizzed past, flying off to land behind him, lost in the junk – a dud.

His driver aimed directly at an on-coming Ork, trying to ram him. The biker was agile and swerved the buggy around at the last second, but at this speed the rider had lost control and Leto saw him smash head-first into a scrap pile and be ejected over his handlebars. The bike lay smoking, its wheels spinning uselessly.

As fast as they had struck, the warbikers were gone. Leto scanned a full three-sixty in his turret but could see no more targets. His second vehicle had come to a halt further back, its driver and gunner both riddled with bullet holes. The cab was daubed in blood. The third of six-squadron's vehicles arrived, reporting one enemy destroyed by its lascannon. He could see the combat damage on the outside of the Tauros, the dents and scrapes of bullet impacts were all superficial. 'Cover me,' he ordered its gunner, before releasing himself from his harness and climbing down from his own turret. He ran back to check the wreckage and confirm the crew of the wrecked vehicle were indeed dead. They were. Not willing to leave the Tauros as plunder for the Orks, Leto fetched a melta-charge from his own stowage, set the fuse and dropped it into the stricken Tauros. As the two remaining vehicles of Six-squadron moved out again, the charge detonated in a white hot shower of sparks, leaving the Tauros a burned, twisted hulk.

* * *

At Captain Gerek's main line the Orks were attacking in force. Bikes and buggies swirled around in a thickening gloom of dust and choking fumes. The battlefield was littered with wreckage but his own lines had held, just. He'd lost a lot of men and equipment in the fight. Already nineteen Tauros had been destroyed. The Orks had paid in blood too, but heavy losses just didn't seem to worry them Orks. For now there was a lull in the shooting. The Orks had sped away, no doubt to regroup or to find somewhere else to attack. Gerek's own Tauros was tracking them, using data relayed from ground scanners he had positioned on first landing. He re-directed three squadrons to shadow the Orks, whilst he pulled the others together and processed damage reports.

The fighting here had been heavier than expected. The Ork bikers had arrived swiftly, but Dagger force had done its job. If his squadrons hadn't intercepted these bikers, then by now they would have been tearing into the rear of Shield force's positions in the south. Still, Gerek was concerned. His was a light scouting force, designed for hit-and-run actions. Instead they had been slugging it out with the Orks and the attrition was starting to tell. His force wouldn't stand up to much more of this rough treatment. In order to conserve it he decided to pull back. He would withdraw by bounds. One squadron covering the other as the all-terrain vehicles and Sentinels retreated, to give them breathing room and open ground between him and the enemy. It was open ground into which he could request more air support. From his comms reports Shield Force were now engaging in a large fight with more Orks, so he assumed Sword force had done its job, although he had received no official confirmation of that from the colonel. Despite his losses, the mission seemed to progressing as planned.

* * *

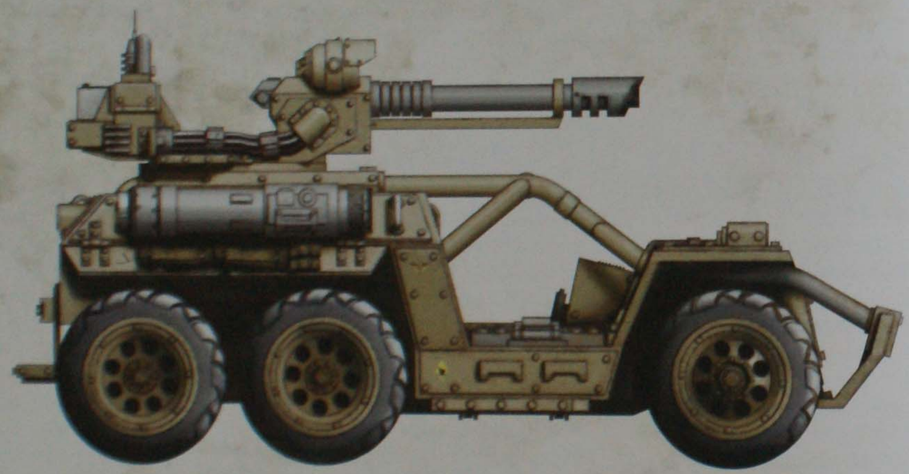
Zhadsnark heaved a massive kick into 'da Beast', which sat mutely, jet engine still gently steaming; the trike's front forks had been sheared off by a laser blast. Da Beast's front wheel was lying somewhere close by and Zhadsnark was furious. Not only was his prized trike damaged but he'd only just reached the battle when he'd been ejected from his roaring stead by the catastrophic damage. The boyz had raced on without him and most of the battle had passed him by. He walked back to investigate his only victim, a skinny walker machine that da Rippa, the huge buzz-blade Zhadsnark wielded in battle, had sliced its leg off. The vehicle had toppled over, which had made Zhadsnark laugh, only for his manic laughter to be cut short as his bike suddenly detached from its front wheel and he became airborne as the vehicle flipped over. His pride might be hurt but not much else was. No Ork warboss liked the indignity of finding himself sprawling headfirst in the dirt. Zhadsnark pulled out his slugga pistol and emptied the clip into the wreckage of the humie walker in frustration. It didn't help. Then he stomped off to find a Mek. He wanted that trike running again, now!

DAGGER FORCE IN RETREAT

Having halted the Evil Sunz biker warband, Dagger force had completed its primary mission. By their actions Captain Gerek's men had prevent the Orks from surrounding Shield force. When the battle at Shield force's drop zone turned against the Elysians, Dagger force received new orders to break contact with the Orks and rendezvous with Shield force at a new location. Captain Gerek ordered all units to disengage and escape from the Orks, then to meet up at the rendezvous point for a last stand and hopefully an evacuation. Each squad and squadron had to make its own way. The Ork bikers gleefully gave pursuit, and there was a running fight as Dagger force withdrew in a pell-mell chase through the scrap and wreckage.

Captain Gerek's Tauros were the first to reach the rendezvous point. It was the remains of an old refinery and they quickly set up a new defensive perimeter. As darkness fell, so the battle-weary stragglers from Shield force began to arrive, squad-by-squad, platoon-by-platoon. Upon arrival each squad was given a new position to hold and by dawn's first light most of the survivors were in place, awaiting the inevitable Ork dawn assault.

Tauros Venator armed with multi-lasers. 181st Drop Regiment A company – 3 Squadron.



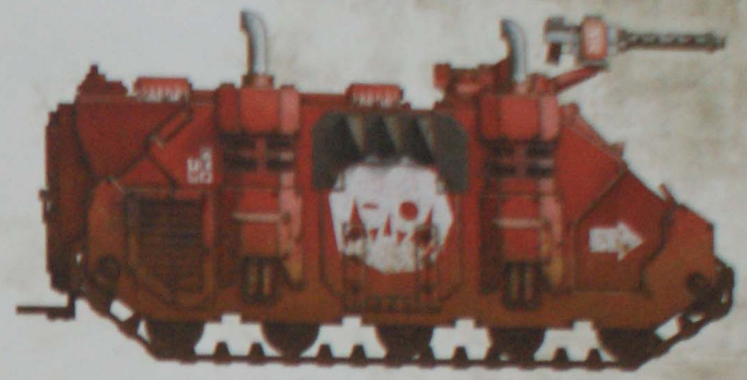
Tauros Venator armed with lascannons and hunter-killer missiles. 181st Drop Regiment A company – 5 Squadron. There seems to have been little standardisation of camouflage schemes for this mission.

Tauros armed with heavy flamer. 181st Drop Regiment A company – 7 Squadron. This vehicle was destroyed during the battle.

Vulture Gunship, part of the air support allocation of Dagger Force.

Valkyrie Sky Talon loaded with a Tauros Venator.

Evil Sunz Warbikes. Differences in appearance are superficial only, with each Ork personalizing his mount. Each carries multiple automatic weapons (ref. Dakkagun).



Looted Rhino of the Evil Sunz clan. This vehicle still retains its original tactical squad marking, although it seems unlikely that the Orks know its significance.

Trukk of the Evil Sunz clan. The clan's modus-operandi is for high speed attacks and mobile warfare, so transport capacity is always prioritized.

Gun Wagon of the Evil Sunz clan. No heavy weapon is mounted to allow for extra transport capacity.
Note: All the above vehicles are indistinguishable from those from the Kult of Speed.

CHAPTER FOUR – DROP ZONE T

SHIELD FORCE'S BATTLE

Drop-trooper Yano splashed through a large puddle of oily slime that stained his fatigue trousers black, before sliding into position behind a barricade. The cover had been hastily built of tyres, scrap metal and the drop-canister in which the heavy bolter team's weapon had landed. It wasn't a fortress wall by any means, but it provided Yano and his loader a good measure of protection. He hefted the bulk of his heavy bolter onto the top of the barricade, which creaked under the weapon's weight, then lined up the sights. Com-chatter reports were that the Orks were closing in. Yano was expecting contact at any moment. His loader, Trooper Aginis, threaded the ammunition belt into the weapon and piled several more ammunition boxes close by. Yano hauled the heavy bolter to his shoulder and took aim. Bracing himself for the weapon's violent recoil, he scanned the skyline for the first sign of the enemy.

Shield force was now in position. The drop had gone well and Yano and the rest of his squad had gathered the drop-canisters with their weapons and the extra ammunition inside before moving into their designated position. As yet they hadn't seen any Orks, but the distant rumble of explosions and roar of jet engines told them all that the battle had started, if not for Shield force, then at least for the main assault by Sword force. Trooper Yano's job was to hold and reinforce their position, hence the improvised barricade, and wait for the Orks to come. Sword force would be driving them onto Yano's waiting gun.

* * *

Captain Thanstadt moved swiftly from one position to the next, clambering through the rumble and over the detritus and wreckage. He had left his command squad behind; he moved faster on his own, lightly equipped with just his lasgun across his back. He sought out each platoon commander in turn, checked his position and defences and made sure each squad was well supplied with ammunition and grenades for the coming fight. Since first landing his men had been preparing their defences and reinforcing. He had expected the Orks to react quickly, but so far there had been no contacts reported. The forward Sentinel squadrons had probed westwards, but as yet it seemed the Orks had been drawn to the sounds of the fighting to the south and this place, this grimy oil-stained junkyard come shanty town, seemed deserted. All the more time to prepare for the battle, thought Thanstadt. More Valkyries were already inbound carrying hundreds of extra canisters of supplies. His only concern was his air support. The Vulture gunship squadrons were on-station, ready to strike when the Orks attacked, but their fuel capacity would not allow them to linger close by forever. If the Orks didn't come soon then they would be forced to return to base, leaving Thanstadt without his heaviest firepower.

The captain was a veteran of many such battles. He trusted that come the fighting the air support wouldn't let him down. Shield force was relying upon it, and so the mission was relying on it. When the fighting got heavy and if the Orks attacked with heavy armour, then it was his best chance of holding this ground.

* * *

Skalk ordered his boyz to fetch Bonemuncha; the battle had already started and he wasn't about to let all the new loot fall into Grahkrag' and Buzzgob's dirty claws. The news had reached him when one of his mobs had skidded to a halt in their Trukk and excitedly announced that humies were attacking Buzzgob's Gargant. Skalk couldn't care less about the Mek Boss's Gargant, except that Buzzgob paid well for the parts he needed, but Skalk wasn't about to fight to save it. If the machine got destroyed then they would only make another, and that would require even more parts.

There was no rush to battle. Skalk didn't want to get his boyz chewed up in the thick of the fighting, he could leave that to Buzzgob's Dreds and Grahkrag's Goffs – they would no doubt be spoiling for a big scrap. He just wanted to be in at the end, to make sure his boyz were present when the loot was up for grabs. There would be the usual horse-trading between the bosses and nobz over the best bitz, but if he could keep them all busy arguing over that, his boyz could be plundering the other stuff to their hearts content. By the time the other bosses realised, half the loot would already have been claimed and spirited away on his own Trukks. Possession was, after all, all the law and the others could fight him for the gubbinz if they felt like it. But, he guessed, after a long fight with the humies, nobody would be willing to take on Mekslag-Ikks' scrap king and all his boyz.

Feeling satisfied that his plan was suitably cunning and that his loot hoard was about to get a whole lot bigger, Skalk sent his runners to gather his boyz to him. He wanted every grot and squig they could find. Meanwhile he would send out a few boyz and grotz to check up on where the humies were before marching into the fight.

* * *

'Enemy, 200 metres, ten o'clock,' blurted Loader Aginis into Yano's helmet communicator. Automatically, Yano swung the heavy bolter left, lined up on the target and pulled the trigger. The bolter spat fiercely, each miniature missile-round igniting as it left the barrel in a whoosh of fire and air, speeding it towards the target. The first rounds flew high and Yano fought the weapon's ferocious recoil to bring the barrel down onto the target. Through his sight the target was a big green Ork, maybe two metres tall, with long muscled arms, in which it clutched a massive two-handed axe. It was ugly, all fangs and scar-tissue, then it was gone. A second burst of bolter rounds impacted in a rapid succession of small, bright explosions. The big Ork vanished from sight, either it ducked or had disintegrated amongst the bolter shells, Yano couldn't tell. He waited for more movement. There was none, but he let fly a third burst just for good measure.

The comms-reports crackled with more enemy contacts; the sound of battle was rising about him. The pop-pop of lasgun fire, the jarring roar, swoosh, bang of heavy bolters, the crump of frag grenades, the first skirmishes of a long day's fighting to come.

* * *

Amidst the reverberation of guns, rockets and mortars a new sound distinguished itself above Captain Thanstadt's head – a high screaming howl as a jet engine blasted low overhead followed by a sudden, immense, earth-quaking series of explosions that sent Thanstadt staggering. Then a second almighty concussion wave swept over him, forcing him to the ground. Bombs impacting, and very close, too close for his liking.

He pulled a yellow smoke grenade from his pouch and armed it before rolling it forwards of his position just a few yards away. It fizzed as thick, ochre, raw-smelling smoke billowed out. The smoke would mark his position for the air support, a precaution against another attack run aimed too close for comfort. More yellow smoke bombs were bursting into clouds around him as squad sergeants followed his example.

Through the rapidly thickening yellow haze Thanstadt surveyed the skies for the next in-bound Vulture. A large black shape suddenly plunged at him, growing huge in size and suddenly filling the sky. The captain had no time to think, he had assumed all the aircraft in the air over this battle would be his own, but this was no Valkyrie or Vulture or even a Thunderbolt. The aircraft careened wildly, leaving a black smoke trail behind it, and at first Thanstadt thought it had been hit and was going to crash right onto them until, at the last second, the aircraft bucked upwards, its shark-like nose rising, and something detached itself from the aircraft's wings. 'Enemy aircraft!' he yelled, diving for cover, but even before he could get the words out the Ork fighter-bommer had flashed over them, a streak of rusty red.

A funnel of dense smoke and yellow flame rushed up out of the ground behind Thanstadt, earth mushrooming high into the sky to rain back down over them in a cascade of filth, smoke and jagged rock spilling in all directions, like the blast of an invisible rocket-jet howling about him, smashing him back to the ground again. A piece of shrapnel wedged into his breastplate; another, the size of man's hand, whistled just over his shoulder, less than a metre from completely decapitating him. Punch-drunk from the bone-jarring blast, Thanstadt crawled, then staggered to his feet. The yellow smoke hadn't saved them from friendly fire, it had just attracted the Ork pilot to them. A wave of concussion-induced nausea washed over him, making the captain wretch. A drop trooper rushed to his side to support him, assuming he was injured. Miraculously the captain was not seriously harmed. The disorientation would soon pass; but he ordered that yellow smoke should not be deployed. It just told the Orks where they were.

* * *

At last Skalk was ready. Seated high on his swaying throne on top of Bonemuncha, he could clearly see the columns of smoke in the distance where

Below: Unleash the Beast! Death Skulls accompany their Squiggoth towards the Elysian front line.

Above: 'Eavy metal, Ork Kill-tanks represented a major threat to the lightly armed drop troops.

Buzzgob was fighting and the northern horizon was also smudged with grey; there was something going on up there too.

When his scoutin' boyz returned they'd been shot up. They had run smack into a big band of humies to the east, all dug in, just waitin'. It occurred to Skalk that if Buzzgob was fighting in the south, then these humies weren't actually fighting anybody. They were just waiting, for what Skalk didn't really know or care, but it seemed to Skalk that it might not be a good idea to just ignore them. These lurking humies were up to sumfink, he felt it in his bones. He knew sneakin' gitz when he saw them. He thought hard, the strain etched on his blue face. No, he couldn't risk ignoring them. Instead, he would attack. This would be Skalk's own battlefield. He barked an order to his closest nobz to get da boyz movin' east and barked for the swaying squiggoth to veer left.

* * *

From behind his barricade Trooper Yano continue to scan his target-sector. The first few Orks hadn't put up much of a fight, they seemed to pull back rather than face the guns, which was uncharacteristic of Orks. Still, the first Orks had no doubt gone to fetch help and would soon be back for more.

As he waited, out of nowhere a storm broke about Yano. Thunder rolled from the sky as steel rained down. Every Ork must have opened fire. Shells whined and cracked, lightning flashed as explosions drummed across the front line, hundreds at once as the Ork barrage began. Smoke cumulus rolled across the battlefield, miniature tornadoes burst suddenly, erupting left, right and centre. Yano and his loader were showered in dirt, once, twice, then a third time as the air above them fizzed with buzzing shrapnel. Cloying cordite fumes lay thick all about as the gunner and loader both hugged the ground. Yano's heavy bolter was tossed from its perch on top of the barricade, clattering to the ground nearby.

As suddenly as it had started the barrage subsided, the intensity of the explosions slackening. A new noise could be heard. After the deafening cacophony of the bombardment there was a roar, a cheer or a battle-cry, rolling towards them, hundreds or thousands of feral voices raised as one. 'Waaagh!' came the cry, dim at first, but growing louder. 'Waaagh!' A lot of Orks were coming.

'Enemy infantry approaching. All stations engage at will.' The order crackled through Yano's headset from his command squad.

Trooper Yano crawled after his weapon, dragged it back into cover and began quickly checking it for damage. Beside him Trooper Aginis poked his head above the barricade and levelled his lasgun, covering Yano as he worked furiously, clearing dirt from the firing mechanism. To the right another heavy bolter opened fire, hammering out a stream of shells. Mechanism cleared, Yano heaved his heavy bolter back into place and was suddenly confronted by a tidal wave of green aliens. Before him the ground was packed with Orks, racing towards them, all waving axes, swords and guns. Many were covered in blue warpaint and tattoos. More and more Orks, hundreds of them, came charging towards the barricades. Firing without conscious effort, momentarily the heavy bolter's muzzle flash obscured Yano's view. The tiny blips of tracer chased each other into the approaching horde. Instantly a succession of mini-explosions blossomed amidst the Orks. More guns were firing from the left and right. Mortar rounds began to land, falling steeply onto the Orks, who advanced in rushes. Each time more aliens fell as the explosions and heavy bolter fire swept the ground. Yano's own heavy bolter thudded away, its barrel beginning to glow hot. Trooper Aginis slammed home belt after belt of ammunition, each time slapping Yano's leg to alert him that the task was complete. There were a dozen lines of tracer criss-crossing this sector, each scything through the Ork ranks. Now the Ork charge had become a mass of stumbling, crawling, falling green bodies amidst a maelstrom. Raked by explosions the Orks hesitated and eventually they ran, falling back before the merciless onslaught of bolts, laser blasts and shells. Yanos fired after them as the Orks disappeared from view, back where they came from until he could see no more targets. The metal of his weapon's barrel had been stained purple by the intense heat bloom, the cooling metal gave a tortured shriek as it shrank back into shape. Next to Yanos, Aginis had dropped down behind the barricade and was furiously counting ammunition. Over half their supplies had been used up.

* * *

While the Orks' mob-charge disintegrated, their barrage continued, scattering plumes of earth, rubble, metal and flame across the junkyard. In places this started small fires which added to the thickening toxic atmosphere, full of harsh smoke and the stench of burning flesh... the smog of battle.

From the front line Captain Thanstadt reviewed the damage reports. The first serious Ork attack had been repulsed by the Elysians' potent firepower, but the aliens would be back for more. Already he could hear the throbbing engines of armoured vehicles approaching. The first infantry wave had been no more than a screen, next would come the full fury of the Orks. He passed on the order for all units to hold their positions. This fight was just starting.

* * *

His first attack had been repulsed. The humies had some impressive dakka-power and a lot of Skalk's boyz had just been blasted to bitz, but there was plenty more where they came from. Skalk wasn't worried, the old warboss would attack again, and this time would bring up his big gunz and Battle Wagons, he'd let the humies have it with everything he'd got. He would lead the attack himself from Bonemuncha. It was time to find out if this squiggoth was actually worth all the teef and good scrap it had cost him.

* * *

Captain Thanstadt saw the huge beast, a great lizard-like creature, at least three storeys high, two curling tusks twice the size of a man protruding before its flattened, pug-nosed face, underneath which glistened rows of sharp fangs the size of swords. Each of its four footfalls made the ground tremor as the beast bellowed in anger. Laser blasts raining off its horny hide; itself protected by swinging plates of metal armour crudely cut and attached via chains. The squiggoth rampaged forwards, head lowered to butt as Orks, men and machines were barged in all directions. Before it most of the Elysians fled, falling back to find safety, rather than be trampled beneath its elephantine feet. He saw one brave drop-trooper pause to hurl a krak grenade at the beast, seconds before being tossed high by a flick of the creature's tusk, his torso severed from his legs as he landed in a wet spray of gore.

On the creature's back was a howdah, again crudely cut from scrap metal. In it rode a swaying, cheering, whooping gaggle of blue-painted Orks, each firing frantically, bullets spitting in all directions as the squiggoth left an indiscriminate trail of destruction in its wake.

Kneeling, Thanstadt levelled his lasgun and took careful aim. He engaged the weapon's auxiliary grenade launcher, a narrow tube beneath the lasgun's barrel. He lined up his sights on the creature's left eye, and fired. In a puff of cordite the krak grenade winged its way straight into the creature's head and detonated on impact. The powerful shaped charge was designed to penetrate tank armour, but it could not pierce the creature's thick boned skull. The explosion left a bloody scar streaked across its face and the creature staggered, bellowing in pain now. As it swayed violently a few of the Orks on top were pitched sideways out of the howdah, falling like flailing rag dolls to crumble on the ground. Despite its wounds the squiggoth did not stop. It just charged on like a lumbering, unstoppable express train. Behind it more of the beasts followed.

* * *

Trooper Yano saw the beast coming. 'Last belt,' advised Aginis as he pushed the ammunition home, slapping the gunner's leg again. 'Ready.'

Trooper Yano was almost out of ammunition. He took aim and stitched a short burst directly into the creature, then again and again. It loomed massive above him – he couldn't miss. Then, momentarily blinded by an explosion against its skull, the creature lurched towards him. Yano, abandoning his heavy bolter, dived clear as its great tusks rammed the barricade, scattering it in all directions. Loader Aginis rolled away, only for the beast's great foreleg to kick over the remaining barricades and stamp down hard. It was a mercy that Yano could not hear Aginis' death-scream over the din of battle around him, but as the squiggoth marched on there was nothing left of his loader except a red smear on the ground.

Unarmed, with his firing position overrun, Trooper Yanos headed for the rear. It wouldn't be long before this place was swarming with more Orks and to continue the fight, he needed to find a weapon.

* * *

The centre of his line had broken. The squiggoth's reckless charge, led by the giant creature, had punctured clean through and more Ork vehicles and mobs were now pouring after it. Thanstadt gathered what stragglers he could about him, determined to make a fight of it, even as he gave orders for his left and right flank companies to fall back and regroup, ready to make a second stand. His men had fought hard and bravely, as the Emperor expects, but the Orks had just been too many and too well equipped with heavy weapons and armoured vehicles. They had killed hundreds, maybe thousands, of the aliens, but it had not been enough. The tide of this battle had

turned against him, Thanstadt understood that much. He must salvage what he could and regroup for a fresh stand.

* * *

Darkness was approaching as the surviving senior officers of Shield force gathered in the remains of a burnt-out small shack for an orders group. Captain Thanstadt, smoke blackened and sallow-eyed from battle fatigue, laid out the situation in blunt terms. B Company had been badly mauled by repeated Ork onslaughts and was now in full retreat towards the disused refinery site he had chosen as the rally point. C Company to the south had borne the brunt of repeated Dreadnought attacks, but had held their ground well until the arrival of an Ork Stompa. Air support had inflicted serious damage but had not destroyed the war machine and that company had also been forced to withdraw. Again the losses in men and equipment had been great. To the north, most of D company was still in good fighting order. They had been in combat, but here the Orks had been less numerous and less heavily equipped. However, D Company could not be expected to hold their positions now the other companies were in retreat and so were also forced to fall back too. They would be providing the rearguard platoons that would hopefully delay the enemy's pursuit.

The news from Sword force was bad. Their assault had failed to break through to the Gargant and been overwhelmed. Scattered survivors were now being picked up, as and when Colonel Taihon could organise an airlift for them. Captain Xhyst had been critically wounded in the fighting.

The news from the north was better. Captain Gerek's Dagger force had done its job well and screened their northern flank. Thank the Emperor for that, because without them they would all be surrounded by Orks right now. The survivors of Dagger force had raced to secure the rendezvous point and were holding it now. Everybody else should make their way to them tonight. There would be no stopping for rest. The more men that could be gathered, the better their chance of survival tomorrow.

Each officer gave him a rough head count, and the numbers didn't look encouraging. Over a thousand men had landed in Shield force; after today Thanstadt thought he had about four hundred left. How many he could get away would depend on how tomorrow went. First they had to regroup and fight off the inevitable Ork attacks. If they could see the Orks off then there was still a chance they might all live to fight again another day.

Of the Space Marines Thanstadt knew very little. He did know that Scout units were still operating in the area, but his authority did not allow him to intervene in their mission. The colonel had assured him that the Raven Guard had not abandoned the Elysians or the mission and they would be available for the evacuation mission that was being hastily organised for tomorrow. Colonel Taihon was preparing to commit the regiment's reserve company in a fresh drop at first light. He would lead that reserve company himself.

He reassured his officers that although they were retreating they were still in good shape. They still had enough men and air support to beat the aliens. The orders group complete, Thanstadt wished the Emperor's protection on them all and bid them return to their companies and platoons. He would see them all at dawn for their second stand.

Below: Skalk renews his assault upon Shield Force with all the boyz and wagons he can muster.

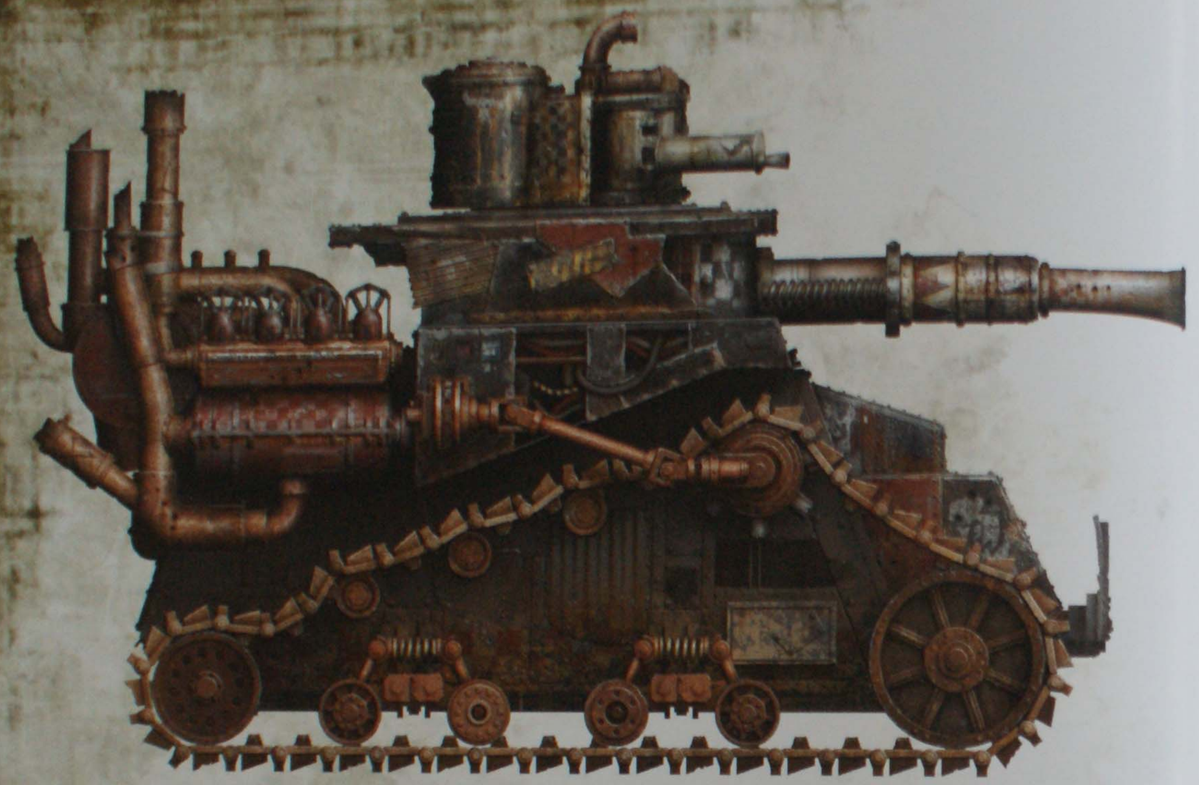
Vulture gunship. This aircraft's unusual camouflage for low level operations has been improvised for this mission.

Valkyrie Sky Talon, destroyed during Shield Force landings.

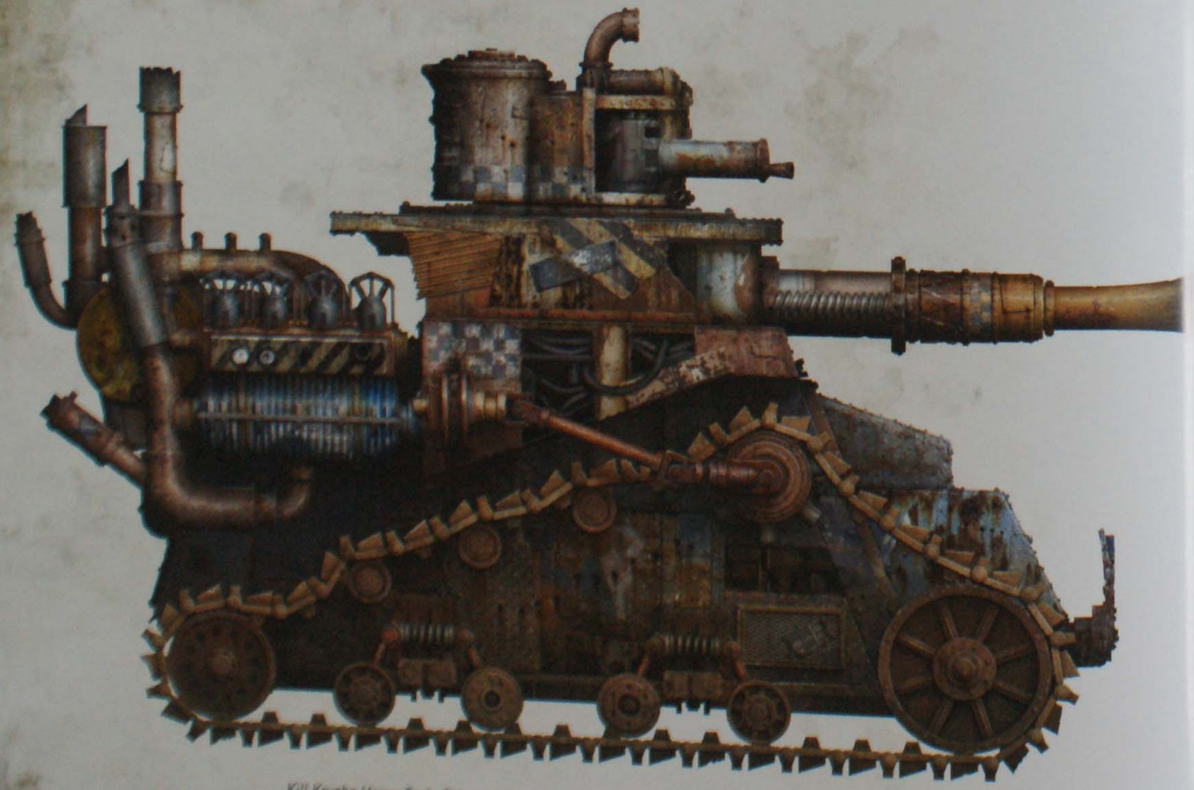
Thunderbolt heavy fighter of 1922nd Imperial Navy Fighter Wing. The wing's two Interceptor squadrons and single Bomber squadron were active in the skies above the battlefields throughout the raid. This aircraft was piloted by Flight Sergeant Seric.

Gargantuan Squiggoth, 'Bonemuncha'. This is the personal steed of Death Skulls Warboss Stark Bustbod and the only squiggoth of such size encountered on Kadrinel-Nowem.

Gargantuan Squiggoth, 'Bonemuncha'. This is the personal steed of Death Skulls Warboss Skaik Bluetoof and the only squiggoth of such size encountered on Kastorel-Novem



Kill Krusha Heavy Tank. A heavy vehicle favoured by the Goff clan, Warboss Grahkrag deployed at least three.



Kill Krusha Heavy Tank. This mobile scrap pile was destroyed during fighting at Drop Zone T.

CHAPTER FIVE
WINGS OF THE RAVEN

STRIKE FORCE KORVYDAE'S ASSAULT

'Eons may pass and our bones will long have turned to dust, but by our actions and by our example, humanity shall endure.'

Shadow Captain Korvydae

The reverberations of atmospheric re-entry shook the drop-pod fiercely as it sped towards the planet. Inside, Chaplain Eitath and his men could not see their target looming ever larger below them. They were locked into their restraining harnesses, each of the ten Space Marines stood bolt upright to attention, unable to move despite their powered armour. The drop-pod's descent from the orbiting strike cruiser to the landing zone below would take just a few minutes. A few minutes of bone shaking g-forces that would have crushed any lesser man to death. But these were no mere men. Each was a Space Marine of the Raven Guard Chapter, a genetically adapted super-warrior, made for battle, loyal only to their Emperor and merciless to His enemies.

Chaplain Eitath felt the drop-pod jar violently as it adjusted its descent trajectory. Automated telemetry data was scrolling across his helmet visor, reading directly from the pod's onboard logis-engine. The machine's spirit was directing them into battle, but it was not the machine's spirit that was Eitath's concern, it was his battle-brothers'. He opened his helmet-comms channel and repeated the first stanza of the Litany of Battle, to embolden their fighting-hearts before disembarking and bringing the bloody retribution of the Emperor's wrath to the foul xenos that had tainted this world and many others like it across the Forsarr sector.

'As our bodies are armoured within adamantium, our souls are protected with loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with vengeance. As our ranks advance, so does our devotion, for are we not Space Marines? Are we not the chosen of the Emperor, his loyal servants unto death?'

The Chaplain's command was a small strike force of five drop pods carried just thirty battle-brothers of the Raven Guard, but each was a match for many times their number. Even this small force would be enough to complete their mission, to destroy the Orks' main fuel stockpiles. Their orbital assault and just these few Space Marines could inflict a crippling blow on the Orks.

* * *

Brother Uirroth crawled slowly forwards, under the abandoned remains of a destroyed vehicle. It might once have been a Chimera armoured troop carrier, but now most of the vehicle had been looted, leaving just the rust encased metal bones of the chassis. The Scout's cameoline cloak adjusted to his cover's colouring and its camouflage changed accordingly. Hidden by the cloak's chameleon-like qualities, the Scout was all but invisible as he lay still, watching.

He was tracking Orks. No more than a hundred metres away large mobs of the rowdy green aliens were trampling northwards, each carrying large weapons and draped in a lot of ammunition. Several smaller Gretchin mobs were trailing behind struggling with large ammunition crates. Beyond the green skinned mob was a group of five Dreadnoughts, ramshackle walkers that swayed and staggered, arms waving wildly. To the Scout they seemed on the brink of pitching over, but always seemed to right themselves. Brother Uirroth had been silently watching for several hours; many Orks had been travelling along this worn route heading northwards. The fighting that had been raging to the south had died down. For the first time in hours the air wasn't being buffeted by explosions or the shriek of jet engines and missiles. There was still the occasional distant burst of heavy bolter fire or the crump of a mortar shell landing, but it seemed that the battle was all but done. The Orks were now redeploying, heading northwards in considerable numbers towards drop zone T, where more of the Elysian drop troops were in place to meet them.

Brother Uirroth decided he had seen enough. He should rendezvous with the rest of his squad and report in to Captain Korvydae. It was obvious that the Elysians at drop zone X had been defeated. The assault plan was failing. Now those Orks that had been engaged in the south were moving north to join the battle at drop zone T. Which meant that the Elysian force there was likely to be overwhelmed as well.

The Scout slowly slid backwards, his attention never straying from the Orks ahead of him as the unruly aliens marched out of sight, still arguing amongst themselves. During his vigil he had counted over three hundred alien warriors, at least twenty Dreadnought-sized walkers, some large, some small and one far larger walker, a Stomper. That was just in his designated observation area. The rest of his scattered Scout squad would have seen more. The Orks were on the warpath in strength.

Once out of sight Brother Uirroth rose, slung his sniper rifle over his shoulder and scurried quickly away. He summoned his transport. It was time to regroup. Crouching in cover he waited until, skimming quietly and low over

Below: Enemy forces approaching. An augur-scan threat assessment relay locates the main Ork force.

the ground came the Land Speeder. It hovered briefly as he leapt up, gripping the grab-rail tight as the speeder accelerated away, still keeping close to the ground to avoid being spotted. The Land Speeder Storm was specially adapted for scouting missions. One-by-one it collected the rest of Uirroth's squad from their observation posts. Their reports confirmed his own. The Scouts withdrew to safety and flashed their report back to Captain Korvydae's command vehicle.

* * *

'Arrrgh!' Smash! The two big Orks roared as they met at a flat run, forehead to forehead. Both recoiled from the bone-breaking impact of the flying head-butt, staggering slightly. They glared at each other, and then one toppled backwards, smashing to the ground, groaning and then unconscious. Grahkrag laughed out loud, his chuckle more of a guttural bellow. He had won again! He was undefeated, the undisputed head-butting champion of Mekslag-Ikks, as well as its top warboss and the 'ardest Ork for light years around.

The unconscious Ork at his feet started to moan slightly, groping its head. Grahkrag stuck the boot in for good measure, to da victor da spoils! 'That's two more teef u owes me,' he reminded his conquered opponent as he crawled away. Rubbing his own head Grahkrag stomped away. Was that it? Was that the best entertainment to be found on this dump of a planet? Warboss Grahkrag was bored, and that made him mean and angry. Winning head butting contests was all very well, but it was no substitute for a real fight. Maybe he would take a trip out with a few of his boyz and find some mangy Death Skullz rats to beat up.

Grahkrag's violent reverie was interrupted when a small grot, eyes bulging in fear and panting hard, came skittering into the room. Tongue lolling, the grot was about to collapse with exhaustion. Grahkrag's two burley minderz stepped towards the intruder threateningly and the grot shrank backwards.

'Wat d'yoo want?' demanded Gorrag, Grahkrag's chief minder as he reached threateningly for the choppa on his belt. The grot almost passed out with fear.

'Erm, erm, erm...' it stammered.

'Spit it out before I bite yer 'ead off!' warned Gorrag.

'Humies, loads of dem. Dropping from the skies.' it blurted before sinking to its knees in abeyance.

That got Grahkrag's attention straight away. He leapt to his feet, still rubbing his bruised forehead.

'Where?' he demanded urgently.

'Erm, erm...' the messenger squirmed on the floor, 'don't kills me your warboss-ness, your magnifi...'

'Shut it. Tell me where?' Grahkrag could feel his blood rising. The call of battle.

'At the Gargant. Mek Boss Buzzgob's fightin' 'em. There's loads and loads of 'em. Even Skalk's fightin' 'em.'

'Get da boyz. Get da wagons. Get everyfing!' he yelled at Gorrag. 'Move! Der is fightin' to be done'. 'Move!' he bellowed into the minderz' faces. Both immediately sprang away out of the throne room.

'Yeaaaaaah!' Grahkrag roared his excitement. At last, action. The snivelling grot messenger forgotten, Warboss Grahkrag strode from the throne room in search of his best armour and biggest shoota. As he did, one large iron-booted foot squashed the prone messenger flat without the warboss even noticing...

* * *

As the Chaplain-led Strike Force Eitath descended, so Shadow Captain Korvydae's own force was circling in a formation of seven Thunderhawk gunships, awaiting their target. The captain himself was seated inside his command vehicle, a Land Raider Prometheus slung on magnetic hooks beneath its Thunderhawk transporter.

'Brother-Captain,' the voice of the Thunderhawk's comms-officer spoke into his helmet-communicator.

'Continue.' instructed Korvydae.

'Scout Squad Uirroth reports large numbers of Orks moving northwards, including Dreadnought support and at least one large war machine. They are reinforcing against drop zone T. No confirmed sighting of our primary target.'

'Relay me all your augur data for that position. Detail Squad Uirroth to move south and re-deploy to their second sector.'

The Prometheus's command screen flickered into life, green runes and icons flashed onto the screen as the Thunderhawk's own sensors swept the ground below and passed the images on. It was imprecise information, no replacement for eyes on the ground, but it gave Captain Korvydae an overview of what was happening. The sensor sweep was picking up the Ork's movements. He keyed in new sector coordinates and the screens flickered and changed again. The grainy icons and indistinct blobs showed where the Elysians were fighting at drop zone T. He keyed again and his helmet comms adjusted to the Elysian comms channels. He listened in to the faint sounds of their reports and orders. They seemed so far away, like the distant ghosts of an ancient battle.

'Boost that channel,' he ordered the aircraft's comms operator and the noise suddenly distorted, before growing louder.

The reports were not positive. The Elysians were heavily engaged and taking losses already. The reported Ork reinforcements might be enough to break them. Korvydae felt frustration rise and pushed it away. Cool heads were needed. He knew he could be at the Elysian's side in minutes but without a positive identification on his target he would be sacrificing his own mission. For now the Guardsmen would have to struggle on alone.

'Give me a report on Strike Force Eitath,' he demanded.

'Telemetry data from the *Aeruginosus* says first wave will be making planet fall in 10, 9, 8, 7, 6... 2, 1. Now.'

The bark of bolters surrounded Chaplain Eitath as he advanced, their weapons fire flashing in the pre-dawn darkness, crozius arcanum held high above his head, to show he was at the fore and for his battle-brothers to follow. He placed the sight reticule of his autosenses on an Ork's face and automatically pulled the trigger of his bolt pistol. Three bolts launched and instantly smashed the Ork's head like an over-ripe fruit, its green body collapsing as a twitching heap on the ground.

The entire target area was a mass of old pipe works and storage tanks. Most of it looked disused, but it was difficult to tell with the Orks. Fuel barrels lay scattered about everywhere, in places leaks had pooled into black oily lakes. Chaplain Eitath could not tell how deep. Behind him his squads had spread out, deploying from their drop-pods as they burst open, bolt guns firing. The first Ork guards had been caught by surprise and quickly overwhelmed; their torn bodies now littered the area. A few of the Gretchin had fled rather than face the implacable, divinely-inspired wrath of the Space Marines.

Over the comms the squad sergeants were issuing orders, getting their combat squads into position before the Orks recovered and counter-attacked. It did not take them long. More Orks, mostly in black-painted armour, came charging, bellowing their bestial war-cries. Eitath emptied his bolt pistol's magazine into them, and then stepped forwards to meet the charge. The first Ork he met was a big dark-skinned brute, its face hidden by an iron-armoured jaw, two large animal horns curved from its helmet, a chainaxe screamed in its hand.

The Ork's charge smashed into him, trying to use its size to drive Eitath back but his armour's servo-actuators responded, locking him in place as the Ork tried to push him over. Grappling with each other, the Chaplain's enhanced strength forced the Ork backwards as he swung down powerfully with his crozius arcanum. The golden wings of the weapon crackled as its energy field smashed into the Ork. Its helmet buckled and split, its skull caving in as the blood-splattered crozius rose again. Grievously wounded the Ork flailed backwards, the teeth of its chainaxe biting deep into Eitath's own armour, shards of ceramite and adamantium exploding from the rend.

Eitath swung again, another clubbing blow that sent the wounded Ork boss reeling to its knees. Blood was pouring from its head wound, splashing upon the Chaplain's ornately decorated powered armour. Around him more Orks were dying under the chainswords and power swords of his Assault brothers. The Ork gurgled something in its own guttural language before Eitath placed a power armoured boot on its forehead and kicked it to the ground. It writhed beneath his foot before he drove the crozius down one last time, delivering the coup de grace. Struggling, the Ork died.

Chaplain Eitath paused briefly to reload his pistol before moving on, scouring the landing zone of Orks one after another. The second wave of drop-pods was landing now, each crashing into the ground in a plume of dust before disgorging more Raven Guard battle brothers.

'Combat Squads Pygargus and Daurica begin setting melta-charges.' he ordered.

There was a huddle of three or four crude Ork shacks, each made from scavenged sheet metal which had turned red with rust and dust.

Above: A Goff Nob, his Boyz and Gretchin servants dismount from their Gun Wagon.

Bolt pistols and combat knives in hand, Scout Squad Uirroth moved through the buildings. It was deserted. Only the filth of the Orks was left behind. Whoever called this stinking pile of junk home had already left. Brother Uirroth considered demolishing it, but didn't want to give away his squad's presence to any wandering Orks close by. Satisfied that it was all clear, he and his brother-scouts went about setting up their new observation post. Four of them scattered, disappearing into the landscape to keep an all-round vigil, whilst the fifth set up the augur and comms equipment they had already unloaded for their Land Speeder Storm. The Land Speeder itself was not far away, concealed and awaiting their call for extraction or, in an emergency, fire support.

* * *

Shadow Captain Korvydae was concerned about the situation on the ground. His strike force had been circling now for hours without any target location. Meanwhile, the battle was raging. All three of the Elysian drop zones were engaged whilst his elite strike force was idle. It sat ill with the captain that other men should be fighting and dying in the Emperor's cause whilst his battle-brothers sat impotent. Still, he must have patience. Their time would come.

* * *

Chaplain Eitath removed his engraved, skull-faced helmet and watched as the first melta-charge detonated. First, a sudden bright spark of yellow flashed then the entire fuel storage tank, a tall structure at least four storeys high, exploded. The Ork fuel detonated in an expanding orange fireball that raced skywards. He felt the heat wash over him, then a towering column of black smoke poured out. Soon the dark cloud had blocked out the sky, shrouding the old refinery in a cloying smog. Eitath snapped his helmet back into place as the comms channel burst into life

'Squad Daurica reporting. Second charge is in place and fused. We are withdrawing before detonation.' A second fuel tank was ready for destruction.

Brother Uirroth levelled his sniper rifle on a distant grey smudge of dust on the horizon, sighted in and thumbed the magnification to maximum. The smudge rushed towards him in the eye piece, blurred momentarily, then refocused. He panned the weapon down onto its source. The Scout could see, still small, an armoured vehicle, some form of heavy tank with multiple turrets. He didn't recognise it, but then again all these Ork vehicles seemed to look different anyway. It was black and mounted with the horns of some enormous beast across its radiator. Behind it followed more vehicles, he could just about make out each of the crews in the hatches, and clinging to the side of each vehicle were more Ork tank-riders bouncing along. The column continued to grow. Three, four, five rickety vehicles, wheels and tracks churning as they all headed north. Another Ork warband was approaching.

He clicked his communicator open to report his latest sighting.

* * *

Shadow Captain Korvydae was faced with a dilemma. The situation on the ground was deteriorating. Slowly, the Elysian drop troops were being overwhelmed and, whilst offering brave resistance, it seemed that unless they were evacuated they would be destroyed. He could not sit by and allow this to happen. New reports of more Orks arriving from the south, an armoured column of Battlewagons and tanks making its way towards the battle zone, at speed, left him with a hard choice.

He hadn't yet located his main target and with every passing minute that mission's importance was being reduced by the situation on the ground. To intervene now might mean abandoning any hope of completing that mission. But the crisis moment of the battle had come. All his instincts told him it was time to act.

Korvydae worked quickly. The Elysians should disengage and fall back to a new location from where they could set up a new defence, and then a rapid extraction operation would begin. In order for the Elysians to have a chance to regroup, he needed to buy them some time. His strike force would land and place themselves between the Elysians and the newly-arriving Ork armoured column, fighting a delaying action long enough for the drop troops to pull back and dig-in again. Meanwhile, he would dispatch Thunderhawks to recover Chaplain Eitath's strike force and redeploy them to aid the Elysians. It was tactical thinking 'on the fly' but Korvydae needed to be flexible. The battlefield situation was fluid, so rigidly adhering to his old plan was folly. In effect his new self-appointed mission was now a rescue operation, to save as many Elysian drop troops as he could whilst inflicting as much damage on the Orks as possible.

The Raven Guard captain would use his Scouts on the ground to target the Ork column and harass them whilst he deployed his strike force for the ground battle. The only other aid he could call upon was from the strike cruiser. The *Aeruginosus* could begin with an orbital bombardment of known Ork concentrations, lending some much needed heavy firepower to the drop troop's withdrawal. Without further hesitation he began issuing the necessary orders.

Brother Uirroth had the Orks in his sights and was cleared to open fire. It was time for his observe-and-report mission to end and for the killing to begin.

At four hundred metres his sight was filled by each Ork as he panned over the lead vehicle. They were unaware of his presence. The Scout took careful aim, selecting the largest of the massive tank's riders. His training taught him to hit the biggest Orks first, they were invariably the leaders. He had waited patiently until the Orks had moved into his best killing range. Carefully, he squeezed off his first round, the silenced barrel of his weapon muffling the sound into an almost polite cough. The bolt flashed, smacked the surprised Ork boss in the side of the head and he tumbled off the side of the vehicle. To Uirroth's surprise it wasn't dead. Bleeding, the Ork got up again, looking shocked, but seemed to be relatively unharmed. He took aim again at the dazed target and fired again. The second blast hit it square in the chest, punching it off its feet. The other Orks were jeering and laughing whilst looking around for the source of the firing. Underneath his cameoline cloak Uirroth was just another patch of dirt. His third round finished his target with a second clean headshot. His work done Brother Uirroth crawled away to change his firing position.

The Scout snipers took a steady toll on the Orks as they advanced, but they soon learnt to keep their heads down and use their vehicles as cover. Still, each dead alien now was one less the Raven Guard battle-brothers would have to kill when they arrived. Even as Uirroth and his fellow Scouts were working over the armoured column with accurate sniper fire, from afar, the Thunderhawks of Strike Force Korvydae were placing the Assault squads and heavy vehicles directly in the Orks' line of advance. As the Orks approached the Raven Guard positions, Uirroth and the other Scouts were recalled to join the main battle line and support it with their lethally accurate shooting.

* * *

Just as darkness was starting to fall across Kastorel-Novem, the Raven Guards' ground assault began with the blinding flash and monstrous shock of lascannon blasts, the rapid bark of Thunderfire cannons, heavy bolters and the impact of the Thunderhawks' Hellstrike missiles, all bursting in blooms of red, yellow and orange that bathed the battlefield in fierce strobing light. The Orks responded with poorly aimed barrages of mortar rounds and rockets that traced arcs of red fire across the deepening purple of the sky.

The Raven Guard surged forwards to meet the advancing Orks, shadowy black armoured figures against the twilight. Their intent was to strike the vanguard of the Ork reinforcement column hard, destroying it and stalling their advance and buying the hard-pressed Elysians to the north time to regroup and prepare a new defensive position. The battle had been quickly planned and executed, but each Space Marine knew his task well. Years of training and experience on battlefields across the segmentum had honed each into a formidable warrior. With meticulous coordination, provided by Captain Korvydae's second-in-command from his command post inside his Land Raider Prometheus, the assault began.

The Raven Guard squads crashed through the junkyard, their vehicles in close support just behind, firing over their heads. As was customary, their captain was at the front, in the vanguard of the attack. They were moving quickly. A barrage of Ork shells fell about them, one impacted directly amongst a combat squad, its blast lacing them all with shrapnel and blowing two off their feet. The veteran brother leading the troops reported he had lost two of his men, and without instruction the Apothecaries immediately moved to aid the stricken brothers.

Leaving the Apothecaries behind to deal with the wounded and dying, Shadow Captain Korvydae burst over the top of a scrap pile into plain view of the Orks; an undisciplined mob of greenskins were gathered around their vehicles, the smoke of their heavy weapons fire already enshrouding them. Korvydae saw the closest vehicle's battlecannon fire again, the shell screamed straight at him. Instinctively ducking, it whistled just over his head, hit the ground, skittered across the floor and came to a standstill before suddenly exploding in a grey plume of dirt. 'For the Emperor! Attack! Attack!

'Attack!' he ordered and powered the jump generator upon his back into life. He sprang forwards, whining turbo-jets boosting him through the space between him and the Orks. He aimed directly at the closest greenskin, both power-armoured feet smashing into the alien and driving it to the ground as he landed directly on top of it, before pounding its skull open with a single strike of his thunder hammer. Around him other Assault battle-brothers were doing the same, chainswords and power weapons hacking down as they landed amidst the enemy. The Orks fought back savagely in a whirling confused melee of swords and axes. There was no time for reports or tactical planning now, just the bloody rush of battle at close quarters, kill or be killed. Death was close, Korvydae could feel its grip upon him, but he would not let it take him yet, not before he had slaughtered these alien fiends in the Emperor's name.

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In the gathering gloom Warboss Grahkrag leapt down from his idling Battle Fortress. His boyz and nobz were gathered about him, weapons in hand, hungry for some action. Up ahead the firing had intensified; the big booms of kill-kannons and lobbas sounded close, stray bolt rounds fizzed past, several ricocheted off the battle fortress' roller and detonated in the air overhead. Determined not to miss out, the warboss strode towards the sound of the guns, shoving aside grots and boyz as he went. Trailing behind him were his retinue of nobz and 'ardboyz, his best fighters, tough Orks all.

Up ahead he saw a Trukk, big shoota blazing wildly left then right, suddenly turn into a bright fireball that cast long shadows across the darkening battlefield. Figures were moving about in the firelight, bulky figures in big suits of armour – Space Marines. Grahkrag beamed a wicked, fanged grin. Here was some real fight then. The humies had sent their own 'ardboyz.

'Come on ladz, let's hav' 'em. Come on! Waaagh!' he broke into a sprint, as did his boyz and ran headlong at the closest Space Marine.

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It was dark now, but it mattered not to Brother-Scout Uirroth, his sniper rifle's sight lit the battlefield in a green-tinged light through its lens. He could see clearly the hot spots of Space Marine powered armour, their sub-atomic core power packs glowing brightest of all. The Orks were a dull smudge, and it was on these that he placed his sight reticule and fired.

Below: Thunderhawk Assault. Shadow Force Korvydae disembark from their transports to face Grahkrag's Goff warband

NEW PLANS

The Raven Guard's intervention had not been as planned. Whilst Chaplain Eitath's orbital strike force had captured and then destroyed the fuel stockpiles, Shadow Captain Korvydae and his larger strike force had been unable to identify the location of Buzzgob and been left as bystanders as the Ork pressure on Shield force at drop zone T intensified. Captain Thanstadt's men were already fighting Skalk Bluetoof's Death Skullz and the arrival of Buzzgob's Dredheadz (who by now had boarded his personal Stompa), but without Sword force's supporting assault Shield force was being overrun. It was all Captain Thanstadt could do to withdraw and regroup for a second stand. In doing so he called all the Elysian forces left to his aid, including the northern screen troops of Dagger force.

The arrival of Grahkrag's Goffs, including their heavier armoured vehicles would surely have seen the remaining Elysian forces destroyed but for the swift change of plan by Shadow Captain Korvydae. He used the mobility of his Thunderhawk gunships to interpose his battle-brothers between the Elysians' and the Goffs' advance. There followed a sharp engagement, which halted the Goffs' march but also cost Korvydae many battle-brothers and much equipment. With the Goffs bloodied, he quickly extracted his strike force again.

Meanwhile, the Elysians had been able to withdraw and regroup for a final stand, hoping to hold out until the evacuation mission could begin. This would involve holding off the Orks long enough for the Raven Guard reinforcements to reach them and securing a wide enough perimeter so that the Valkyries could get in and rescue the troops. Captain Thanstadt, now joined by the remains of Dagger force, chose his ground as best as the situation would allow. His forces gathered at the remains of a long disused refinery complex. Here they would make their stand.

From his vantage point he had a good field of fire. More and more Orks were coming, there was no shortage of targets. He fired again and again, not pausing to see if each target had been killed.

As more Orks arrived the fighting intensified, more shells shrieked and boomed, more blasts tore about them. The Orks were howling, their guns were hammering and darkness had come. Korvydae knew it was time to withdraw. His attack had been ferocious and he personally had killed ten, fifteen, twenty aliens… he had lost count in the swirling hand-to-hand combat. His black armour was rent and worn. One shoulder pad had been torn away by a blast but it had saved his life. Instructing the Scout snipers to cover his withdrawal, he ordered all squads to break away from the battle and regroup. Overhead the Thunderhawks were arriving again to evacuate them. He knew he was leaving the Orks in possession of the battlefield, but his swift assault had torn the heart out of this warband. Battlewagons were burning. The bodies of the dead littered the ground in all directions. He was satisfied that these Orks were no longer the threat to the Elysians they had been.

Rumbling out of the darkness the Land Raider Prometheus arrived. He could see the multiple deep-impact scars of shells on its armoured prow door as the ramp dropped. He strode inside, followed by his fellow battle-brothers. He noted that the vehicle's ammunition bins were almost empty.

'Back to the evacuation point.' he ordered the driver, and the Land Raider jolted violently as it reversed away, gathering speed.

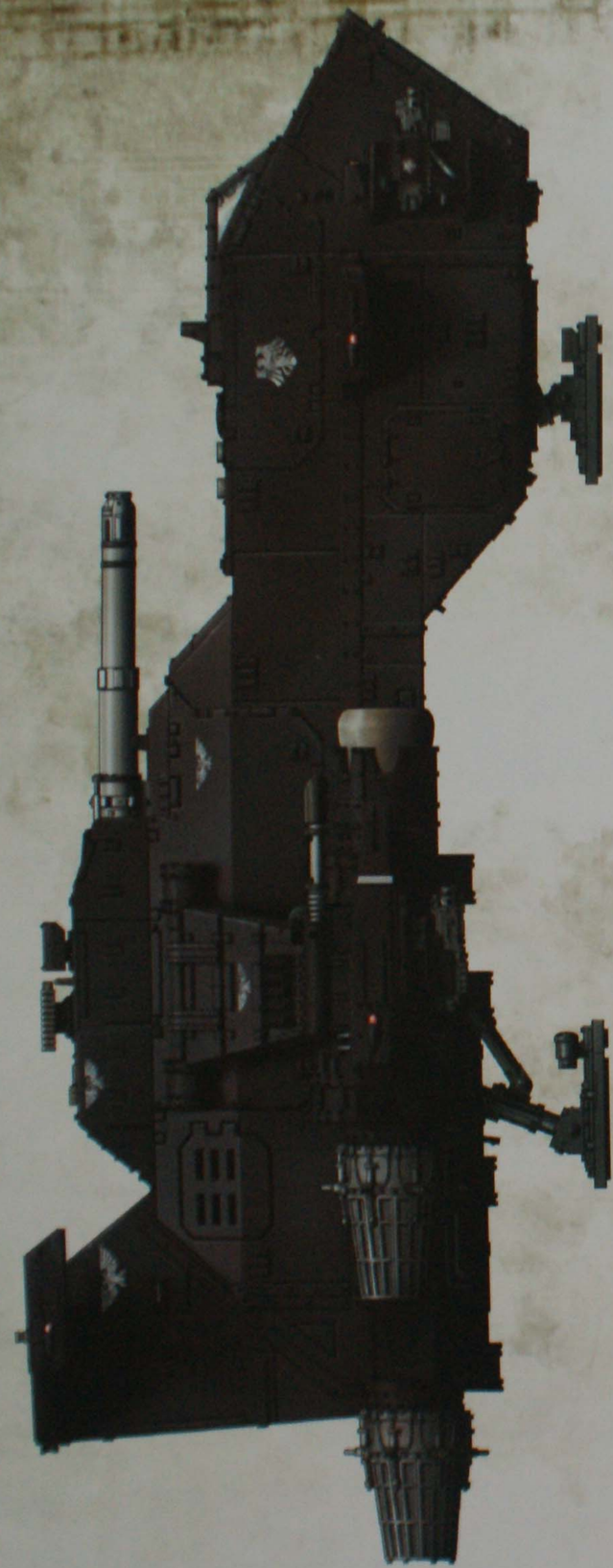
Korvydae immediately went to the command consoles and began to evaluate the cost of his intervention. It pained him to leave the bodies of his fallen brothers behind but they, and the Emperor, would understand. This raid had become a desperate fight and there was no time now for the customary ceremonies for the fallen and due reverence; those must wait until they returned to Deliverance. Now was the time for butcher's work and it was far from over yet.

Warboss Grahkrag picked up the body of a fallen Space Marine, grasping it in his power-klawed hand he hefted it up to eye level. He looked at it closely. Black armour with white trim, the symbol of a beaked flying creature emblazoned in white upon it. He liked it, the colours appealed to his Goff nature. No wonder they had fought so well, the humies wore black too. It was the colour the 'ardest boyz always used. He tossed the body to his closest nob, Gorrag, who caught it, staggering.

'Stick it on a wagon,' he ordered. 'It was good fightin'. Put him right on da front, so every scummy grot and weedy humie can see what we did!' Boss Gorrag grinned and nodded his agreement. It was a worthy prize from a worthy foe.

Top: Kill! Krush! Kill! Krush! The build-up of Goff heavy armour forced the Raven Guard to respond.
Bottom: A Land Speeder Tempest squadron makes their attack run.

Top: The Raven Guard's ground attack was co-ordinated by the strike force's single Land Raider Prometheus.
Bottom: Advance to contact – Veteran Brother Kraai in action.

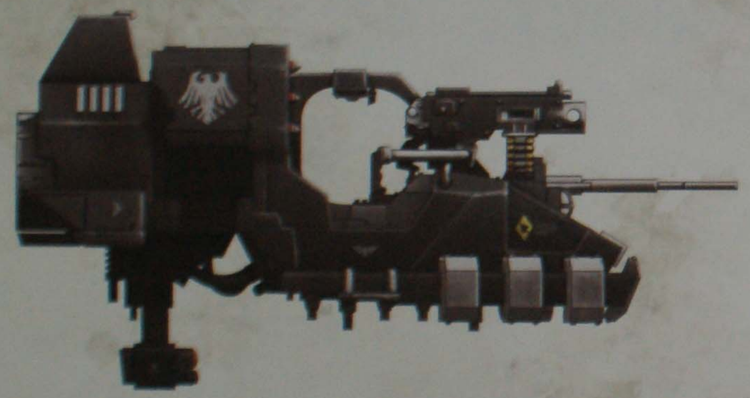


Raven Guard Thunderhawk gunship. One of seven aircraft from the Chapter Fleet commited to the raid. All seven survived the battle.

Land Raider Prometheus. Acting as the command and control hub for the Raven Guard's ground forces, the Prometheus was later destroyed, its machine spirit commended to the Emperor in the battle's post-mortem.

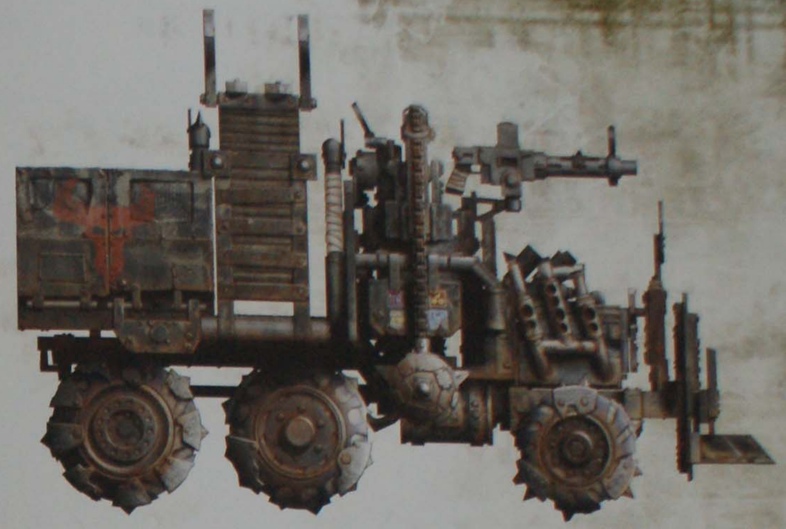
Predator Destructor armed with heavy bolter sponsons. Lighter and faster than Land Raiders, Predators provided Shadow Force Korvydae with its main armoured support.

Land Speeder Tornado. This is one of 5th Company's own vehicles.



Land Speeder Typhoon. First vehicle of the Chapter Armoury. For their mobile operations, the Raven Guard make wide use of Land Speeders of all types.

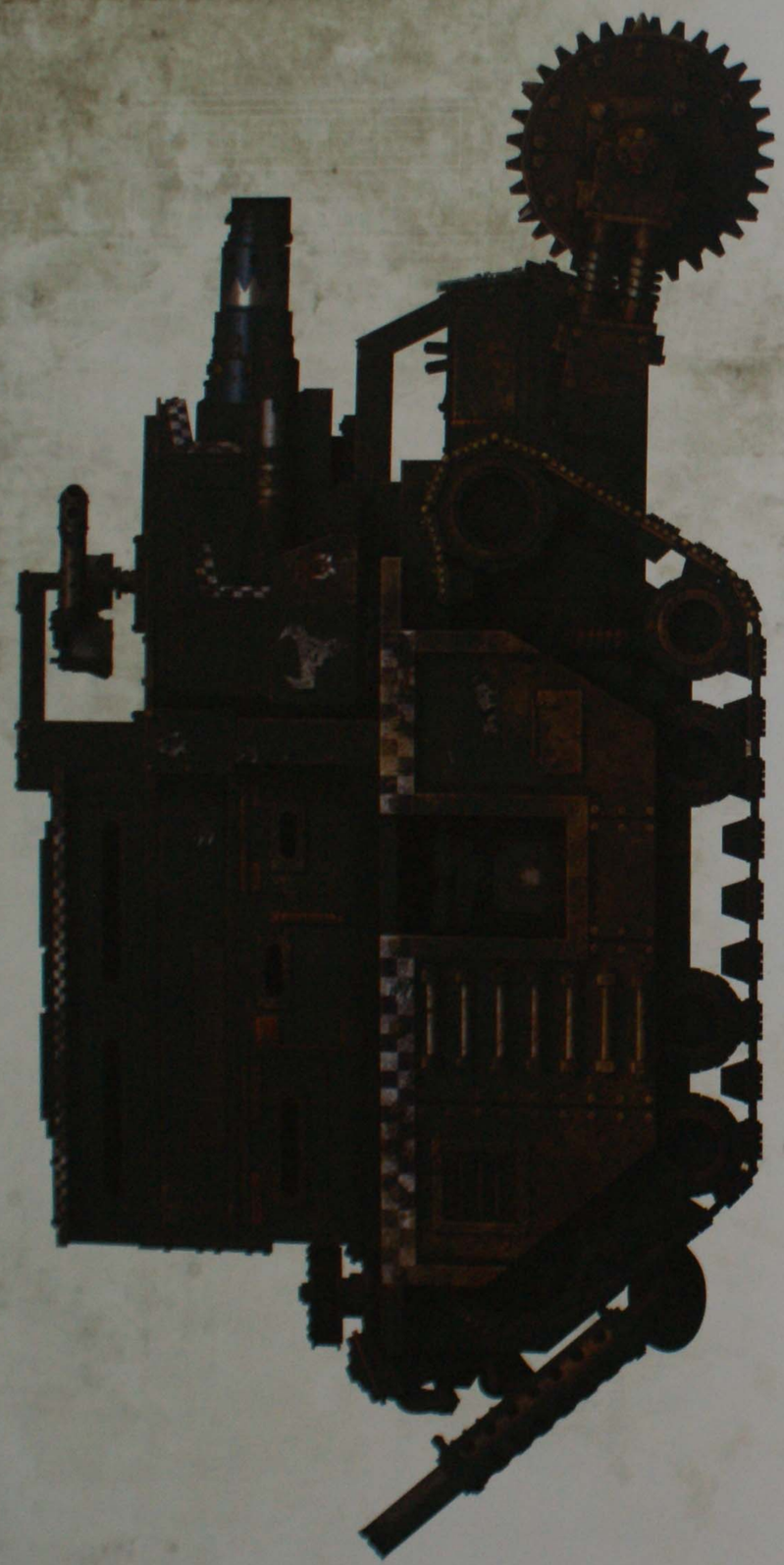
Land Speeder Tempest. Note the campaign badge borne on the aircraft's nose.



Trukk of the Goff clan. Note the wrecking ball attachment, typical of the Goffs, who prefer close combat.

Gun Wagon, armed with a large kannon. Destroyed during the Raven Guard's assault.

Goff Warbike. Not all Warbikers are Evil Sunz, sometimes Goffs make use of bikes to close with the enemy faster.



Deth Rollia Battle Fortress of the Goff clan. This may well be Warboss Grahkrag's own transport.

CHAPTER SIX
ELYSIA'S LAST STAND

THE FINAL BATTLE

'We have died well. It is our greatest revenge against a cruel foe.'

Captain Thanstadt,
F Company, 181st Elysian Drop Troop Regiment.

The night's darkness was never quiet. Captain Gerek, monitoring reports and comms chatter, stood close to his Tauros, which was hull-down, partially concealed amidst the debris. He could hear ferocious shooting off in the distance, the sounds carrying to him from the west through the still night air. Rearguard actions, sharp firefights that kept the pursuing Orks at bay whilst the rest of Shield force trailed back into the new perimeter. Every once in a while a Vulture gunship would come roaring in low, a fleeting black shadow in the sky, suddenly illuminated by the muzzle flash of its weapons in a frenzy of shooting and explosions that rumbled and growled in the night.

Gerek had the gritty taste of dust and gunpowder in his mouth. He was parched and reached for the canteen on his belt, dribbling out the last dregs to wet his lips. He rubbed the grit and tiredness from his eyes. It would be a long, long day when dawn finally broke. It would not take the Orks long to find them again and when they did they would attack. It was the only way they knew.

Around him weary Elysian troopers crunched through the darkness amongst rubble and smashed machinery, each a study in fatigue. They were blackened and pale-faced, eyes rimmed with red. Squads had become just an ad-hoc collection of stragglers and platoons had been reduced to squads by yesterday's battles. Sergeants were organising the distribution of the last ammunition supplies. Valkyries had dropped extra canisters of ammunition just before darkness fell, Gerek's men had gathered them together but they were all Colonel Taihon could send. Still, it would be enough for one last fight.

* * *

Drop-trooper Yano inspected the Accatran-pattern lasgun he had picked up during his retreat. He had prised it from the hands of a dead trooper. The Guardsman had had his helmet and head smashed in by an Ork's heavy club, and was lying in a pool of pink and red gore. But Yano needed a weapon after losing his heavy bolter and the lasgun was standard issue. He had also relieved the gory corpse of its spare ammunition cells, two frag grenades, a rations pack and its water canteen. At least now he was ready to fight again.

On arrival at the rendezvous point he had been directed to join one of the ad-hoc squads being formed, and found they were members of C and D company and a medic, who had discarded his medical equipment in favour of weapons. There were eight of them in all. They had been given two new power cells each and sent to man a section of perimeter. Now Yano was on sentry duty, watching the darkness for any approaching Orks and trying to stay awake. He hadn't slept in over twenty four hours. He wouldn't be getting any rest for at least another twenty four hours either.

* * *

Captain Thanstadt arrived with the last of his rearguard platoons. He had guided the unit back to the perimeter after a series of confused exchanges of fire with skulking Orks and Gretchin. The platoon was still in good fighting shape, forty men strong, and they had done their job of keeping the Orks back. As dawn began to broach the horizon with a faint glimmer of orange, he had ordered them all back to the new perimeter. Thanstadt thought he had less than an hour before it was light enough for the Orks to attack in force.

Left: Armoured assault. By the time the Elysian units had regrouped, the Orks had regathered their full strength to crush them.

Above: Stompa! The final Ork onslaught saw them deploy every weapon in their arsenal, including such huge war machines as Stompas. This walker was confirmed destroyed during the Raven Guard's attack, after first being immobilised by Thunderhawk fire, then multiple melta-charges were set by Assault squads.

Warboss Zhadsnark climbed back onto his patched-up trike – da Beast would ride again. Two Meks had spent all night rebuilding the front forks. The pair hadn't had any choice. Zhadsnark's ultimatum was fix it or he would have pulled their arms off! He inspected the work. It seemed good. He bounced his weight to feel the suspension and grunted his satisfaction, much to the relief of the two Meks, who both backed away, relieved to still have all their appendages.

Time to fire it up. In a throaty roar the trike's engine sprang to life, throwing out a pleasing cloud of dirty smoke. Zhadsnark revved it hard, the brakes squealing as they struggled to hold da Beast in place. Yeah! Just like the old Beast. Zhadsnark was ready to go, eager to go! Yesterday he had missed out on the fighting. Today would be his day. First to round up his boyz, then, at first light he would lead the charge.

* * *

Buzzgob climbed into the pulpit of his Stompa, da Big Lugga. Around him the grot riggers were preparing the Stompa for battle; tightening bolts and feeding more ammunition into the shoota hoppers. Some Burnaboyz were welding new plates over yesterday's battle damage from missile strikes. Buzzgob had inspected it and was satisfied it was all superficial. Dawn was slowly arriving and Buzzgob surveyed the surrounding scene. Far below him boyz mobs were gathering alongside Deff Dreads, Killer Kans and Trukks and Trakks, Battlewagons and bikers. Skalk's boyz were here too, blue-faced, with teams of grots dragging kannons and big lobbas into place under the lashes of the Runtherds. Behind his Stompa the Evill Sunz biker boyz were racing in circles, warming up their engines under a thickening cloud of grey smoke from their exhausts. He could hear the growing thrum from the rotors of Deffkoptas and Warkoptas ferrying more boyz to the fight.

Buzzgob reflected briefly. Yesterday had been a good battle, they had given the humies a good kickin'. Today would be da real fing, a big fight. All da boyz, grotz and mangy squigs for miles around were here, ready for the action. Far away, through the rising exhaust smog, Buzzgob could just about see the tanks and gantries of the old refinery where the humies were hidin'. That was where they would all be headin', as soon as he gave the order. He had a plan. He would lead the Dredheadz and go right. Skalk would lead his boyz left and they'd squash the humies in da middle.

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Captain Korvydae and Chaplain Eitath both waited on the Thunderhawk gunship's ramp in the pool of green light cast from the aircraft's interior. The entire Raven Guard strike force had now consolidated before the Thunderhawks had landed at a safe distance for the night. They would soon be airborne again. His Scout squads had reported that even before first light the Orks had gathered into a single large horde. They had identified the Stompa, and it seemed to contain the Ork's leader. Currently there were too many Orks to risk a direct assault. His Space Marines would obey any order he gave, but they were a precious resource, the Emperor's finest, and he would not pitch them into a battle they could not win. First he needed the Orks to disperse from their muster point before committing. He was confident that the lure of the Elysians would do just that. Once the Orks had engaged in battle the Raven Guard would attack. The Stompa would be their primary target. Destroy that and they would also kill a powerful Ork warboss, maybe the overall ruler of this blighted planet, and, despite the heavy losses, he could consider this ill-fated mission at least partially successful.

Korvydae and Eitath agreed that timing their assault would be crucial. Wait too long and the Elysians would be crushed by the Ork numbers. Attack too soon and the gathered Ork hordle would be too strong even for his battle-brothers to deal with. For the Raven Guard everything was in place, even their strike cruiser was in position to launch its orbital bombardment. For the time being there was nothing to do but wait for the Orks to make their move.

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From their dug-outs and barricades the tired Guardsmen of 18th Drop-Troop Regiment could hear the distinctive roaring sounds and see the plumes of exhaust smoke thrown up by the approaching bikers. Behind them was the deeper grinding and clanking sounds of heavier vehicles, churning away as the Ork horde approached. Captain Thanstadt sprinted forwards to get a clearer view of the approaching enemy. He leapt over several fallen pipes and crouched behind another. Scanner in hand, he tracked the Orks, bikers circling to the right and left. The first stray Ork bullets snapped overhead, not aimed at him, just the usual over-eager firing flying high and wild. As the first bikers appeared they were met by a volley of lasgun fire from the Elysian forward positions. The battle had started.

Thanstadt moved back into better cover and began issuing orders to engage. Then a terrific barrage started. Mortar bombs and heavier shells plunging down all about the refinery. Steel was buckled and bent as a gantry took a direct hit and toppled down, scattering the drop-troopers who were sheltering underneath it. The Orks had let fly with just about every gun they had. In response Thanstadt flicked his comms channel to his designated air support officer. It was time for the Vultures and Thunderbolts to hit back.

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Wing Sergeant Seric eased back on the control stick, watching for a break in the smoke and clouds that spread in a heavy layer just above the ground. Several Ork vehicles were already burning. His Thunderbolt continued to circle, high above the battle now raging below, awaiting the call for aid and a target grid. The pilot didn't have long to wait.

He rolled the Thunderbolt over into a steep dive, the g-forces building as the aircraft plummeted towards the ground. Seric felt his grav-suit expanding, holding the blood in his body in place as it tried to force its way into his extremities. The Thunderbolt was accelerating fast, so Seric powered down. The smoke layer rushed up to meet him. The aircraft swooped through it in a rush of air and then Seric pulled the nose up hard, levelling out as the target came into view.

Above: Engage and destroy. A Raven Guard Predator targets Ork armour in support of the Chapter's ground assault.

A slight jink adjusted his weapon targeters as they locked on, 'All weapons armed' flashed across his headset. Seric thumbed the fire switch and the quad autocannons howled into life as a stream of tracer arced towards the ground. Locked in his sights was a massive lizard-beast, bellowing and stomping through the rubble.

At point blank range Seric let fly with everything. Autocannons, lascannons and all four Hellstrike missiles ignited under the wings, simultaneously launching. Four large armour-penetrating warheads instantly hit the creature and exploded as Seric wrenched back the control stick and powered up again, climbing steep and fast away from the carnage his strafing had just wrought.

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Bonemuncha crunched the wreckage beneath its heavy treads, still straining at its leash and bellowing. Suddenly through the smoke a jet-fighta appeared in a howl of engines and a blaze of fire. The dakka-power was impressive, even to Warboss Skalk, as the torrent of shells impacted and ricocheted around him. The aircraft flashed overhead, so low Skalk almost ducked as he was buffeted by its jet-wash. Suddenly, the world around him exploded.

* * *

The volley of Hellstrike missiles turned the massive squiggoth beast into hunks of flying flesh, bone and blood. Mortally wounded the creature staggered then fell, squealing pitifully in pain as it crashed over on its side, dead before it hit the ground from massive internal wounds. The armoured howdah on its back was torn off by the fall, spilling Orks in all directions before it came to rest in a mass of splintering metal. More las-blasts raked across the bleeding remains of the beast as the surviving Orks tried to crawl clear of the wreckage. Trooper Yano saw one old, heavily-tattooed Ork duck furtively away. He tried to get him in his sights, but before he could snap off a few shots, the Ork was gone. Still it lifted the Elysians' hearts to see the thundering creature die in the devastating air strike and the Orks around it were already retreating in the face of their accurate, steady fire.

* * *

As the formation of Valkyries approached, the Orks turned their guns skywards in a barrage of fire. The first Valkyries made it through, but the second echelon was badly shot up. Captain Gerek watched as one aircraft's engines burst into flames and, as its drop troops hastily leapt clear, it banked away, streaming flames and smoke until it hit the ground and became an expanding ball of fire. Seconds later a second aircraft was also shot down, the squad trapped inside the transport compartment helpless as the out of control Valkyrie plunged into the ground. The surviving flight screamed overhead and from the rear of each aircraft tumbled out a cluster of small figures. Colonel Taihon had committed the last of the regiment's reserves, the training and replacement company that had formed the airbase's security detail, but the situation on the ground had forced the colonel's hand. They needed every man that could fight.

Leading the green recruits personally, Taihon and almost two hundred men had jumped from eighteen Valkyries. Each drop troop's plunging grav-chute dive lasted just six seconds before they hit the ground. As they did the battle below was already ferocious. Waves of Orks were attacking and being shot down as they stormed the barricades, cutting down Elysian Guardsmen in turn.

Shadow Captain Korvydae's Thunderhawk was inbound, racing low over the surface, triple engines at full burn. His target was in sight, the pict-relay from the Thunderhawk's augurs showed it as a grainy ill-defined image of a tall walker – the Stompa. Shells were bursting about it, but it still strode forwards, slow and ungainly, fire seemed to rain off its armour like water. As he watched, the Stompa's head exploded in a burst of light – a green energy beam leapt from its eye, crackling and fizzing before hitting a storage tank which exploded. The residue of old chemicals inside began to burn brightly. 'Target the head,' he instructed the Thunderhawk's gunner.

Korvydae unhitched his harness and made his way to the forward ramp, beside Chaplain Eitath. 'Touch down in five.' the Thunderhawk's pilot reported and the prow ramp began to lower on hydraulic pistons. It clanged open just as the Thunderhawk's landing pads touched the ground and the Space Marines inside burst out. The Thunderhawk's heavy bolters were barking a stream of shells towards the Orks as Korvydae gave the order to advance with him directly towards the Stompa. Left and right more Thunderhawks were touching down and disgorging their passengers onto the battlefield, alongside them the transporters were depositing their vehicles.

The Raven Guard moved forwards behind a blizzard of bolter fire; there was no headlong rush just a steady advance. Squads fanned out, weapons levelled. A missile streaked overhead and impacted on the cab of an Ork vehicle, which slewed out of control and crashed, spilling Orks from the back. The enemy's return fire was building; bullets and shells whizzed, snapped and fizzed past Captain Korvydae, the occasional round ricocheting wildly off his powered armour. Behind him the Thunderhawks lifted off again, powering skywards.

The best form of defence was a strong offence. Captain Gerek remembered the ancient proverb from his Tactica Imperium schooling. His vehicles had been adding their turret weapon's firepower to the ring of defensive fire about the Elysians' positions but it would not be enough to hold. More Orks were coming all the time and, even as Colonel Taihon's reinforcements were positioned to bolster the main defence lines, Gerek felt that they would not hold out all day.

Below: Mek Kustom Stompa 'da Big Luggit' although heavily damaged in the battle, it was not destroyed.

Climbing into the turret seat of his Tauros he ordered his surviving squadrons to join in at his position. He would launch his own rapid counter-attack. The next time the Orks came, he would strike and try to cut through them. That should stall the assault and if he could get through, then he would be free to make mischief in the Orks' rear area, amongst their heavier gun batteries.

• • •

From atop his Stompa, Buzzgob could see the Space Marines and their big, black aircraft landing – a new enemy. He ordered the Stompa to swing right to face the new threat and bring all its weapons to bear. 'Fire! Fire! All da dakka we got! Fire!' he bellowed into the comms tube that connected his observation gantry with the control room in the head.

• • •

Captain Gerek launched his attack, tyres squealing as the all-terrain vehicles accelerated and kicked up clods of dirt. Gunners opened fire in a fusillade of laser blasts. From his turret seat Sergeant Leto took aim at a group of heavily armed blue-skinned Orks, each carrying some form of heavy weapon. There were plenty of targets to aim at as the Tauros' began their assault. Leto loosed a long burst from his multi-lasers into the Orks and saw one greenskin, with a white and blue skull painted on its chest, come apart. First its arm was severed then the alien's head and chest exploded in blood. The rest of the Orks scattered, ducking away into the closest cover.

The Tauros had formed a line abreast and were advancing fast. At least three vehicles had already been hit. The blast of an explosion had flipped one clear into the air. It had landed on its roof, crushing the crew. The volume of Ork fire surged around them, so many bullets that it seemed the Orks couldn't miss. Leto felt rounds impact on the turrets, and then a round punctured the turret armour and hit him, piercing his right thigh. Immediately blood started to well up through his jumpsuit and run down into his boot. The pain almost overcame him. He howled, stifled his scream then almost passed out, fighting to stay conscious. He was barely aware that the Tauros had rolled to a halt. In front of him the driver was already dead.

• • •

Bouncing along at high speed, the Ork bikers were shooting frantically in all directions. The howling engines and roar of shootas drowned out everything. Zhadsnark saw a rokkit zip past, felt the concussion of its near miss. It was a wild melee and Zhadsnark loved it, amidst the din there was the grunting and screaming of Orks and humies dying. In the chaos his trike had been hit again. The front tyre was flat, rubber was peeling away in strips, other bitz had fallen off too and da Beast's jet engine didn't sound good, but he just kept going. The speeding bikers were proving hard to hit as they swirled around the rusted wreckage of pipes and rubble. The Evil Sunz warboss had da Rippa powered up, and used it to slash wildly at anything within reach. Bits of pipe and machinery were lopped off in a shower of sparks. Several humies had also been lobbed into bitz – he'd taken one's head clean off and Zhadsnark had laughed hard as it had bounced away like a ball.

• • •

Captain Gerek's Tauros was wheezing to a halt, having taken multiple rounds through it. His driver was bleeding badly, shell fragments had slashed Gerek's face as well. The communications equipment was shot, shredded, sparking and smouldering. Gerek climbed out, staggering, bullets were still cracking by. He helped his driver, Ardo, out but the wound looked serious. About him Gerek could see more Orks and Gretchin closing in. He drew his laspistol and fired to keep them back, still supporting his driver with one arm. 'Let's get out of here,' he reassured the man, even though it didn't look like Ardo was going to live long. Captain Gerek turned to make his way back the way he had come but found his path was blocked by more glowering Orks. He was already surrounded. The Ork mob closed in, swords, axes and pistols in hand.

• • •

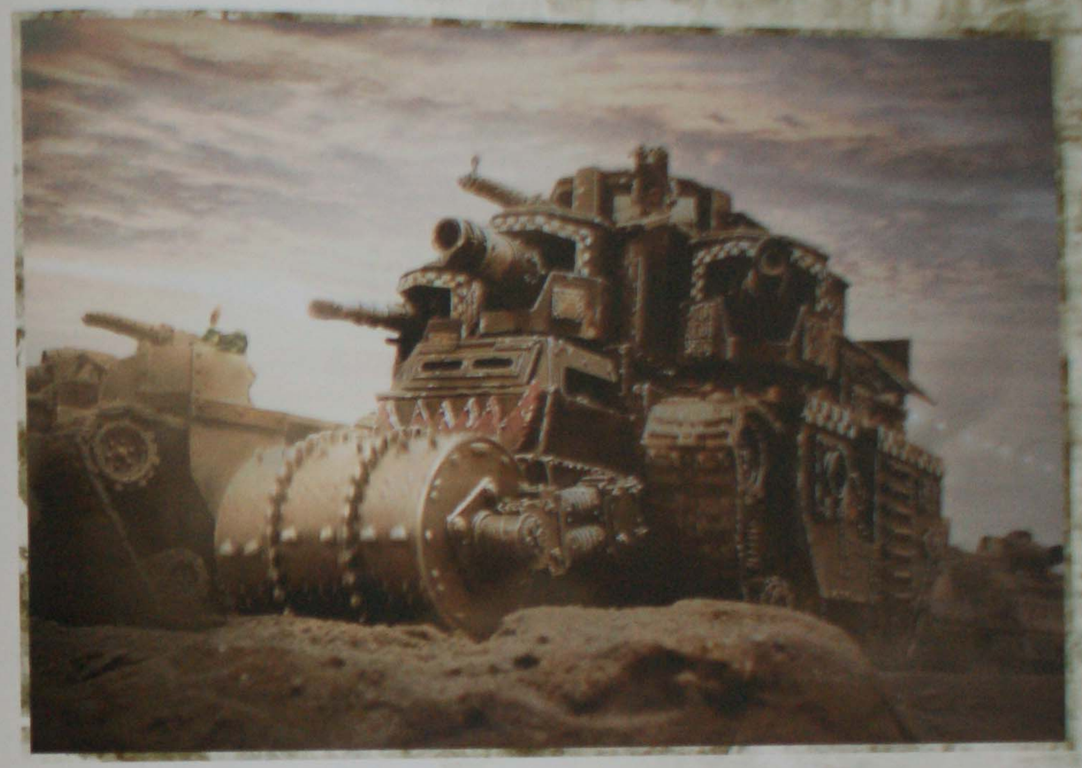
Shadow Captain Korvydae had withdrawn into his Land Raider Prometheus command post. The vehicle had caught up with him through the battle outside and he needed to check on all his squads. The Raven Guard ground assault had run into trouble when Ork Dreadnoughts had counter-attacked; small ones, big ones, just about anything that could stagger on legs had charged headlong into the Raven Guard's ranks. The Space Marines had been forced to withdraw and call in their own air support. Thunderhawks were even now strafing the Orks to keep them back. They hadn't reached the Stompa and it too was still out there, thundering away with volleys of fire and blasting its green laser light.

Suddenly the Land Raider shook violently beneath him, almost wrenching Korvydae off his feet. The battle tank slewed sideways, then a second impact almost lifted the seventy tonne vehicle off the ground. Korvydae scrambled to the side exit, hit the emergency open button and the Land Raider's door exploded outwards. The vehicle was being shaken from side to side. Leaping through the door, Korvydae looked back. A huge Dreadnought, at least six metres tall, loomed over the Prometheus. Its massive power claw was raking across the top of the Land Raider, piercing the top armour and tearing a great gouge through it. The huge Dreadnought pulled away armoured pieces and discarded them. Helplessly, the stricken tank was being violently demolished.

• • •

Captain Thanstadt had climbed to a vantage point on the still-smoking ruins of a storage tank, clambering up the remains of the ladders to get a clear view. All around and below him the drop troopers and Orks were still locked in battle. Above him aircraft soared and roared, both Elysian and Ork, bringing their payloads of rockets and bombs to add to the raging inferno of battle below.

From up here he had a better view of what was happening. Through the smoke he could still plainly see, away to the south, the squat shapes of Space Marine Thunderhawk gunships making their attack runs. Amidst the smoke was the distant hazy outline of the Ork's Stompa,



Above: Warboss Grahkrag's arrival, leading the Goff armoured column.

the Space Marine landings had mercifully diverted its own advance. As he watched through his magnocular scanner, a streak of red fire raced from the upper sky and flashed into the ground, impacting in a great explosion – the Space Marines' orbital bombardment. The cloud of dust and debris thrown up obscured his view further.

Closer by, the Elysians were down to the last of their manpower. Squads and platoons had been butchered to the man by the repeated Ork charges and overwhelmed by the Orks' heavy firepower. Captain Gerek's A Company had been destroyed. Gerek himself was lost, missing presumed dead. His own F Company was down to the last thirty or forty survivors, not even a full strength platoon remained. The other companies were similarly shredded. Colonel Taihon was also dead, killed fighting off another charge by the Ork bikers. That left Thanstadt in overall command of the regiment, which wasn't much of a promotion. Still, around his perimeter the bodies of Orks had piled up, three or four deep in places. Wrecked and burning Ork vehicles, bikes, Trukks and Battlewagons added to the carnage. Captain Thanstadt had now resigned himself to their defeat and destruction. As a last resort he had called in the Valkyrie transports to make a last ditch effort to lift any survivors they could clear from the battlefield. It would be a dangerous mission, almost suicidal as the Valkyries would be vulnerable as they came in to land, the entire area was infested with marauding greenskins.

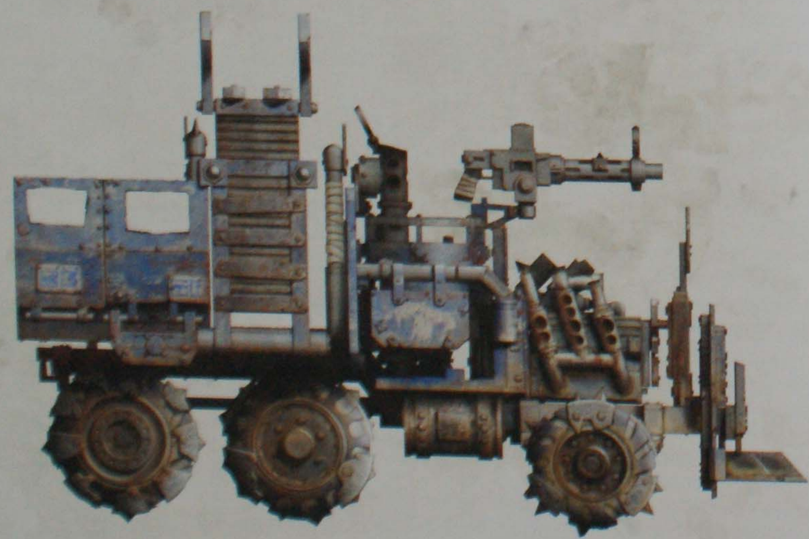
The regiment was beaten though, and there was no choice but to make an emergency evacuation back to their base. No doubt the Orks' fighters would pursue them all the way.

• • •

'All squads to break contact and withdraw. Thunderhawks disengage and prepare for extraction to strike cruiser.' They were not orders Shadow Captain Korvydae had expected to have to give, but there was nothing more his depleted strike force could do here. The Elysians had been overrun and his own force faced the same prospect unless they got clear now. They had failed to destroy the Stompa or find the Ork commanders, but to continue a hopeless battle and waste the lives of his brothers would be a greater dishonour than any failure here. There was no disgrace or dishonour in giving battle with determination and valour and expunging hundreds of these green xenos from the galaxy in the name of the Emperor. Still, Captain Korvydae would have to bear the mark of his failure until he could erase it with a greater victory. He would do long penance for these two days. Perhaps he would volunteer for a period of service with the Ordo Xenos as a fitting self-imposed exile.

Ork Fighta. The Orks on Kastorel-Novem had built several scattered airfields. Marauder bomber raids inflicted damage, but failed to stop the Ork air force from joining the battle.

Fighta-Bommer. The scourge of the Elysian air support, Ork Fightas and Fighta Bombers accounted for most of the Imperium's aircraft combat losses.



Death Skulls' Trukk, armed with a single Big Shoota. This vehicle was confirmed destroyed during the battle.

Bommer. Very few Ork Bommers were encountered. It is thought that most were destroyed in the Marauder's pre-emptive strikes. Only three would be seen in the skies over the battlefields.

Bommer. Very few Ork Bommers were encountered. It is thought that most were destroyed in the Marauder's pre-emptive strikes. Only three would be seen in the skies over the battlefields.

Tauros Venator armed with twin multi-lasers and hunter-killer missiles. A Company, 1st Squadron.

Tauros Venator armed with twin lascannons. A Company, 8th Squadron. The number stencil is likely to be a transport tracking number.

Tauros armed with a heavy flamer. Another distinctive camouflage scheme. It seems crews had licence to adapt their own vehicle for the mission's environment.

CHAPTER SEVEN
DEFEAT AND WITHDRAWAL

THE END OF THE KASTOREL-NOVEM RAID

'Pray only for our fallen brethren and that the future will vindicate our actions.'

Chaplain Eitan
Eulogy for the slain, Kastorel-Novem

They rode back in the Valkyrie in silence. There was nothing left to say and no more orders to give. On the outward trip each Valkyrie had been packed with men, drop-canisters and extra equipment. Now the transport compartment seemed empty. Captain Thanstadt had boarded the last Valkyrie to make the rescue run. In the process they had taken a lot of ground fire from the Orks, but the pilot had blasted them clear. Now it was touch and go if the aircraft would make it back to base at all. There were just five other Guardsmen with Captain Thanstadt, each looked like they had been seriously beaten, with their bruised faces and red swollen eyes. Most were still bleeding from wounds. The transport compartment's floor was a mess of discarded equipment and blood-soaked bandages. Thanstadt himself could feel blood slowly oozing from a shallow wound on his hip where a shard of shrapnel had skimmed just passed him. Earlier, during the battle, he had hardly noticed the wound, now it ached, but then what muscles didn't after two days in combat? He would live, which was more than could be said for most of the drop troopers he had led onto Kastorel-Novem.

* * *

Trooper Yano was struck by how empty the airbase was now. When they had boarded the Valkyries for the attack, the place had been a frenzy of activity and noise as thousands of men and hundreds of aircraft made ready for battle. Now it was almost deserted, just a few mute stragglers and the gusting wind whipping across the sand and rock. There were few people left now, mostly maintenance crews and labourers, the men who had been part of the regiment's support echelon, but even most of these had now been lifted back to the transport in orbit. Yano threw down his sweat soaked helmet and began unstrapping his flak armour's breastplate and pauldrons. There were scorch marks on the breastplate and in one place a huge dent, front and centre, where an Ork bullet had hit him square on, but the synthi-plas had stopped it. He could feel the big bruise on his chest from the impact – it should have killed him.

Around him the survivors were doing likewise, shedding their heavy equipment. Some were methodically field stripping their weapons, a force of habit too ingrained to stop even at the point of exhaustion. Other troopers had simply slumped down and fallen asleep. There would be more work to do when the orbital landers returned to lift them back to the transports, but it was obvious there weren't enough Guardsmen left to dismantle and reload the equipment and the aircraft that had arrived here. Any of the surviving aircraft would have to be sabotaged beyond use by the enemy and abandoned.

* * *

The battle was over but Shadow Captain Korvydae's work was not complete. They still had the evacuation mission to complete. His battle-brothers had returned to their strike cruiser, but the remaining Elysians also had to be lifted clear. He had already dispatched the orbital landers to their airbase to begin the operation. The heavy equipment was to be destroyed and left. Korvydae wanted to be away from the system quickly, before any Ork ships arrived to intercept them. He was confident that the *Aeruginosus* was fast enough to outrun anything the Orks might pursue them with, but the transport vessels would need protecting until they could make their warp jumps. Of the three transport vessels that had arrived, two had already been dispatched, empty. The remaining vessel would be more than enough for the Imperial Guard survivors.

* * *

The Battle Fortress rumbled to a halt in a screech of brakes. The big black-clad Goffs clambered and jumped down from it, searching for an enemy to shoot at. Before them was a scene of smoking ruin. Bodies littered the ground; humies, Ork and grots. Fires were burning out of control, somewhere inside one of those fires ammunition was still exploding, one loud detonation after another. Cordite smoke was thick in the air. Warboss Grahkrag inhaled deeply; he loved it. The place looked good; there were few sights as magnificent as a battlefield after a battle.

Flanked by his minderz he crunched over the rubble to investigate closer. As he had arrived he had seen the last of the humies' aircraft blasting off and racing away. It was too late. He had arrived too late for the fight, which angered him greatly. His convoy had sped all day to get here, but they couldn't make up the time lost in yesterday's fighting. Surveying the surrounding area it looked like it had been a good scrap. He noted with satisfaction the charred fleshy remains of Skalk's big squiggoth lying dead. Good, with Gork's luck the crooked old git had got 'imself killed, which would be one problem Grahkrag wouldn't have to deal with when it came to splitting up all da loot.

He turned back to his boyz and ordered them back onto the Battle Fortress. It was time to find Buzzgob, and he better still be alive or Boss Garaghak would make sure they were all dead...

Buzzgob was still inspecting the battle damage on his Stompa. High up on its head he was peering deeply into the burnt out and twisted remains of its weapon, the Gaze of Gork they called it, but the laser had taken a direct hit from one of da humie's big guns and been turned into charred scrap. Most of the workings had been fused into one big mess of cables and gubbinz and its insides were still sparking and glowing red hot. He took out his large wrench and began pulling pieces off to see if anything could be saved.

The rest of da Big Lugga had weathered the battle pretty well. In places the armoured skirt had been torn away and one shot had penetrated through and mangled some of the leg workinz, including a few grot riggers that had been caught by the explosion, their bitz were splattered all over the place in there. A lot of workin' bitz had shaken loose and the riggers were already busy tightening up bolts before anything vital dropped off. He gave up on the laser, time for that later, first he had to get his boyz and Meks plundering any scrap they could get their hands on. 'To da victor da spoils,' and Buzzgob knew he had definitely won this battle...

EPILOGUE

The raid on Kastorel-Novem had been a costly defeat for the Imperium. Even for the vaunted Space Marines of the Raven Guard Chapter there was little of positive value to salvage from the slaughter wrought by the Orks.

Before the attack the 181st Elysian Drop Troop Regiment had been a well-equipped and trained Imperial Guard regiment, with a good mix of veterans and new recruits. The Departmento Munitorum had rated its combat readiness as 'optimum' when it received its orders for transportation to the Forsarr war zone. It was that optimum rating that had seen it selected for the Kastorel-Novem mission, at the Raven Guards' request. In two days of fighting it had effectively been destroyed. Very few of the regiment's 2,400 men and almost none of its equipment, including over 100 Valkyrie airborne carriers and 30 Vulture gunships were evacuated from Kastorel-Novem. Perhaps as few as 400 Guardsmen returned. Departmento Munitorum auditors for the Forsarr sector struck the regiment off its strength at 548992.M41. Elysia's next round of conscriptions would see the regiment re-founded with fresh manpower and new equipment provided. The 181st Drop Troop Regiment would fight again but it would contain no veterans of Kastorel-Novem. Many of the survivors were transferred to the 73rd Harakoni Warhawks as reinforcments.

The Raven Guard's plan had failed. It had cost Strike Force Korvydae over seventy of its battle-brothers. They had come close, but ultimately failed, in their primary objective of killing Big Mek Buzzgob. In some circles of the segmentum's high command, the Chapter would come in for strong criticism for its failure and the perceived waste of an Imperial Guard drop troop regiment that could have been better employed elsewhere. But such voices were to be rapidly silenced when the Chapter deployed to Forsarr itself (although some would suggest that the Chapter's delayed deployment to the war zone to meet Garaghak's main force only came about as a result of their failure on Kastorel-Novem and their need to atone for the heavy losses incurred).

Below: The one that got away. This is final image-relay from Scout Squad 2. There was no time to engage before withdrawing...

Other commanders argued that perhaps the raid had not been a complete failure. An estimated 6,000 Orks had been killed in the fighting; none of them would now see battle elsewhere. Manufacturing on the world would be disrupted by the loss of manpower if nothing else. The Raven Guard had also destroyed a huge fuel stockpile and this in turn must have had some knock-on effect on the Forsarr battles. In the end history would show that the damage inflicted would not be enough to save the hive world from being conquered by Garaghak's armies.

In truth these arguments were merely small compensations to be salvaged from a mission that had gone badly wrong. The major mistake had been the under-estimating of Ork strength. The raiders had simply not had the manpower to deal with the massive number of Orks present on Kastorel-Novem. It was a failing that had dogged the Imperium's fight against Garaghak since his first surprise attack. It took the fall of Forsarr and then Magdelene IX before the Administratum finally recognised Garaghak's attacks as a full Waaagh!, when arguably it had been exactly that since his victory in the Tallarax war. The wheels of the Imperium's bureaucracy had been characteristically slow to react.

For the Orks the raid was a brief distraction from the main battlefield on Forsarr and, if nothing else, it signalled the Imperium's willingness to go on the offensive and operate deep in Ork territory even if the risks and losses were great – Garaghak's growing domain was not secure from the speed and mobility of the Space Marine Chapters. Following the raid, Garaghak sent one of his own trusted Goff warbands to Kastorel-Novem as new guards to replace the losses and keep a much closer eye on Buzzgob. At Garaghak's urging the Mek Boss would eventually leave his base on Mekslag-Ikks and take to the battlefield again at the head of the Dredheadz. Buzzgob's Dred Mob led the invasion, and capture of the Magdelene IX shrine world.

Skalk Bluetoof and his Death Skulz also joined Buzzgob, but only once Skalk had completed the task of creating his own Dread mob. His experiment with squiggoths was consigned to history as a failure in favour of imitating Buzzgob's impressive mechanical warband.

Zhadsnark's biker boyz would replace their losses and eventually move on to Forsarr to join the war. Over the course of that war Zhadsnark would rise to become one of Garaghak's most feared warbosses and by the end of the Forsarr conquest he would be leading an Evil Sunz warband that ran to an estimated 50,000 Orks, making him Garaghak's most powerful Evil Sunz warboss.

Grahkrag too would survive Warlord Garaghak's anger at the raid's destruction and disruption and finally get his wish to see battle on Forsarr. Once it was complete he would take command of the Gargant, naming it 'Grahkrag's Mangler'. The Strategos-Logis still have the Gargant listed on their inventory of Garaghak's known forces.

* * *

POSTSCRIPT

The lessons of the raid on Kastorel-Novem were not quickly learned. After the fall of Magdelene IX, the Adeptus Ministorum was vehement that their shrine world should not be allowed to remain in Ork hands without a fight. They used their political influence to insist on an immediate counter-attack. The regiment selected for this mission was the 73rd Harakoni Warhawks, another newly deployed 'optimum' rated drop troop regiment, but this time the attack was not supported by any Space Marines. The Raven Guard refused to have any involvement in such a rashly conceived mission (they at least had learned a lesson). The Warhawk's drop on Magdelene IX was another disaster. That drop troop regiment too was wiped out for little or no gain.

It marked the last of the Imperium's attempted counter-attacks against Garaghak, the wasting of forces in piecemeal small actions was ordered to halt. The main effort must be in building up enough forces to halt the Orks' invasions in defensive battles before any further attempts at re-conquest would be sanctioned.

THE GROWTH OF WAAAGH! GARAGHAK

FORSARR SECTOR, SEGMENTUM TEMPESTUS

'Most benevolent Lord of the Administratum I beseech thee… for over seventy years the Emperor's divine rule over the Forsarr sector of Segmentum Tempestus has been threatened and harassed by a growing Ork menace – the Arch-Killa Garaghak, name him not, the cruellest of foes, may his name be forever cursed.

Even now, these unholy xenos sit upon the Cardinate throne of the holy shrine of Magdelene IX, blaspheming His name with their foul presence. As I write, Ork foot soldiers are barracked in the ruins of our once glorious hive cities. Our faithful citizens are enslaved to his alien will.

How long must we endure these torments? How many more worlds must fall before this green-fiend's soldiery? How many loyal citizens must be sacrificed before the enemy's cruel reign is halted?

Send us stoic soldiers of the Imperial Guard. Send us legions of the faithful Adeptus Sororitas. Send us your most revered Adeptus Astartes. Send us your aid… in the Emperor's name, preserve us, your most faithful servants.'

Lord-Confessor Mytanar Javun
- Petition to the Master of the Administratum
- 994999.M41

170936.M41 Garaghak's Goff horde, allied with the Bad Moons of Dagrod's Killaboyz, launch a surprise attack on the outpost world of Thoria III and rapidly defeat its garrison and enslave the population.

346937.M41 Success on Thoria draws more Ork warbands to Garaghak and Dagrod's banners, including Bad Dok Fisk Skullsplitter's renegade warband of Cyborks, Zurgo's Flyboyz, Blackfinga's Death Skullz and many wandering Freebooter bands.

031939.M41 Warlord Garaghak treacherously attacks his former ally Dagrod. Slaying Dagrod, the Killboyz join his warband. Garaghak is now the undisputed Ork leader on Thoria III.

772945.M41 The Departmento Munitorum respond to the increased Ork threat by deploying five Imperial Guard regiments to Tallarax, turning it into a fortress world.

289948.M41 Garaghak's enlarged fleet enter the Tallarax system and overwhelm the planet's fleet and orbital defences. Landings begin on Tallarax itself.

348948.M41 Landings complete, a three-year ground war for possession of Tallarax begins.

608951.M41 Tallarax finally falls to Garaghak. To celebrate his victory, he reinforces the armour on his personal Battle Fortress with masonry taken from Tallarax's bastions. Garaghak declares himself the 'Overfiend of Tallarax'.

064952.M41 With Garaghak's permission, Big Mek Buzzgob and his 'Dredheadz' warband lead an attack on the Imperial industrial world of Kastorel-Novem.

723952.M41 After strong resistance by Kastorel-Novem's garrison, including the 49th Terrax Guard, the planet is evacuated and falls. Mek Boss Buzzgob establishes himself on Kastorel-Novem, turning it into his own manufacturing base. It is re-named Mekslag-Ikks by the Orks.

453960.M41 Blackfinga's Death Skullz fleet split from Garaghak to attack the small forest world of Viridios Prime. An Eldar fleet intercepts Blackfinga in the Viridios system and destroy the Ork fleet. No Orks reach Viridios.

211966.M41 Warboss Gogrok arrives from the Ork Empire of Octavius to challenge Garaghak, backed by his own large fleet including a massive space hulk. Garaghak fights Gogrok and wins the duel, inheriting his entire horde and fleet.

779970.M41 Garaghak continues to attract more Ork warbands, swelling his forces further, including Logrok's Bad Moons, Speedlord Vagracka's Blitzboys, Nazgrad's Kill Konvoy, Krog's Blood Axe Armoured Brigade and Gnashrak's Freeks.

Small Ork raids across the Forsarr system continue, but it is obvious Garaghak is mustering his forces for his next big invasion.

935979.M41 Departmento Munitorum officials order more Imperial Guard regiments to defend Forsarr hive world. Their logis predictions make Forsarr the next target for Garaghak's conquests.

705988.M41 Garaghak launches his long expected invasion of Forsarr. Millions of Orks rampage across the hive world in a war which will eventually last eight years.

541992.M41 Raid on Kastorel-Novem. A Raven Guard strike force and the Elysian 181st Drop Troop Regiment attack Garaghak's manufacturing base on Kastorel-Novem. A two day battle results in heavy losses to the Imperium's forces. Despite the Raven Guard's efforts to kill him, Mek Boss Buzzgob survives.

296994.M41 Siege of Sussuro-Prime Hive on Forsarr ends with the hive falling as Garaghak's overwhelming numbers storm the defences. The 227th Mordian Regiment is annihilated in the ten day pitched battle.

870995.M41 On Forsarr, a Raven Guard strike force under Shadow Captain Shrike counter-attack at the 89th Parallel, encircling and largely destroying Wakskum's Dakkaboyz, a large Blood Axe led warband.

023996.M41 Big Mek Buzzgob launches his own invasion from Kastorel-Novem against the Shrine World of Magdelene IX. His Dredheadz are aided by Skalk Bluetoof's Death Skullz and more Goff warbands sent by Garaghak. The shrine world is defended by Frater's Militia, thousands of cultists of the Red Redemption and Sisters of Battle of the Order of the Black Sepulchre.

411996.M41 The Fall of Forsarr. It is re-named Garaghak's World. For the Imperial Guard's High Command the loss of the primary hive world now makes the sector indefenceable. Imperial Guard forces are re-deployed en-masse, abandoning the Forsarr sector despite vehement complaints from Ecclesiarchal representatives. They demand the Imperium defend the shrine world of Magdelene IX to the last man.

866996.M41 Without aid Magdelene IX falls to Buzzgob and is immediately claimed by Garaghak, now calling himself the 'Warlord of Forsarr'.

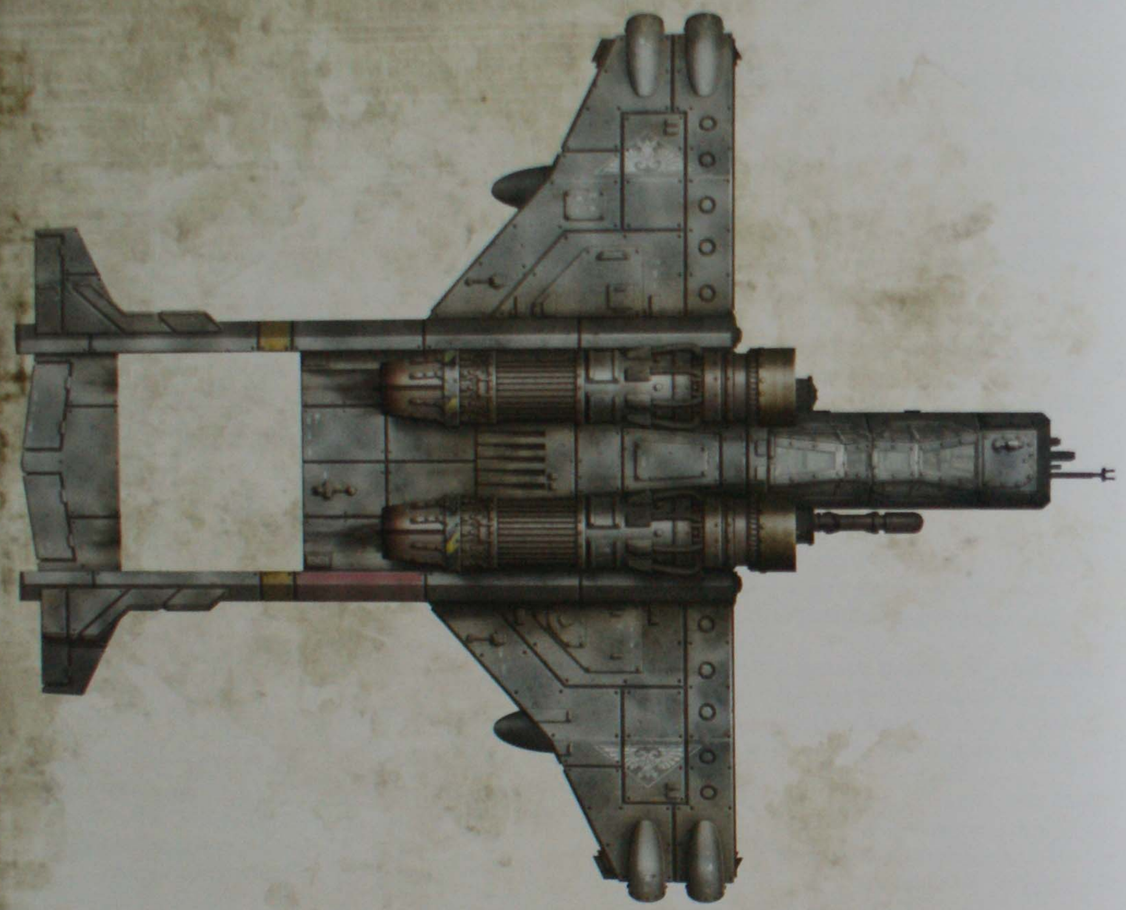
390997.M41 Snakebite warbands of Gursk's Braves join with Garaghak, emerging from their home planet of Ogrolla, deep in an area of wilderness space. Aided by Garaghak the entire population of the planet migrates to join the Waaagh! including hundreds of Squiggoths.

476998.M41 Under diplomatic pressure from the Ecclesiarchy to rapidly re-capture Magdelene IX, the 73rd Harakoni Warhawks are ordered to launch an ill-advised counter-offensive against the shrine world. The attack fails with heavy losses.

995999.M41 Garaghak's on-going invasions are officially designated as Waaagh! Garaghak by the Administratum. Garaghak's warbands are now estimated at approximately two billion Orks. His hordes are now all mustering on Garaghak's World, Mekslagg-Ikks and Magdelene IX.

996999.M41 More Imperial Guard regiments, along with large Ecclesiarchal forces and a demi-legion of Legio Titanicus Astramana (Morning Stars) are now being deployed to halt the Orks. Space Marines of the Revilers, Aurora and Death Eagles Chapter have also arrived.

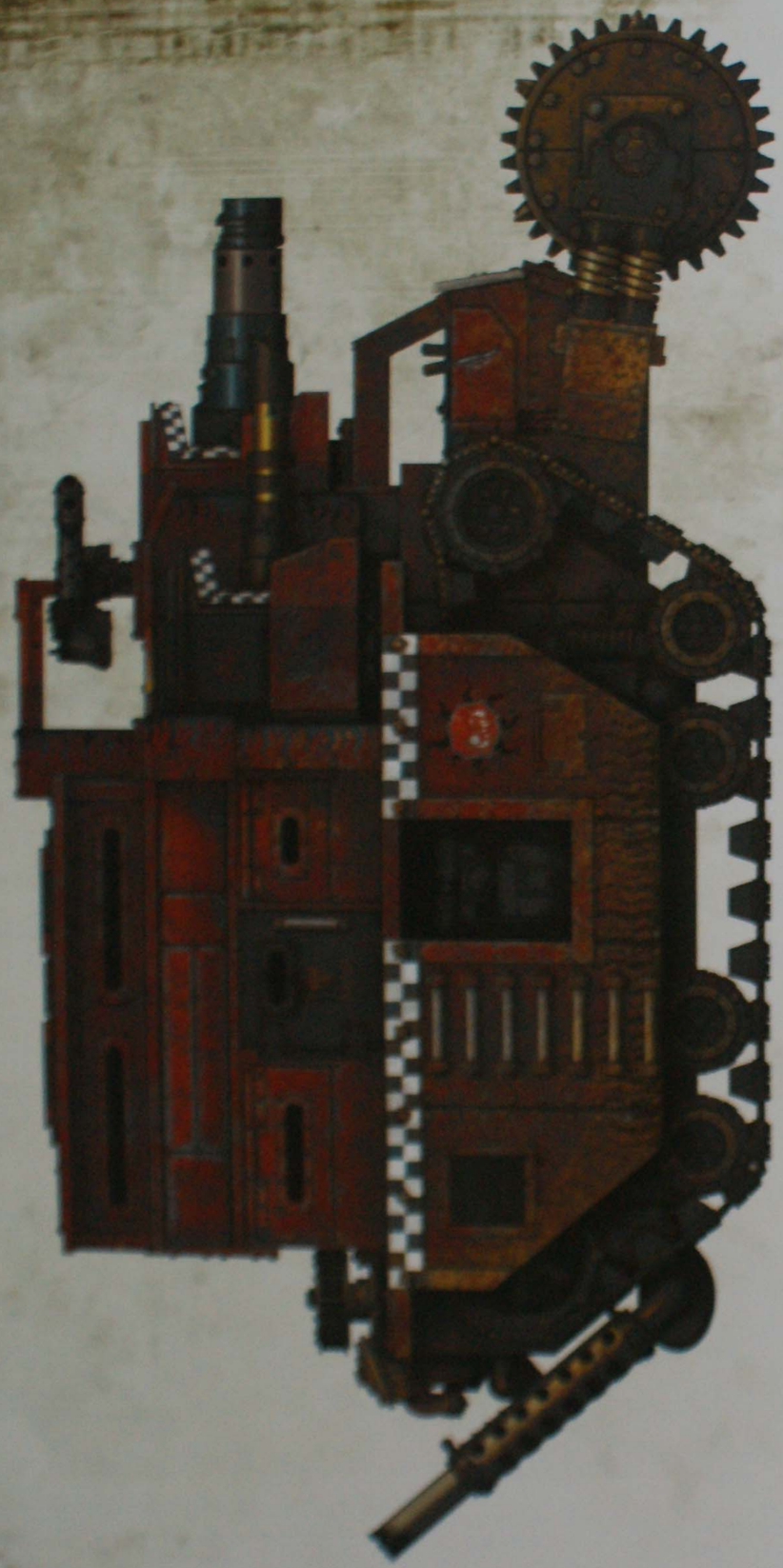
The entire Raven Guard Chapter stands ready to defend their home world, Deliverance, which now lies in the predicted path of Waaagh! Garaghak…



Valkyrie airborne assault carrier of 5136th Imperial Navy Tactical Wing. In all it supplied eighty Valkyries to the mission. Note, the replacement panel on the tail boon, it must have sustained serious damage earlier in the operation. There was no time to match the replacement panel.

Squiggoth of the Death Skulls clan armed with a lobba. The owner's bosspole is mounted upon the howdah.

Squiggoth of the Evil Sunz clan armed with a zap gun. This is an unusual example, as Evil Sunz tend to favour fast vehicles.



Deth Rolla Battle Fortress. A high-status vehicle, it must belong to an unidentified Evil Sunz Warboss.

FORCES OF THE IMPERIUM

Thunderhawk Transporter of Shadow Force Korvydae. They played a vital role in deploying the strike force's vehicles to meet the Goff warband's advance.

TAUROS – RAPID ASSAULT VEHICLE

The Tauros is a sturdily built all-terrain vehicle, often used as a utility vehicle or tractor on frontier worlds. Similar vehicles are not uncommon with exploration teams and have also been used in combat by gangs of brigands, marauders and rebel factions. Some have been adopted for military service by Imperial Guard regiments.

Elysian drop regiments have adapted the Tauros for airborne operations, stripping out any excess weight so it can be easily transported inside a Valkyrie or below a Valkyrie Sky Talon. With the two-man crew already onboard, a Valkyrie Sky Talon will skim in very low, hover and then release its magnetic clamps. The Tauros will drop the last short distance to the ground, its reinforced shock absorbers taking the heavy impact. This way the Tauros can be quickly dropped directly into combat, where their heavy weapons are a welcome addition to the lightly armed drop troop's arsenal. They can also be carried deep behind enemy lines for far-ranging reconnaissance missions and surprise 'hit and run' raids. For these missions the vehicles will be carrying a lot of extra equipment: weapon power packs, camouflage netting and hunter-killer missiles; as well as crew weaponry and supplies. This allows squadrons to operate without further re-supply and cover the greatest distance before being extracted and returned to base.

The Elysians field two versions of the Tauros. The basic four-wheeled vehicle and a larger, more heavily armed six-wheeled vehicle, called the Tauros Venator.

One notable feature of both Tauros models is their high-yield galvanic motors. The vehicles do not have the usual multi-fuel engine, which are loud and dirty, but hums along driven by electrical power. These motors are very efficient and highly stable, meaning they aren't prone to mechanical failure (a useful attribute when operating deep behind enemy lines) and there is no need to carry weighty extra fuel. The motor will run for days before it needs re-charging. Power is supplied to each wheel independently, meaning each will keep turning when others are damaged or destroyed.

Each Tauros has a crew of two, a driver and a gunner who mans the single pintle-mounted weapon. This is usually the Tauros' own rapid firing grenade launcher, although some vehicles are equipped with heavy flamers for close support.

The heavier Venator includes a small, powered rear turret. This turret is armed with twin multi-lasers, which draw power from the vehicle's many auxiliary galvanic cells. The multi-lasers can also be replaced by lascannons, with each squadron generally operating with one lascannon-armed anti-tank vehicle supporting two vehicles with standard armament. The drop regiments have adapted the Venator with additional hard points to mount two hunter-killer missiles.

On Kastorel-Novem, the 181st Drop Regiment's entire A Company was equipped with Tauros. The majority formed Dagger Force, operating as the skirmish screen to intercept and engage any Orks arriving in the battle zone from the north. The Tauros came up against equally mobile troops in the form of Evil Sunz bikers and war buggies. The two forces were evenly matched in their high speed running battles. Much of A Company was destroyed during the fighting, but Captain Gerek managed to extract some of his units back to the rally point and the Tauros were again present when the regiment made its last stand, where Gerek himself was killed.

TAURUS SQUADRON ..... 40 PTS PER TAURUS

	BS	Armour F	Armour S	Armour R
Tauros	3	10	10	10

Composition:
- 1-3 Tauros (as a vehicle squadron)

Unit Type:
- Vehicle (fast, open-topped)

Wargear:
- Heavy Flamer
- Searchlight

Special Rules:
- Scout
- All-terrain Vehicle
- Galvanic Motor
- Sky Lift (see Sky Talon)

Dedicated Transport:
- A Tauros squadron may be transported by a Valkyrie squadron. These must remain in coherency whilst transporting the Tauros squadron.

Options:
- Any Tauros may replace its Heavy Flamer with:
  - Tauros grenade launcher ..... +5 pts per model
- A Tauros may take any of the following:
  - One Hunter-killer missile ..... +10 pts per model
  - Extra armour ..... +15 pts per model
  - Homing beacon ..... +20 pts per model
- The entire squadron may take:
  - Smoke launchers ..... +5 pts per model
  - Camo netting ..... +10 pts per model

All-terrain Vehicle: The Tauros is built to scramble over the most broken ground with ease. As a result it may re-roll Difficult Terrain tests while travelling at Combat Speed.

Galvanic Motors: The Tauros' motors are a unique design; they independently power its wheels so that the vehicle can carry on moving even with large sections of its motive system damaged. Whenever a Tauros suffers an Immobilised result on the Vehicle Damage chart, it may ignore it on a D6 roll of 4+.

Tauros Grenade Launcher: An uncommon weapon in Imperial arsenals, the Tauros grenade launcher is only approved by the Adeptus Mechanicus for use on certain venerable and hard to replicate designs such as the Tauros.

Tauros Grenade Launcher	Range	STR	AP	Special
Krak	36"	6	4	Heavy 2
Frag	36"	3	6	Heavy 2, 3" Blast

FAST ATTACK: *A Tauros squadron is a Fast Attack choice for an Imperial Guard or Drop Troop army.*

TAUROS VENATOR SQUADRON ..... 50 PTS PER TAUROS VENATOR

	BS	Armour F	Armour S	Armour R
Tauros Venator	3	11	10	10

Composition:
- 1-3 Tauros Venator (as a vehicle squadron)

Unit Type:
- Vehicle (fast, open-topped)

Wargear:
- Twin-linked Multi-laser
- Searchlight

Special Rules:
- Scout
- All-terrain Vehicle
- Galvanic Motor
- Sky Lift (Sky Talon)

Options:
- Any Tauros Venator may replace its twin-linked multi-laser with:
  - Twin-linked lascannons ..... +15 pts
- A Tauros Venator may take two of the following:
  - Hunter-killer missiles ..... +10 pts each per model
- A Tauros Venator may take any of the following:
  - Extra armour ..... +15 pts per model
  - Homing beacon ..... +20 pts per model
- The entire squadron may take:
  - Smoke launchers ..... +5 pts per model
  - Camo netting ..... +10 pts per model

All-terrain Vehicle: The Tauros is built to scramble over the most broken ground with ease. As a result it may re-roll Difficult Terrain tests while travelling at Combat Speed.

FAST ATTACK: *A Tauros Venator squadron is a Fast Attack choice for an Imperial Guard or Drop Troop army.*

Galvanic Motors: The Tauros' motors are a unique design, they independently power its wheels so that the vehicle can carry on moving even with large sections of its motive system damaged. If a Tauros suffers an Immobilised result on the Vehicle Damage chart, it may ignore it on a D6 roll of 4+.

VALKYRIE SKY TALON

The Valkyrie Sky Talon is a variant of the airborne assault carrier, a support aircraft used for heavy lifting in combat theatres. It is a stripped down version of the standard airborne assault carrier, with the transport compartment replaced by the magnetic lifting clamps. In between these clamps a single Tauros or two Drop Sentinels can be transported to the battlefield and dropped (from very low altitude) for immediate deployment into combat.

The Sky Talon has a single crewman, its pilot. The second navigator and weapons operator is not required. The Sky Talon is armed for self-defence and to assist the other assault carriers as they rake the drop zone to clear it of the enemy. As standard it is armed with a nose-turret mounted heavy bolter for anti-personnel fire and two Hellstrike missiles under the wings for anti-armour. These can be replaced with multiple rocket pods as the mission requires.

Despite the Sky Talon's armament, combat is not its usual battlefield role. Its job is to deliver its passengers quickly and safely, then escape to a safe distance and stand ready to return for the extraction mission. It would be a foolhardy pilot that exposed his aircraft to combat for too long and therefore compromise the Elysians' ground units' ability to withdraw.

The Sky Talon can also carry a large supply drop pod. Drop troops operating behind enemy lines are always in need of re-supply, traditional ground supply units being unable to reach them so the Sky Talon must fly in low and fast to deliver supply pods to them.

On Kastorel-Novem the Sky Talons were in constant action throughout the battle. As the Orks' forces grew in strength, so their mission became increasing hazardous. Losses were heavy, especially when intercepting Ork Fightas and Fighta-Bommers. By the time the evacuation order was issued, many of the 181st regiment's Sky Talons had already been lost or damaged beyond flight worthiness. When the regiment's survivors were withdrawn back to their transports in orbit, all the surviving Sky Talons had to be left behind, but not before a melta-charge was detonated inside each aircraft, to place them beyond the use of the Orks.

Adeptus Mechanicus — Technical Specifications

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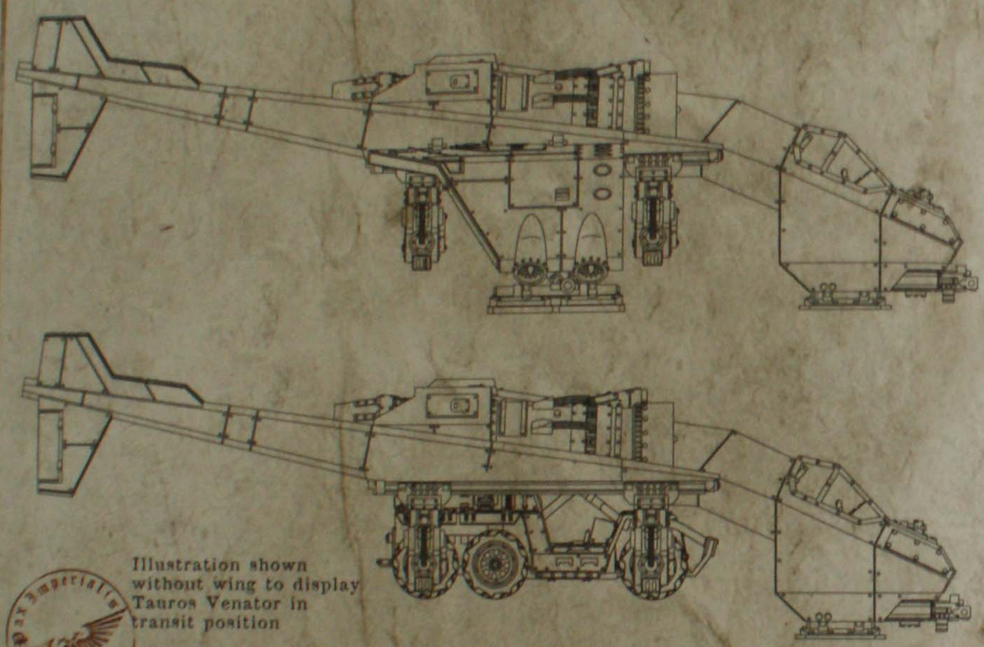


Illustration shown without wing to display Tauros Venator in transit position

Product of Departmento Manufacturum

Dominus Ex Machina

It is forbidden to view or allow to be viewed this record by non authorised personnel

Vehicle designation:	Airborne Lifter Transport
Vehicle name:	Valkyrie Sky Talon
Forge World of origin:	Voss, Artemia, Trethagar, Agripinaa, Lucius et al.
Known patterns:	II-VI
Crew:	Pilot
Powerplant:	F75-MV Afterburning vector-turbojets
Weight:	12 tonnes unladen
Length:	18.5 m
Width:	16.9 m
Height:	4.8 m
Ground clearance:	---------
Max speed on road:	---------
Max speed off road:	---------

Operational Ceiling: 12,000 m
Max Speed: 1,100 kph
Range: 2,000 km unladen in Atmosphere

Main armament:	1x Nose mounted heavy bolter
Secondary armament:	Variable payload (2x pylon)
Traverse & elevation:	---------
Main ammunition:	1000 rounds std
Secondary ammunition:	---------
Armour:	---------
Turret:	---------
Superstructure:	75mm
Hull:	75mm
Gun mantlet:	---------

Addendum: 8x Samson pattern dual grav/pressure loading clamp rigs as standard, allowing combat theatre transport and deployment of either a single rapid assault vehicle or two drop-modified Sentinel walkers.

Date: 998.M41

Signature:

Magos Fabricator

VALKYRIE SKY TALON TRANSPORT ..... 70 points

	BS	Armour F	Armour S	Armour R
Valkyrie Sky Talon	3	12	12	10

Composition:
- 1 Valkyrie Sky Talon

Unit Type:
- Vehicle (fast, skimmer)
- Flyer*

* *In games of Apocalypse, the Valkyrie Sky Talon is treated as a Flyer with Hover Mode.*

Wargear:
- Nose-mounted heavy bolter
- Two Hellstrike missiles
- Searchlight
- Extra armour

Special Rules:
- Deep Strike
- Sky Lift

Sky Lift:
- A Sky Talon can carry one Taurus or Taurus Venator or two Drop Sentinels. If you have sufficient Sky Talons, they may carry a whole squadron. The Sky Talons must remain in coherency while transporting a vehicle squadron.

Options:
- The Valkyrie Sky Talon may replace its two Hellstrike missiles with:
  - Two multiple rocket pods ..... +35 pts

Although the Valkyrie Sky Talon counts as a Heavy Support choice for an Imperial Guard or Elysian army, a Sky Talon does not occupy Force Organisation slots.

ELYSIAN REGIMENT
DROP TROOP ARMY LIST

"From the skies!"
Regimental motto

THE IMPERIAL GUARD

The Imperial Guard is the largest fighting force in the galaxy and the largest military organisation in the long history of Mankind. It is huge, billions upon billions of men at arms and millions of tanks and artillery guns stand ready to fight for the Emperor. It is the Imperial Guard that must bear the weight of the Imperium's endless wars. Wherever there is conflict, there is the Imperial Guard.

The manpower for such a vast fighting force is drawn from across the Imperium. They come from primitive feral worlds and hive worlds, from death worlds and savage penal colonies. All must provide recruits for the Imperial Guard. Each planet owes tithes to the Imperium and part of these tithes are taken as manpower.

Many units are formed as infantry regiments, with tens of thousands of men. But there are other more specialised regiments, such as those recruited from the world of Elysia. These are the famous Drop Troops, highly mobile airborne forces, equipped with sophisticated aircraft, weaponry and grav-chutes for long range strikes deep into enemy lines.

WHY COLLECT ELYSIAN DROP TROOPS?

What is the appeal of an Elysian Drop Troop army? Well, I think it can be summed up in two words: air power. If you enjoy the adrenaline rush of fast jets then this is the army for you. You get aircraft, lots of aircraft, and you get high-tech, elite soldiers plunging from the skies directly into battle – pretty cool!

This army's true advantages lie in its speed, unpredictability and unrivalled ability to attack anywhere on the tabletop, anytime. Using deep strikes and Valkyries, the Elysians can capture objectives rapidly by dint of overwhelming force and their close range firepower, often relying on demo charges and special weapons for tank-busting. Failing this, look to the skies. Vultures, Valkyries and Imperial Navy aircraft pack fearsome amounts of firepower, and swooping over the table they can target just about anything. Tactical flexibility is the Elysians' true advantage over most other forces, and commanders that learn to use that flexibility well will find there are few situations the Elysians cannot counter quickly and effectively.

Elysians are, by their nature, better suited to some scenarios than others. With their many Deep Striking and fast moving units they are adept at capturing objectives. This is their forté. Pitched battles and Annihilation missions, whilst not impossible, will be a more difficult proposition. Certain enemies also pose a serious problem for a mobile light infantry force. Try dropping Infantry platoons directly into the heart of a Tyranid swarm and I don't think many Elysians will be coming back! But conversely, a pair of heavily armed Vultures could inflict terrible casualties on the Tyranid's largest creatures before the troops go in to mop up the Gaunts.

As an Elysian commander you will need to think hard about where and when to attack. Just because a Valkyrie arrives from reserve does not necessarily mean they should immediately drop the troops in. Maybe a few strafing runs should be used first. Valkyries provide a measure of control over an Elysian force that grav-chutes do not. Grav-chuting is more hit and miss and for an entire force fraught with danger.

This is a very specialised force, and I would suggest not a forgiving one for inexperienced commanders. Being Drop Troops, the Elysians lack many of the heavy weapons needed to defeat the enemy's heaviest equipment and vehicles. Only being armed with lasguns and having a basic BS of 3 means they aren't a force that can afford to sit back and firefight with the enemy either. Elysian commanders should not expect to engage the enemy in a conventional stand-up fight and win. Instead, they should seek to take objectives by rapid hard-hitting attacks and then hold them with grim determination and selective targeting of enemy threats. Casualties will often be high, but that is the price Drop Troop regiments pay for their mobility.

ELYSIAN DROP TROOP LIST

This army list is an updated version of the Drop Troop Regiment army list we published in *Imperial Armour volume 3*. Since its publication there has been a new Imperial Guard codex, and this has created a necessity to update the Drop Troop Regiment list in the light of the codex's new rules and points values. We have also added some new models which required inclusion in the army list.

On the following pages you will find a new army list that enables you to field an Elysian Drop Troop army. This list includes all the models currently available from Forge World. The army list allows you to fight battles using the scenarios in the *Warhammer 40,000 rulebook* but also provides enough information to field Elysians in scenarios of your own devising or as part of an ongoing campaign.

The heart of this list are the men of a Drop Infantry company, with Valkyries and Vultures in support and other attached elements like Storm Trooper squads and Sentinels. Other support comes from more specialised equipment and the Imperial Navy flying in close support.

This army list is provided for players who wish to use their Imperial Armour models en masse in games. If you only wish to use one or two models, or a single Elysian squad in a Valkyrie, then I'd recommend sticking with the Imperial Guard Codex army list. The rules for each vehicle detail which choice each Imperial Armour vehicle is for a 'standard' Imperial Guard army.

USING FORCE ORGANISATION CHARTS

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each light tone box indicates that you may make one choice from that section of the army list, while a dark tone box means you must make a choice from that section.

Note that unless a model or vehicle forms part of a squad or squadron it counts as single choice from those available to the army.

IMPERIAL NAVY AIRCRAFT UPGRADES

The following upgrades are available to Imperial aircraft where listed in their profiles:

Flare or Chaff Launcher: (one use only) If the vehicle is subject to an Immobilised result on the Damage charts, they can re-roll this but must abide by the second result.

Armoured Cockpit: If the vehicle is subject to a Crew Shaken or Crew Stunned result on the Damage chart, this may be ignored on a D6 roll of '4+'.

Infrared Targeting: The vehicle has the Night Vision/Acute Senses universal special rule.

Illum Flare: (one use only) Used in missions where the Night Fighting special rule is being used, one target spotted by the carrying vehicle may also be illuminated with this flare, allowing any other friendly unit to target it in the next turn (as long as they are within range and line of sight, etc).

Distinctive Paint Scheme or Decals: (one use only) While the owning vehicle is in play, one friendly unit within line of sight to the vehicle may re-roll a single failed Morale test. Distinctive paint scheme/decals must be represented on the model.

USING THE ARMY LISTS

To make a choice, look at the relevant section of the army list and decide which units you want to have in your army and which upgrades you want to give it (if any). Remember that you cannot field models equipped with weapons and wargear not shown on the model. This includes vehicle upgrades. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points.

Some units are restricted in number, such as 0-1 or 0-2. This is the maximum number of that type of unit an army may include, regardless of points costs. These restrictions have been included in the list to keep it playable and hopefully to encourage players to use more balanced forces.

FAMOUS ELYSIAN REGIMENTS

1st Drop Troop Regiment
The vaunted 1st Elysian regiment have a long and glorious tradition, having fought in the Emperor's cause across the galaxy; fighting heretic uprisings around the Eye of Terror, the Orks of Waaagh! Urgok and Eldar pirates in the Barbarius sector. Currently they form part of the Ultima Segmentum strategic reserve of Imperial Guard regiments awaiting rapid deployment against any emerging threat.

181st Drop Troop Regiment
This regiment was diverted from the defence of the Forsarr sector against the encroachment of Waaagh! Garaghak to assist the Raven Guard Space Marine Chapter in a raid against the Orks' manufacturing base on Kastorel-Novem. The regiment was all but annihilated in the attack.

158th Drop Troop Regiment
During the massive Chaos invasion of the 13th Black Crusade, the 158th Elysian regiment was sent to reinforce the defenders of St Josmane's Hope in the Cadia system. The regiment's arrival proved insufficient to stem the tide of the Chaos force's advance. The 158th was almost destroyed in heavy fighting before St Josmane's Hope itself was destroyed to prevent it falling into enemy hands.

23rd Drop Troop Regiment
The 23rd regiment formed part of the Taros expeditionary force to combat Tau aggression which had seen them seize the mineral rich mining colony. The regiment's part of the campaign was codenamed 'Operation Comet' aimed at capturing and holding the planet's largest water processing plant. They initially captured the plant, but were later surrounded and cut off by Tau reinforcements. A three day battle ended in defeat.

99th Drop Troop Regiment
Deployed against Hive Fleet Kraken on the Eastern Fringes, the 99th regiment made repeated combat drops in the defence of the planets of Moloch, Hamman's World and Moran. Finally, reduced to its last reserves of manpower, as a single over-strength company the regiment was inducted into the service of the Inquisition by Inquisitor-Lord Varius. Further records of the regiment are now classified.

ELYSIAN DROP TROOP INFANTRY SQUAD

EXAMPLE FROM B COMPANY, 5TH PLATOON, 1ST SQUAD

1. Sergeant Tanac (squad leader)

x4 x2 x2

2. Trooper Veron (squad 2-i-c)

x4 x3 x1

3. Trooper Saess

x4 x2 x2

4. Trooper Sotal

x4 x1 x1

5. Trooper Addar

x4 x3 x2

6. Trooper Slix

x4 x1

7. Trooper Melbur

x4 x3 x1

8. Trooper Detrix

x4 x3 x2

Alternative Uniform. Issued to the reserve company, Sentinel pilots and some vehicle crews.

9. Trooper Hrak

x4 x2 x1

10. Trooper Rothir

x6 x4

Standard organisation of a ten man Drop Troop Infantry squad. Sergeant leading nine troops, with a single special weapon in support. All are lasgun armed (Accatran pattern, MkIV), with a standard-issue of five powercells. Grenades are issued in a more ad-hoc fashion and can be provided to the grenade launcher as needed.

All are shown with respirator in place. Some bear the Kastorel-Novem campaign badge. Camouflage is personally modified within pre-deployment guidelines.

ELYSIAN HEAVY WEAPONS SQUAD

EXAMPLE FROM B COMPANY, 5TH PLATOON, 8TH SQUAD (MORTARS)

1. Sergeant Ysam (squad leader)

x2 x1

Mortar. Accatran pattern. MkIX. Automatic mortar with pre-loaded five round revolving drum. High rate of fire.

2. Trooper Darent

x2 x1

3. Trooper Sulam (squad 2-i-c)

x2 x1

Mortar. Accatran pattern. MkIX.

4. Trooper Delvesi

x2 x1

5. Trooper Symons

x2 x1

Mortar. Accatran pattern. MkIX.

6. Trooper Rysadi

x2 x1

OTHER ELYSIAN WEAPONS

Heavy Bolter. Accatran pattern. MkVd.

Missile Launcher. Accatran pattern. MkII.

Melta Gun. Accatran pattern. MkVIII.

Plasma Gun. Accatran pattern. MkII.

Lasgun. Accatran pattern. MkIVe. Modified sniper version.

Flamer. Accatran pattern.MkIc. Promethium cannisters worn on back.

HQ

ELYSIAN COMPANY COMMAND SQUAD ..... 55 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Comp Commander	4	4	3	3	3	3	3	9	5+
Veterans	3	4	3	3	1	3	1	7	5+
Vet Weapons Team	3	4	3	3	2	3	2	7	5+

Company command squads are composed of a senior field officer and their personal retinue of bodyguards, specialists and advisors. It is their job to provide overall tactical command and leadership for the Elysian regiment in battle, as well as display resolute courage and exemplary skill in the face of the enemy. The Elysian tradition has it that their company commanders lead from 'the front' in their operations, braving the fury of the foe. As such command squads are often equipped with specialised weapons and wargear to augment their firepower and survivability. To be chosen to join a commander's bodyguard is regarded as a high honour for an Elysian trooper.

Composition:
- 1 Company Commander
- 4 Veteran Guardsmen

Unit Type:
- Infantry

Wargear:
- Flak Armour
- Lasgun
  (Officer has laspistol instead)
- Close combat weapon
- Frag grenades
- The Company Commander has a Refractor field

Special Rules:
- Senior Officer (Company Commander Only, see Imperial Guard Codex for details)
- Iron Discipline
- Deep Strike

Transport Capacity:
- The squad may take a Valkyrie as a dedicated transport vehicle.

Options:
- The Company Commander may exchange his laspistol and/or close combat weapon for:
  - Bolt pistol ..... +2 pts
  - Power weapon ..... +10 pts
  - Plasma pistol ..... +10 pts
  - Power fist ..... +15 pts
- The Company Commander may have melta bombs ..... +5 pts
- The Company Commander may have a homing beacon ..... +10 pts
- Any Veteran may replace his lasgun with a laspistol ..... free
- Any Veteran with a lasgun may upgrade their weapon to have an auxiliary grenade launcher ..... +3 pts per model
- One Veteran may be upgraded to carry:
  - Regimental standard ..... +15 pts
- One Veteran may be upgraded to carry:
  - Vox caster ..... +5 pts
- One Veteran may be upgraded to carry:
  - Medi-pack ..... +30 pts
- Replace two other Veteran guardsmen with a Veteran Heavy Weapons Team armed with one of the following:
  - Mortar ..... +5 pts
  - Heavy bolter ..... +10 pts
  - Missile launcher ..... +15 pts
- One Veteran guardsman that has not been upgraded with one of the options above may replace their lasgun with:
  - Flamer ..... +5 pts
  - Grenade launcher ..... +5 pts
  - Sniper rifle ..... +5 pts
  - Melta gun ..... +10 pts
  - Plasma gun ..... +15 pts
- The entire squad (Including any regimental advisors) may be given krak grenades for ..... +5 pts
- The entire squad (Including any regimental advisors) may be given carapace armour for ..... +20 pts

Regimental advisors
- The squad may be joined by the following:
  - One Officer of the Fleet ..... +30 pts
  - Up to two Bodyguards ..... +15 pts per model

	WS	BS	S	T	W	I	A	LD	SV
Officer of the Fleet	3	4	3	3	1	3	1	7	5+
Bodyguard	4	4	3	3	1	3	2	7	5+

OFFICER OF THE FLEET

Wargear:
- Flak Armour
- Laspistol
- Close combat weapon
- Frag grenades

Special Rules:
- Intercept Reserves
- Deep Strike

BODYGUARD

Wargear:
- Flak Armour
- Laspistol
- Close combat weapon
- Frag grenades

Special Rules:
- Look out – Arghh!
- Deep Strike

IRON DISCIPLINE

Elysian Drop Troopers are led by superb officers, veterans of many battles, trained to lead from the front, by example. Any unit that is falling back but has at least one model within 6" of an Elysian officer (of any rank) may attempt to regroup, even if it is reduced to less than half strength.

HQ

LORD COMMISSAR (Drop Regiment) ..... 80 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Lord Commissar	5	5	3	3	3	3	3	10	5+

Lord Commissars are senior members of the Imperial Commissariat, utterly ruthless and without fear. They are fanatical adherents to the Imperial Creed who will not falter or break, no matter what horrors they must face in the defence of Mankind. Lord Commissars are often assigned to the worst warzones and the most lethal battlefields, where their leadership and resolve are most needed to bolster the ranks.

Composition:
- 1 Lord Commissar

Unit Type:
- Infantry

Wargear:
- Flak Armour
- Bolt pistol
- Close combat weapon
- Frag and krak grenades
- Refractor Field

Special Rules: (see Imperial Guard codex)
- Independent Character
- Stubborn
- Summary Execution
- Aura of Discipline
- Deep Strike

Options:
- The Lord Commissar may exchange his bolt pistol and/or close combat weapon for:
  - Boltgun ..... free
  - Power weapon ..... +15 pts
  - Plasma pistol ..... +10 pts
  - Power fist ..... +15 pts
- The Lord Commissar may take any of the following:
  - Carapace Armour ..... +10 pts
  - Homing Beacon ..... +10 pts
  - Melta bombs ..... +5 pts

LONG RANGE GROUND SCANNER * ..... 50 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Guardsman	3	3	3	3	1	3	1	7	5+

Often deployed on deep strike missions and operating behind enemy lines, Elysian drop regiments cannot rely on a massed Imperial battle-line and strategic command network to provide them with tactical information. In order to help overcome this, the Elysians often employ portable long-ranged ground scanners landed with their wargear in the field. These advanced auspex arrays provide early warning detection for the forces, and supply targeting data to their gunners and air crews in battle.

Composition:
- 1 Guardsmen

Unit Type:
- Infantry

Wargear (Guardsman):
- Flak Armour
- Lasgun
- Close combat weapon
- Frag grenades

Special Rules:
- Deep Strike
- Scanner Modes

Options:
- The ground scanner may be manned with up to three additional Guardsmen ..... +6 pts each
- The Guardsmen may carry krak grenades ..... +1 pt per model

SCANNER MODES

The long range ground scanner is represented by a model in the unit which is used as a marker from which to draw range, etc, but otherwise has no effect on play, (the squad being wiped out when it loses its last Guardsman model).

During play, the scanner can be set up in one of two modes, as detailed below. You decide which mode the scanner will be set up in at 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.

Long Range Sweep: With the scanner in this mode, enemy units will find it difficult to get close to the Imperial Guard positions without being detected. Any enemy unit that wishes to Infiltrate must first roll a dice. On a 4+ they may Infiltrate as normal. On any other result they cannot Infiltrate and must set up as normal, with the rest of the army.

Short Range Lock: The scanner locks onto an enemy unit's position and targeting information is passed to a nearby Imperial Guard unit. Nominate an Imperial Guard unit within 12" of the scanner. Roll a dice, on a 4+ this unit can re-roll any To Hit dice that miss in the Shooting phase. A unit receiving the data that has a vox-caster does not have to be within 12", but can be anywhere on the table. The Imperial Guard unit chosen to receive the targeting data can be changed each turn. The targeting data doesn't affect ordnance or barrage weapons.

** You may only ever include a single Long Range Ground Scanner team in your army. Although chosen as a HQ choice, the Long Range Ground Scanner does not take up any slots on the Force Organisation chart.*

ELITES

STORM TROOPER SQUAD ..... 85 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Storm Trooper Sgt	3	4	3	3	1	3	2	8	4+
Storm Trooper	3	4	3	3	1	3	1	7	4+

Storm Troopers are an elite fighting force, the product of lifelong Schola Progenium training and harsh battlefield experience, armed and equipped to a standard far exceeding most Imperial Guardsmen. Specialising in covert operations, spearheading assaults and grav-chute deployment, the Storm Trooper's role meshes perfectly with the Elysians' favoured tactics, and they often work together to destroy targets deep behind enemy lines.

Composition:
- 1 Storm Trooper Sergeant
- 4 Storm Troopers

Unit Type:
- Infantry

Wargear:
- Carapace armour
- Hot-shot lasgun
- Hot-shot laspistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules: (see Imperial Guard codex)
- Deep Strike
- Special Operations

Transport:
- The Squad may take a Valkyrie as a dedicated transport option.

Options:
- The squad may have up to 5 additional Storm Troopers ..... +16 pts per model
- The Sergeant may exchange his hot-shot laspistol and/or his hot-shot lasgun for:
  - Bolt pistol ..... free
  - Plasma pistol ..... +10 pts
- The Sergeant may exchange his close combat weapon for:
  - Power weapon ..... +10 pts
- Up to two Storm Troopers may replace their hot-shot lasguns with:
  - Flamer ..... +5 pts
  - Grenade launcher ..... +5 pts
  - Melta gun ..... +10 pts
  - Plasma gun ..... +15 pts

DROP SENTINEL SQUADRON ..... 35 POINTS PER MODEL

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Drop Sentinel	3	3	5	10	10	10	3	1

Drop Sentinels are specialised variants of the standard scout Sentinel used by most Imperial Guard regiments. Specially outfitted to endure the rigours of airborne deployment, the Elysians use these Sentinels to carry the bulk of their heavy weaponry in combat and use them in a direct fire role to destroy heavy opposition during an assault.

Composition:
- Vehicle squadron of 1-3 Drop Sentinels

Unit Type:
- Vehicle (walker, open-topped)

Wargear:
- Heavy Bolter

Special Rules:
- Move through Cover
- Deep Strike
- Sky Lift (see Sky Talon)

Transport:
Up to two Drop Sentinels may be transported by a Valkyrie Sky Talon.

Options:
- Any Drop Sentinel may replace its heavy bolter with:
  - Heavy flamer ..... free
  - Multi-melta ..... +15 pts
- Any model may take any of the following:
  - Searchlight ..... +1 pt
  - Hunter-killer missile ..... +10 pts
- The entire squadron may take:
  - Smoke launchers ..... +5 pts per model
  - Camo netting ..... +10 pts per model

ELYSAIN WARGEAR SPECIAL RULES: LASCUTTER

A lascutter is a very short range high-powered cutting tool, used by troops on the battlefield to quickly slice through doors and bulkheads. Commonly issued for boarding actions or building-clearance missions, at point blank range a lascutter is capable of slicing through plasteel and ceramite in seconds.

A model equipped with a lascutter may make a single close combat attack at Initiative 1. A lascutter armed model gains no bonus attack for assaulting. A lascutter has a Strength of 9, and is a power weapon.

TROOPS

ELYSIAN DROP INFANTRY PLATOON*

Composition: 1 Platoon Command squad, 2-5 Infantry squads, 0-4 Heavy Weapons squads, 0-3 Special Weapons squads and 0-1 Drop Sentinel squadron. Each Infantry Platoon counts as a single Troops choice on the force organisation chart when deploying, and is rolled for collectively when rolling for reserves. *Units marked with a * may only be chosen as part of an Infantry Platoon as listed above, not on their own.*

ELYSIAN PLATOON COMMAND SQUAD* ..... 35 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Platoon Commander	3	4	3	3	1	3	2	8	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Hvy Wpns Team	3	3	3	3	2	3	2	7	5+
Commissar	3	4	3	3	1	3	2	9	5+

Platoon command squads provide personal leadership and tactical direction to the Elysian troops in combat. The junior officer is relied upon to coordinate attacks, adapt their troops' deployment to the shifting conditions of battle and execute the orders of their superiors at any cost.

Composition:
- 1 Platoon Commander
- 4 Guardsmen

Unit Type:
- Infantry

Wargear:
- Flak Armour
- Lasgun (Platoon Commander has laspistol instead)
- Close combat weapon
- Frag grenades
- Bolt pistol (Commissar only)

Special Rules:
- Junior Officer (Platoon Commander only, see Imperial Guard Codex for details)
- Iron Discipline
- Deep Strike
- Stubborn (Commissar only)
- Summary Execution (Commissar only)

Dedicated Transport:
- A Platoon Command squad may be transported in a Valkyrie.

Options
- The squad may be joined by a Commissar ..... +35 pts
- The Platoon Commander and/or Commissar may exchange his pistol and/or close combat weapon for:
  - Bolt pistol ..... +2 pts
  - Lasgun with auxiliary grenade launcher ..... +3 pts
  - Plasma pistol ..... +10 pts
  - Power weapon ..... +10 pts
  - Power fist ..... +15 pts
- One Guardsman may replace his lasgun with a:
  - Flamer ..... +5 pts
  - Grenade launcher ..... +5 pts
  - Melta gun ..... +10 pts
  - Plasma gun ..... +15 pts
- One other Guardsmen may have a Vox-caster ..... +5 pts
- One other Guardsman may have a Platoon standard ..... +15 pts
- One other Guardsmen may have a Lascutter ..... +10 pts
- The entire squad may have krak grenades ..... +5 pts
- The Commander may take melta-bombs ..... +5 pts
- The Commander may have a Homing Beacon ..... +10 pts

ELYSIAN INFANTRY SQUAD* ..... 60 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Sergeant	3	3	3	3	1	3	1	8	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Commissar	4	4	3	3	1	3	2	9	5+

Elysian drop regiments are made up of a core of highly proficient and disciplined Guardsmen who are extensively trained in the specialised drop tactics the Elysians favour, as well as in operating behind enemy lines and in small unit tactics. This makes them more independently-minded than many line troops, but no less devoted to the Emperor's service.

Composition:
- 1 Sergeant
- 9 Guardsmen

Unit Type:
- Infantry

Wargear:
- Flak Armour
- Lasgun
- Close combat weapon
- Frag grenades
- Bolt pistol (Commissar only)

Special Rules:
- Combined Squad
- Iron Discipline
- Deep Strike
- Stubborn (Commissar only)
- Summary Execution (Commissar only)

Dedicated Transport:
- An Infantry squad may be transported in a Valkyrie.

Options:
- The squad may be joined by a Commissar ..... +35 pts
- The Sergeant and/or Commissar may exchange his pistol and/or close combat weapon for:
  - Lasgun with auxiliary grenade launcher ..... +3 pts
  - Plasma pistol ..... +10 pts
  - Power weapon ..... +10 pts
- One Guardsman may replace his lasgun with a:
  - Flamer ..... +5 pts
  - Grenade launcher ..... +5 pts
  - Melta gun ..... +10 pts
  - Plasma gun ..... +15 pts
- One other Guardsmen may have a Vox-caster ..... +5 pts
- One other Guardsmen may have a Demolition charge ..... +20 pts
- The entire squad may have krak grenades ..... +5 pts
- The Sergeant may take melta-bombs ..... +5 pts

TROOPS

HEAVY WEAPONS SQUAD* ..... 65 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+

Heavy weapons teams provide vital supporting firepower for the drop infantry. Elysian combat doctrine focuses on the use of these teams to suppress enemy infantry forces and scatter any attempts to organise resistance to the Elysian assault under a hail of fire.

Composition:
- 3 Heavy Weapon Teams

Unit Type:
- Infantry

Wargear:
- Flak Armour
- Lasgun
- Close combat weapon
- Frag grenades
- Mortar

Special Rules:
- Iron Discipline
- Deep Strike

Dedicated Transport:
- A Heavy Weapons Squad may be transported in a Valkyrie.

Options:
- Any Heavy Weapons Team may exchange its mortar for a:
  - Heavy Bolter ..... +5 pts each
  - Missile launcher ..... +10 pts each
  - The entire squad may have krak grenades ..... +5 pts each

ELYSIAN SPECIAL WEAPONS SQUAD* ..... 40 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Guardsmen	3	3	3	3	1	3	1	7	5+

Special weapons squads provide disciplined fire support for the drop infantry, utilising special issue weapons such as powerful plasma guns for close support, flamers for area clearance and sniper rifles for long-range targeted killing.

Composition:
- 6 Guardsmen

Unit Type:
- Infantry

Wargear:
- Flak Armour
- Lasgun
- Close combat weapon

Special Rules:
- Iron Discipline
- Deep Strike

Dedicated Transport:
- A Special Weapons Squad may be transported in a Valkyrie.

Options:
- Three Guardsman must replace their lasguns with one of the following options:
  - Sniper Rifle ..... +5 pts each
  - Flamer ..... +5 pts each
  - Grenade launcher ..... +5 pts each
  - Melta gun ..... +10 pts each
  - Plasma gun ..... +15 pts each
  - Demolition charge ..... +20 pts each

ELYSIAN DROP SENTINEL SQUADRON* ..... 35 POINTS PER MODEL

				Armour				
	WS	BS	S	F	S	R	I	A
Drop Sentinel	3	3	5	10	10	10	3	1

Composition:
- Vehicle squadron of 1-3 Drop Sentinels

Unit Type:
- Vehicle (walker, open-topped)

Wargear:
- Heavy Bolter

Special Rules:
- Move through Cover
- Deep Strike
- Sky Lift (see Sky Talon)

Transported (Special):
- Up to two Drop Sentinels may be transported by a Valkyrie Sky Talon.

Options:
- Any Sentinel may replace its heavy bolter with:
  - Heavy flamer ..... free
  - Multi-melta ..... +15 pts
- Any model may take any of the following:
  - Searchlight ..... +1 pts
  - Hunter-killer missile ..... +10 pts
- The entire squadron may take:
  - Smoke launchers ..... +5 pts per model
  - Camo netting ..... +10 pts per model

TROOPS

ELYSIAN VETERAN SQUAD ..... [illegible] POINTS

	WS	BS	S	T	W	I	A	LD	SV
Veteran Sergeant	3	3	3	3	1	3	1	8	5+
Veteran	3	3	3	3	1	3	1	7	5+
Hvy Wpns Team	4	4	3	3	1	3	2	9	5+

The Elysian regiments often operate in high-intensity warzones and conduct operations behind enemy lines. Such actions often take a serious toll on the Elysian soldiery. Those troopers that survive such missions however often quickly attain veteran status and rank among the Imperium's most elite and skilled Imperial Guardsmen, while those that succumb are counted on the roll of the honoured dead. Elysian veterans are often equipped with enhanced wargear and further specialise in a particular battlefield role as assault grenadiers, forward observers or demolitions experts.

Composition:
- 1 Veteran Sergeant
- 9 Veterans

Unit Type:
- Infantry

Wargear:
- Flak Armour
- Lasgun (Veteran Sergeant has a laspistol)
- Close combat weapon
- Frag grenades

Special Rules:
- Iron Discipline
- Deep Strike

Dedicated Transport:
- A Veteran squad may be transported in a Valkyrie.

Options:
- The Veteran Sergeant may exchange his pistol and/or close combat weapon for:
  - Shotgun ..... free
  - Bolt pistol ..... +4 pts
  - Power weapon ..... +10 pts
  - Plasma pistol ..... +15 pts
  - Power fist ..... +15 pts
- Any Veteran may replace their lasgun with a shotgun ..... free
- Any Veteran with a lasgun may upgrade to have an auxiliary grenade launcher for ..... +3 pts per model
- One Veteran may have a Vox-caster ..... +5 pts
- One other Veteran may have a Lascutter ..... +10 pts
- Up to three other Veterans may replace their lasguns with:
  - Flamer ..... +5 pts
  - Grenade launcher ..... +5 pts
  - Sniper Rifle ..... +5 pts
  - Melta gun ..... +10 pts
  - Heavy flamer (one per squad) ..... +20 pts
  - Plasma gun ..... +15 pts
- Replace two Veterans with a Veteran Weapons Team armed with one of the following:
  - Mortar ..... +5 pts
  - Heavy bolter ..... +10 pts
  - Missile launcher ..... +15 pts
- The squad can choose any of the following doctrines:
  - *Grenadiers:* The entire squad replaces its flak armour with carapace armour ..... +30 pts
  - *Forward Observers:* The squad has camo cloaks and one veteran carries a homing beacon ..... +30 pts
  - *Demolitions:* The entire squad has Melta bombs. One veteran carries a demolition charge in addition to his other equipment ..... +30 pts

DEDICATED TRANSPORT

VALKYRIE AIRBORNE ASSAULT CARRIER ..... 100 POINTS

		Armour		
	BS	F	S	R
Valkyrie	3	12	12	10

The mainstay attack and transport craft of the Elysian regiments, the Valkyrie is swift, well armoured and highly manoeuvrable, and it is the Valkyrie that provides the Elysians with their legendary ability to strike rapidly and raid deep within enemy held territory. Unlike most Imperial Guard regiments, the Elysians pilot and maintain their own Valkyries rather than relying on Imperial Navy support.

Composition:
- 1 Valkyrie

Unit Type:
- Vehicle (fast, skimmer)
- Flyer*

Wargear:
- Fuselage-mounted Multilaser
- 2 Hellstrike missiles
- Searchlight
- Extra Armour

Special Rules:
- Deep Strike
- Scout
- Grav Chute Insertion

Transport capacity:
- 12 models

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

**In games of Apocalypse the Valkyrie is treated as a Flyer with Hover Mode.*

FAST ATTACK

VENDETTA GUNSHIP SQUADRON ..... 130 POINTS EACH

		Armour		
	BS	F	S	R
Vendetta	3	12	12	10

A modified Valkyrie, the Vendetta is a purpose designed tank-hunter which utilises multiple lascannon to destroy armoured targets. This is a dangerous role, as the Vendetta must rely on its manoeuvrability to survive in battle, and attrition among crews is high.

Composition:
- 1-3 Vendetta gunships

Unit Type:
- Vehicle (fast, skimmer)
- Flyer*

Wargear:
- 3 twin-linked lascannons
- Searchlight
- Extra Armour

Special Rules:
- Deep Strike
- Scout
- Grav Chute Insertion

Transport capacity:
- 12 models

Options:
- Any Vendetta may exchange two twin-linked lascannons for:
  - Two Hellfury missiles ..... free
- Any Vendetta may take a pair of sponsons armed with:
  - Heavy bolters ..... 10 pts

**In games of Apocalypse the Vendetta is treated as a Flyer with Hover mode.*

TAUROS SQUADRON ..... 40 PTS PER TAUROS

		Armour		
	BS	F	S	R
Tauros	3	10	10	10

Tauros are sophisticated all-terrain assault and reconnaissance vehicles, employed by only a few Imperial Guard regiments who have the ability to maintain them and sufficient ties to the Adeptus Mechanicus to guarantee supply. The Elysians use two variants of the Tauros, the four wheeled scout, and the larger six wheeled 'Venator' in their armouries, both for long-range reconnaissance to identify landing zones for their combat drops, and unleash them in roving hunter-killer packs to sow confusion during an assault and destroy targets of opportunity.

Composition:
- 1-3 Tauros (as a vehicle squadron)

Unit Type:
- Vehicle (fast, open-topped)

Wargear:
- Heavy Flamer
- Searchlight

Special Rules:
- Scout
- All-Terrain Vehicle
- Galvanic Motor
- Sky Lift (see Sky Talon)

Dedicated Transport:
- A Tauros squadron may be transported by a Valkyrie squadron. The Valkyries must remain in coherency whilst transporting the Tauros squadron.

Options:
- Any Tauros may replace its Heavy Flamer with:
  - Tauros grenade launcher ..... +5 pts per model
- A Tauros may take any of the following:
  - Hunter-killer missile ..... +10 pts per model
  - Extra Armour ..... +15 pts per model
  - Homing beacon ..... +20 pts per model
- The entire squadron may take:
  - Smoke launchers ..... +5 pts per model
  - Camo netting ..... +10 pts per model

All-Terrain Vehicle: The Tauros is built to scramble over the most broken ground with ease. As a result it may re-roll Difficult Terrain tests while travelling at Combat Speed.

Galvanic Motors: The Tauros' motors are a unique design, they independently power its wheels so that the vehicle can carry on moving even with large sections of its motive system damaged. Whenever a Tauros suffers an Immobilised result on the Vehicle Damage chart, it may ignore it on a D6 roll of 4+.

Tauros Grenade Launcher: An uncommon weapon in Imperial arsenals, the Tauros grenade launcher is only approved by the Adeptus Mechanicus for use on certain venerable and hard to replicate designs such as the Tauros.

Tauros Grenade Launcher	Range	STR	AP	Special
Krak	36"	6	4	Heavy 2
Frag	36"	3	6	Heavy 2, 3" Blast

FAST ATTACK

TAUROS VENATOR SQUADRON ..... 50 POINTS PER TAUROS VENATOR

		Armour		
	BS	F	S	R
Tauros Venator	3	11	10	10

Composition:
- 1-3 Tauros Venators (as a vehicle squadron)

Unit Type:
- Vehicle (fast, open-topped)

Wargear:
- Twin-linked Multi-laser
- Searchlight

Special Rules:
- Scout
- All-Terrain Vehicle
- Galvanic Motor
- Sky Lift (see Sky Talon)

Options:
- Any Tauros Venator may replace its twin-linked multi-laser with:
  - Twin-linked lascannons ..... +5 pts
- A Tauros Venator may take two of the following:
  - Hunter-killer missiles ..... +10 pts each per model
- A Tauros Venator may take any of the following:
  - Extra Armour ..... +15 pts per model
  - Homing beacon ..... +20 pts per model
- The entire squadron may take:
  - Smoke launchers ..... +5 pts per model
  - Camo netting ..... +10 pts per model

All-Terrain Vehicle: The Tauros is built to scramble over the most broken ground with ease. As a result it may re-roll Difficult Terrain tests while travelling at Combat Speed.

Galvanic Motors: The Tauros' motors are a unique design, they independently power its wheels so that the vehicle can carry on moving even with large sections of its motive system damaged. Whenever a Tauros suffers an Immobilised result on the Vehicle Damage chart, it may ignore it on a D6 roll of 4+.

CYCLOPS REMOTE CONTROL DEMOLITION VEHICLE (Drop Regiment) ..... 35 POINTS EACH

			Armour						
			BS	F	S	R			
Cyclops			-	10	10	10			
	WS	BS	S	T	W	I	A	LD	SV
Guardsman	3	3	3	3	1	3	1	7	5+

The Cyclops is an armoured, remote controlled explosive device, used principally to breach fortifications and destroy hardened targets. Although far from commonplace, and of limited use on an open battlefield, the destructive power of a Cyclops can be invaluable in the raiding missions at which the Elysians excel.

Composition:
- 1-3 Cyclops each with 1 Guardsman as Operator

Unit Type:
- Vehicle

Crew:
- 1 Imperial Guardsman

Wargear (Cyclops):
- Demolition charge

Wargear (Operator):
- Flak armour
- Lasgun
- Close combat weapon

Special Rules:
- Remote Control
- Demo-Charge
- Operator
- Deep Strike

Options:
None

Operator: The operator is a single Guardsman who guides the Cyclops to its target by remote control. Although they must be initially deployed in coherency, the operator can send the Cyclops away from them via remote control to attack its target. The Cyclops cannot function more than 48" away from the operator. If they become separated, the Cyclops simply stops and can do nothing until the operator is back within 48". If the operator is killed, the Cyclops can do nothing (including detonate).

Remote Control: The Cyclops is remote controlled. It may move to within 1" of an enemy model in the Movement phase in exception to the normal rules.

Demo-Charge: The Cyclops carries a demolition charge that detonates when the vehicle reaches its target. In any of the owning player's Shooting phases they can choose to detonate it if they wish. When this occurs place the 5" centred on the Cyclops model. Do not roll for scatter. Anything under the template is hit by a Strength 8 AP 3 attack. The Cyclops itself is destroyed in the explosion so remove it from play. Do not halve the demo-charge's strength as you would normally against targets with an armour value that are not under the centre of the template, it always strikes at full strength.

If the Cyclops is destroyed by a successful Glancing or Penetrating hit, when rolling for armour penetration against the Cyclops, a roll of 6 that damages the Cyclops will cause it to explode. Place the template centred on the Cyclops as if detonating as normal.

HEAVY SUPPORT

VULTURE GUNSHIP ..... 105 POINTS

	BS	Armour F	Armour S	Armour R
Vulture	3	12	12	10

Vultures are powerful gunships that can mount a wide variety of mission-specific weapons load-outs. The Vulture's firepower more than makes up for the Elysian's lack of armour in most situations, and the gunship operates with a speed and mobility no tank can match.

Composition:
- 1 Vulture

Unit Type:
- Vehicle (Fast, Skimmer)
- Flyer*

* *In games of Apocalypse the Vulture is treated as a Flyer with Hover mode*

Wargear:
- One nose mounted heavy bolter
- One twin-linked multi-laser
- Two Hellstrike missiles
- Searchlight
- Extra Armour

Special Rules:
- Deep Strike

Options:
- A Vulture may replace its multi-laser with:
  - Twin-linked autocannon ..... +15 pts
  - Twin-linked missile launcher ..... +25 pts
  - Twin-linked lascannon ..... +30 pts
  - 2 Multiple rocket pods ..... +40 pts
- A Vulture may replace its 2 Hellstrike missiles with:
  - 6 Heavy bombs ..... +40 pts
  - 6 Hunter-killer missiles ..... +40 pts
  - 2 Multiple rocket pods ..... +30 pts
- A Vulture may replace both its multi-laser and Hellstrike missiles with:
  - Twin-linked Punisher cannons ..... +50 pts
- The Vulture may take any of the following (see page 89):
  - Flare/chaff launcher ..... +10 pts
  - Armoured cockpit ..... +20 pts
  - Infra-red targeting ..... +5 pts
  - Illum flares ..... +5 pts
  - Distinctive paint scheme/decals ..... +10 pts

ELYSIAN SENTRY GUN BATTERY ..... 35 POINTS PER GUN

	BS	Armour F	Armour S	Armour R
Tarantula	2	10	10	10

Sentry guns are machine spirit controlled automated weapons platforms. The Elysians make extensive use of these devices modified for grav-chute drop, either to rapidly reinforce a landing zone or deny ground to the enemy and cover a fighting withdrawal during a raiding mission.

Composition:
- 1-3 Tarantula sentry guns

Unit Type:
- Artillery (Immobile)

Wargear:
- Twin-linked heavy bolters.

Special Rules:
- Fire Modes
- Deep Strike

Options:
- A Tarantula may exchange its twin-linked heavy bolters for:
  - Twin-linked lascannons ..... +10 pts per gun
- A Tarantula may take Camo nets for: ..... +10 pts per gun

FIRING MODES

Sentry Guns are machine spirit controlled weapons with limited targeting abilities and must be pre-set to operate in a particular mode before battle. The owning player must declare what mode a particular Sentry Gun is using before the game begins, and once determined this cannot change during play. The three firing modes are as follows:

Point Defence Mode: The Sentry Gun is set up with a fixed firing arc, usually providing covering fire over a particular area of the battlefield. In this mode the sentry gun can engage enemy targets up to 36" away which are within a fixed 90° arc to its front.

Sentry Mode: In this mode, the Sentry Gun is programmed for close defence and may target enemy models within 18" to which it can draw line of sight. In this mode the sentry gun can fire all around it.

Interceptor Mode (Planetstrike games only): In games using the *Planetstrike* Expansion and rules, Sentry Guns can be set to fire in interceptor mode (see page 18 of *Planetstrike*), if this is done, they may only fire as interceptor guns for this game.

Targeting: Which enemy unit within range is the Sentry Gun's preferred target is determined by its armament. If no preferred target exists in its line of sight it will simply attack the nearest enemy target in range.
- A heavy bolter equipped Sentry Gun will fire at the nearest enemy non-vehicle target according to its fire mode.
- A lascannon equipped Sentry Gun will fire at the nearest enemy vehicle or Monstrous Creature according to its firing mode, (note that immobilised vehicles are still counted as viable targets, only destroyed vehicles will be ignored).

HEAVY SUPPORT

VALKYRIE SKY TALON TRANSPORT ..... 70 POINTS

	BS	Armour F	Armour S	Armour R
Valkyrie Sky Talon	3	12	12	10

The Sky Talon is a support variant of the Valkyrie designed to perform deployment and extraction missions in the open battlefield, and the Elysian pilots are justly famed for their ability to carry out their duties in the thick of enemy fire and are vital to the success of the Elysian regiments.

Composition:
- 1 Valkyrie Sky Talon

Unit Type:
- Vehicle (fast, skimmer)
- Flyer*

* *In games of Apocalypse the Valkyrie Sky Talon is treated as a Flyer with Hover Mode.*

Wargear:
- Nose-mounted heavy bolter
- Two Hellstrike missiles
- Searchlight
- Extra Armour

Special Rules:
- Deep Strike
- Sky Lift

Sky Lift:
- A Sky Talon can carry one Taurus or Taurus Venator or two Drop Sentinels. If you have sufficient Sky Talons they may carry a vehicle squadron. The Sky Talons must remain in coherency while transporting a vehicle squadron.

Options:
- The Valkyrie Sky Talon may replace its two Hellstrike missiles with:
  - Two multiple rocket pods ..... +30 pts

Although the Valkyrie Sky Talon counts as a Heavy Support choice for the Elysian army, it does not occupy Force Organisation slots.

IMPERIAL NAVY AIR SUPPORT

THUNDERBOLT ..... 180 POINTS
LIGHTNING ..... 145 POINTS

	BS	Armour F	Armour S	Armour R
Thunderbolt	3	10	10	10
Lightning	3	10	10	10

Elysian drop regiments often operate under cover of close air support, an asset that can often make up for their lack of heavy armour. The most common Imperial Navy aircraft used for this are the powerful Thunderbolt and the swift Lightning fighters.

Composition:
- 1 Aircraft

Unit type:
- Vehicle (Flyer)

Wargear (Thunderbolt):
- Two twin-linked autocannons with AA mounts
- Twin-linked lascannons

Wargear (Lightning):
- Long-barrelled autocannon with an AA mount
- Twin-linked lascannons

Options (Thunderbolt):
- The Thunderbolt may carry either:
  - 4 Hellstrike missiles ..... +40 pts
  - 4 Hellfury missiles ..... +40 pts
  - 4 Bombs ..... +40 pts
- The Thunderbolt may take any of the following:
  - Flare/chaff launcher ..... +10 pts
  - Armoured cockpit ..... +20 pts
  - Infra-red targeting ..... +5 pts
  - Illum flares ..... +5 pts
  - Distinctive paint scheme/decals ..... +10 pts

Options (Lightning):
- The Lightning may carry either:
  - 4 Hellstrike missiles ..... +40 pts
  - 4 Hellfury missiles ..... +40 pts
  - 4 Bombs ..... +40 pts
  - 6 Skystrike missiles ..... +50 pts
- The Lightning may replace its long-barrelled autocannon with:
  - 2 Hellstrike missiles ..... free
- The Lightning may take any of the following:
  - Flare/chaff launcher ..... +10 pts
  - Armoured cockpit ..... +20 pts
  - Infra-red targeting ..... +5 pts
  - Illum flares ..... +5 pts
  - Distinctive paint scheme/decals ..... +10 pts

THE RAVEN GUARD

The Raven Guard are a Chapter of the First Founding, being the nineteenth of the first twenty Space Marine Legions created by the Emperor before the Great Crusade. Their primarch, from whose gene-seed the Chapter was created and the Legion's first commander was Corax. Legend has it that Corax was a tall, slim, albino with jet-black hair, whose eyes were disconcerting solid black orbs. As a commander he was taciturn and a stern master, but he was bold in battle and ruthless to the Emperor's enemies.

Like so many of the First Founding Space Marine Chapters, the flaws of their primarch have been handed down encoded within the gene-seed which was used to create them. The Raven Guard's zygotes are far from stable. Irreparable damage to the gene-seed, probably caused by the Chapter's use of accelerated gene-harvesting techniques millennia ago, has resulted in the deterioration of several organs. The Chapter no longer has the Mucranoid and Betcher's Gland and mutation of the melanchromic-organ causes the skin to become very pale. Ivory skin and dark black hair and eyes are still the distinctive traits of all Raven Guard Space Marines.

Despite these known flaws, there have been subsequent foundings of new Chapters created from the Raven Guard's original gene-seed. These Chapters are scattered across the Imperium, but all revere Corax as their primarch. When the legion was partitioned at the end of the Horus Heresy, three new Chapters were created. These were the Black Guard, the Revilers and the Raptors – the Second Founding Chapters. The Flame Eagles, Death Eagles, Knights of Raven, Imperial Talons, Storm Wings, Storm Hawks, Hawk Lords and Dark Eagles are all thought to be related through later foundings.

Today the Chapter and its successors abide by the *Codex Astartes*, which details the organisation and tactical doctrines of the Space Marine, written after the great schism of the Horus Heresy had set Space Marine Legion against Space Marine Legion in a civil war that almost destroyed the new Imperium.

The Legion's part in the Horus Heresy was drastically curtailed by its entrapment and almost annihilation at the Istvaan V drop zone massacre. The Raven Guard were one of the seven legions ordered to the Istvaan system to attack Horus' fledgling rebellion. Unwittingly they deployed into a trap carefully laid by Horus. Four of the seven attacking legions were already in league with the Warmaster. Trapped between Horus' forces and the newly revealed traitors, the Raven Guard suffered appalling losses. Of the 80,000 battle brothers that deployed, less than 3,000 eventually escaped. Much of the rest of the civil war was spent desperately rebuilding the Chapter's strength. The Raven Guard only returned to action at the very end of the rebellion, in time to take part in the pursuit of the surviving rebel legions as they fled to the Eye of Terror after Horus' defeat at Terra.

Corax himself, wounded on Istvaan V, was further scarred by the terrible destruction wrought upon his Legion by Horus and the loss of his Emperor. He never recovered. Gradually, he dwindled to a shadow of his former greatness. After the Heresy, when his newly rebuilt Legion was broken apart as per the dictates of Guilliman's *Codex Astartes*, Corax vanished. To this day his whereabouts (and his possible continued survival) are unknown. Some say he headed directly for the Eye of Terror, there to wreak a final vengeance upon Horus' followers along with some of his fellow primarchs. Another tale, safely stored away in the Chapter's Librarium, is that Corax secretly locked himself away in stasis, only to emerge when the Emperor had forgiven him for his failure to stop Horus' treachery and thus save his master. Corax's ultimate fate is still a mystery.

Since its founding the Chapter's homeworld has remained on Deliverance. Once the moon was a slave-mining colony, but it was renamed Deliverance after Corax led a slave revolt against the overseers. Today Deliverance is a heavily fortified moon of Kiavahr in the Lycaeus system, Forsarr sector, Segmentum Tempestus. The moon itself is an airless, cratered rock, but protected within massive force-domes and burrowed deep below the surface is the Chapter's fortress-monastery, its tallest tower, the Ravenspire, stretching up to the fleet's orbital dockyard.

The Chapter's tactical doctrines have also remained the same since the legendary days of Corax and the Great Crusade. Their preferred combat methods are those of rapid assaults and hit-and-run raiding. The Chapter uses its battle-brothers and the fastest vehicles in their armoury to launch high-speed raids, often deep behind enemy lines. They are a highly mobile Chapter, making wide use of Thunderhawk gunships and Land Speeders to attack the enemy where they are weakest. Assault squads are the preferred units in battle, with jump pack assaults from Thunderhawks common. Each company also retains a high number of Land Speeders for fast moving fire support for their Assault squads.

Alongside speed and mobility the Raven Guard also value stealth and infiltration. They make a wide use of Scouts for intelligence gathering and sabotage missions. These Scout squads can act independently and without support from the Chapter for extended periods.

Whilst the Chapter's armoury retains many armoured vehicles for the campaigns when they are required to meet an enemy in open battle, heavy armour such as Land Raiders are generally used in a more defensive role. They form a solid base that can hold an enemy advance long enough for a rapid moving strike force to drop behind the enemy or out-flank them. It is believed that the Chapter only has limited numbers of Dreadnoughts, the eldest being the Venerable Brother Kraai, a former Chapter Master who has served the Raven Guard continuously for the past 4,000 years.

After the drop zone massacre on Istvaan V, the Raven Guard had to quickly re-build its strength. The catastrophic loss of so many battle-brothers and so much equipment was not easily replaceable. The Apothecarion was forced to risk the use of accelerated gene-seed harvesting techniques. Meanwhile the Master of the Armoury had to draw upon mothballed stockpiles of older patterns of powered armour. Many of these suits are still retained by the armoury, notably large numbers of Mark VI 'Corvus' armour and these are still widely issued today.

Raven Guard drop pod, part of Assault Group Eitath's attack force. No drop pods were recovered after the landing. Automated self-destruct was initiated from the Strike Cruiser in orbit before withdrawing from the system.

The Raven Guard's Chapter colours are black and white. The majority of their armour is black with white trim. Veterans tend to utilise more white on helmets, shoulder pads and arms. Each company's leader bears the honorific title of Shadow Captain and the reasons for using this non-codex title are lost to ancient history but this was one of Corax's final orders to his sons. No doubt the title relates to the Chapter's preferred use of ambushes, sabotage and sneak attacks.

Recently the Chapter has been heavily engaged against the volatile Ork Empire of Octavius. Deliverance lies close (in galactic terms) to this large region of Ork dominated space and the Raven Guard have deployed to meet hundreds of the Ork raids and Waaaghs! that have surged from this territory – a recent attack being the advent of Waaagh! Skullkrak. Shadow Captain Kayvaan Shrike has successfully led an extended deployment by his veteran 'talon' of 1st Company assault troops against Skullkrak's attacks.

Aajz Solari, the independently minded, impetuous and ferocious Shadow Captain of 5th Company, has also recently led a raid into Ork-held space, boarding and eventually detonating the engines on the half-built Battle Kroozer *Fang of Rukbad*.

The Chapter's latest mission in their continuing war against the Orks is to combat the growth of the Goff Warlord, Arch-Killa Garaghak and the impending threat of him leading a new Waaagh! in the Forsarr sector. Garaghak's Waaagh! could soon see Deliverance itself under direct Ork assault. Stopping him is now the Chapter's top priority.

RAVEN GUARD SCOUT

This is Brother-Sergeant Uirroth, Scout Sergeant of the Raven Guard's 2nd squad, 10th Company – seen here during the Chapter's Kastorel-Novem deployment

1. SCOUT ARMOUR

Raven Guard Scouts are often deployed for infiltration and intelligence gathering missions, for which power armoured Space Marine battle-brothers are not well suited. Foregoing the bulk and protection of a power armoured suit, Scouts wear their own pattern of lighter armour.

The armour's breastplate, shoulder pads, vambraces, gauntlets, groin-guard and optional knee-pads (not worn here) are all manufactured from thick plates of carapace armour. Far less cumbersome than full power armour, it allows for better speed and mobility. The armour though lacks all the power armoured suit's many internal systems, such as life support, auto-senses, targeting and diagnostic systems.

Scout armour does include narrow-band secure communications, an emergency oxygen supply, an identification friend/foe beacon and a de-tox injector with antidotes for most common poisons. The shoulder pad bears a low visibility version of the Chapter's insignia. If the mission requires it, Scout armour is issued with a pair of vision-enhancement goggles. To a limited extent these are a replacement for the power armour's auto-senses, providing battlefield magnification and enhancement, thermal imaging, sound enhancement and range finder data. The goggles include their own micro power source.

2. SNIPER RIFLE

Scouts are trained to use a variety of standard issue weapons from the Chapter's armoury. Bolt guns, bolt pistols and shotguns are all commonly used, with weapons issue being mission dependant. One weapon unique to the Scout squads is the sniper rifle. As well as infiltrators, Scouts also act as a Chapter's snipers, trained to stealthily harass enemy troop movements and target the enemy's command and control infrastructure, by killing communications specialists and officers/leaders.

The Astartes MkIX 'Ultra' pattern Sniper rifle includes a powerful telescopic sight for up to x30 magnification. For security purposes, the weapon will be genetically encoded. The Scout armour's gauntlet palm will pass the user's unique genetic data to the weapon's grip, activating it. Without the correct information the sniper rifle will not function. Its independent power source is worn on the rear of the belt. Another feature of the weapon is its large flash suppressor. This prevents the weapon's muzzle flash from revealing the sniper's position.

3. CAMELEOLINE CLOAK

Each Scout is equipped with an auto-reactive, cameleoline cloak, or 'camo cloak'. Manufactured with a printed micro-circuit built into the weft of the fabric, sensors carried by the Scout relay information about the ambient colours and distinctive patterns in the surrounding environment. This information is then rapidly processed, taking into account diffusion, blending distances and obtrusive disruption, before generating a camouflage scheme, which is replicated by the cloth's circuitry.

In this way the cloak can mimic the surrounding area, concealing the Scout. As a cloak, the garment is sometimes deemed too cumbersome, easily snagging or becoming entangled, but if a Scout is to remain stationary and unseen during an observation mission, the cameleoline cloak comes into its own. When not required it is easily rolled up and carried along with the Scout's other equipment.

This Scout has enhanced his camouflage with additional camouflage paint, breaking up the outline of the Raven Guard's naturally pale skin.

4. OTHER WEAPONS

Combat Knife

A Space Marine's basic induction includes rigorous unarmed and hand-to-hand combat training. Knife fighting is taught to all new recruits, and a long bladed combat knife is standard issue to all battle-brothers. For a sniper the knife is a weapon of last resort, but will also serve as a useful tool in the field. This functional example has an 14 inch blade.

Grenades

Fragmentation and 'Krak' anti-armour grenades are standard issue, but Scouts on special missions also carry other grenades: melta bombs, demolition charges, stun gas and blind grenades are also used. Three illumination/signals-flare capsules are mounted upon his right vambrace.

Bolt Pistol

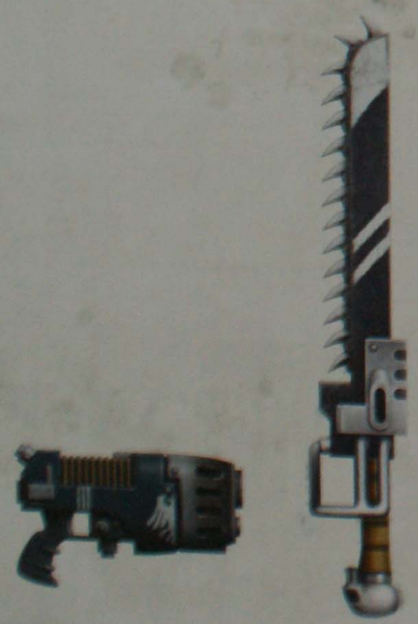
As back-up to his sniper rifle, Brother Uirroth carries an Ultra pattern, MkIII bolt pistol, just visible on his right hip. Just as with other bolt weapons, it fires a mass-reactive explosive bolt. It has a ten round magazine and fires single shot or a pre-selected three round burst.

RAVEN GUARD ASSAULT COMBAT SQUAD AIBEK

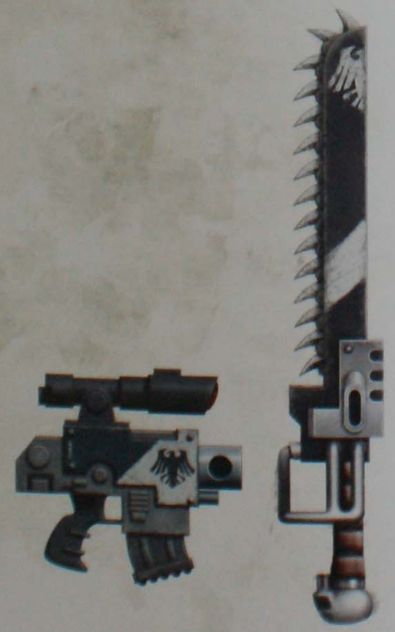
4TH SQUAD, 8TH COMPANY

1. Veteran Sergeant Aibek
56 missions. WIA on Katorel-Novem

1. Storm shield
and power axe.



2. Plasma pistol and chainsword



3-5. Bolt pistol and chainsword.
Dark-Eye scope optional.

2. Brother Jadyr
21 missions. WIA on Kastorel-Novem

3. Brother Kolyk
23 missions.

4. Brother Nironen
16 missions.

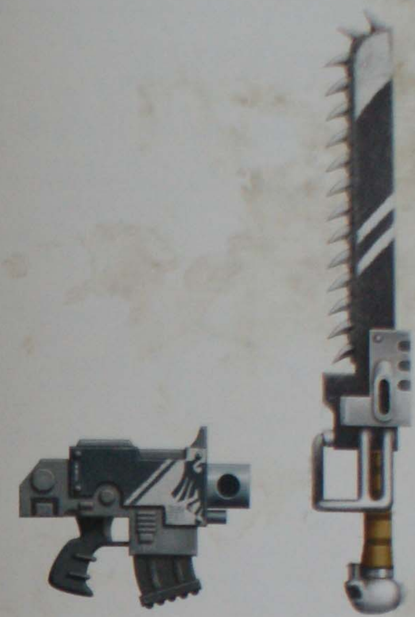
5. Brother Deyth
9 missions.

RAVEN GUARD ASSAULT COMBAT SQUAD ANURI

4TH SQUAD, 8TH COMPANY

1. Veteran Brother Anuri
48 missions.

Assault squad shoulder pad.
With squad type marking and number.



1-4. Bolt pistol and chainsword.
Standard issue for Assault squads.

5. Flamer. MkIV, Ultra pattern.
Squad support weapon.

2. Brother Kobaeh
22 missions.

3. Brother Yiraka
19 missions. KIA on Kastorel-Novem

4. Brother Artaibo
18 missions. WIA on Kastorel-Novem

5. Brother Naasori
31 missions. KIA on Kastorel-Novem

SHADOW CAPTAIN KORVYDAE

Shadow Captain of the Raven Guard 10th Company, Master of Recruits

Korvydae is a veteran Space Marine of the Raven Guard Chapter, entrusted with command of the Raven Guard's 10th Company – its Scouts. His main task is as the Chapter's Master of Recruits, overseeing the vigorous training of new recruits, but this is a task that Korvydae prefers to delegate to his picked cadre of training-sergeants. Korvydae himself is more often to be found leading his charges on the ground, working amongst them on their far-ranging scouting and sabotage missions.

Korvydae's long service has turned him into a brilliant raider and saboteur. He leads hand picked Scout and Assault squads behind enemy lines, observing and reporting. Much of his work is unseen, but countless enemies have suddenly been beset by one of the Raven Guard's lightning airborne assaults because of the reports of Korvydae and his battle brothers.

Whilst he does not have Shadow Captain Shrike's glorious reputation (in fact few outside of the Raven Guard have heard of him), this is because Korvydae's stealthy exploits, by necessity, remain secretive. Whilst Shrike's heroic exploits have become rightly famous with the Imperium's fighting forces all across Segmentum Tempestus, Korvydae prefers to remain in the shadows and retain his anonymity.

On operations Korvydae wears the uniform and accruements of his position, including Artificer armour and the Iron Halo, as befits his rank. He also wears a jump pack to facilitate battlefield mobility. His weapons, drawn from the Chapter's armoury, are a matter of personal choice.

On Kastorel-Novem Korvydae led the Raven Guard strike force and planned the raid in detail. It was by his quick thinking and brave actions that many of the Elysian drop troops were saved from the rampaging Orks. Following the raid's failure Korvydae volunteered for two years service with an Ordo Xenos Deathwatch squad.

SHADOW CAPTAIN KORVYDAE ..... **155 POINTS**

	WS	BS	S	T	W	I	A	LD	SV
Korvydae	6	5	4	4	3	5	3	10	2+

Composition:
- 1 (Unique)

Unit Type:
- Independent Character

Wargear:
- Artificer Armour
- Jump Pack
- Iron Halo
- Bolt pistol
- Frag and krak grenades
- Melta-bombs
- Thunderhammer

Special Rules:
- And They Shall Know No Fear
- Independent Character
- Swift Strike
- Raiding Tactics

Swift Strike:
Korvydae and any Jump Pack equipped squad he is leading gain the Hit and Run special rule.

Raiding Tactics:
Korvydae usually leads a fast moving raiding force. If your army is led by Korvydae then it must include at least one Space Marine Scout squad. It may also take any Assault squads as a Troops choice instead of a Fast Attack choice.

HQ: Shadow Captain Korvydae is a HQ choice for a Raven Guard army.

THE ORKS ON KASTOREL-NOVEM

Mega-Dread. This Dreadnought was built for Warboss Skalk Bluetoof, and was destroyed during fighting at Drop Zone T.

Goffs

Ork society is driven by violence and the most violent of all the Ork clans are the Goffs. Goffs thrive on combat, be it in battle or just in-fighting with other Orks. They are brawlers and bullies, naturally physically slightly larger than other Orks and correspondingly producing more 'Ard Boyz and Nobz. In the Orks' 'survival of the strongest' culture this gives them a natural advantage, being able to dominate lesser Ork warbands through fear of retribution. Many of the greatest Ork Warlords to have risen to lead a Waaagh! originated from the Goff clan.

On Kastorel-Novem the Goffs are the enforcers and overseers, imposing Warlord Garaghak's rule over the unruly clans by fear and intimidation. Warboss Grahkrag's Nobz and 'Ardboyz range around Mekslag-Ikks making sure the Meks have the parts they need from the scavenger mobs by the liberal application of punishment beatings and, if needs be, executions.

Goffs are distinguishable by their use of dark colours, generally black and the use of the traditional Ork decoration of chequer patterns.

Common Goff symbols

Stikkbomb

Shoota with improvised combat blade

Slugga

Goff Boy

Goff 'Ard Boy

Big Choppa.
Two-handed weapon.

Gretchin Servant

Choppa. Improved heavy bladed knife.

Goff Boy

Goff Nob

Death Skulls

Amongst the Orks the Death Skulls are arguably the most disliked of the clans, being naturally inclined towards looting and petty thievery. Most sensible Orks distrust the Death Skulls mobs and are careful to hoard their wargear against their pilfering.

But, for all their bad reputation, the Death Skulls are looters and scroungers par-excellence. If a Mek needs a part (referred to as bitz or gubbinz), the Death Skulls can usually find it, and this makes them very useful to any Ork warboss. After a battle they will quickly strip damaged and destroyed vehicles of useful parts and hoard the scrap metal for barter later. For the Death Skulls loot is a currency and bartering for gubbinz is their favourite pastime.

Death Skulls are also famously the most superstitious of the Ork clans. They believe that Gork and Mork favour them over the other clans, by dint of their copious use of blue warpaint. Traditionally, all Orks clans use warpaint and tattoos, but almost exclusively the Death Skullz use blue, along with sporting the bones of their vanquished enemies as totems.

This clan also own a lot of Grots, which they use for scavenging and as workers to sort the new scrap into useful piles. In battle the Grots also adopt the use of blue warpaint.

Big Shoota

Shoota

Stikkbomb

Choppa

Death Skulls Boy

Death Skulls 'Ard Boy

Gretchin Scavenger

Death Skulls war paint example

Rokkit Launcha

Death Skulls Boy

Death Skulls Nob

Evil Sunz

Just as the Goffs love violence, so the Evil Sunz love speed. The Evil Sunz have adopted the Ork maxim that 'Red 'uns go faster' as their clan motto. Evil Sunz prize fast vehicles like bikes, buggies and trukks on which their boyz can ride to battle. To assist their mobile warbands the Evil Sunz have many Meks, to keep those vehicles tuned and running.

By far the largest number of Speed Freaks come from the Evil Sunz clan. An Ork's love of speed can easily affect its brain, to the point where an Ork becomes addicted to the thrill of a wild ride into battle. Beyond even a Speed Freak's delirium there are also Flyboyz, whose need for speed has driven them into the air in search of ever greater thrills, piloting the Ork's Fightas and Fighta-Bommers.

On Kastorel-Novem the Evil Sunz biker gang of Zhadsnark da Rippa played an important role in the Ork victory, arriving rapidly at the scene of the fighting, constantly harassing and pursuing the Elysian drop troops.

Evil Sunz are distinguished by their use of bright colours, especially red and yellow. They like flame patterns and many sport goggles and driving gloves, whether they are driving or not.

Big Choppa

Slugga

Evil Sunz Biker Boss

Evil Sunz Boy

Rigger Tool Kit

Gretchin Rigger

Burna Brew Tank

Shoota

Burna Torch

Evil Sunz Boy

Evil Sunz Burna Boy

EVIL SUNZ BIKER BOSS

1. WARBOSS ZHARDSNARK
A grizzled veteran of numerous warzones and countless battles, not only against the Imperium, but other xenos races and his own kind, Zhardsnark was one of the more experienced and powerful warbosses on Kastorel-Novem at the time of the raid, and his large Evil Sunz warband was in the thick of the fighting. For an Ork warboss he is lightly armoured, a trait of the Evil Sunz bikers, who prefer speed and mobility over armoured protection.

2. 'DA RIPPA'
Zhardsnark's weapon of choice is 'da Rippa'. It is a custom-built, gauntlet-mounted, armoured buzzsaw. The weapon's shredding potential is massively increased by an in-built disruption field generator, meaning it can slice through any armour with ease. The warboss' favourite combat tactic is to hack at the enemy with 'da Rippa' while making high speed drive-bys on 'da Beast'. He does not appear to carry a back-up sidearm, but it is likely that his Slugga is not visible in this picture.

3. 'DA BEAST'
Zhardsnark's favourite ride, 'da Beast', is a fully customised, half tracked Warbike of prodigious size, (as it must be to carry his huge frame into battle). A unique vehicle, it has many notable features.

4. BIG SHOOTAS
'Da Beast's' main armament is a pair of bolted-on Big Shootas. Zhardsnark uses these high-calibre, fully-automatic cannons to blaze away in the general direction of the foe while closing with them at speed. Any damage inflicted is secondary to the main task of getting in close enough to get some 'proppa smashin' done!

5. RAMMING BLADES & SPIKES
The vast majority of Ork Warbikes (and many Ork vehicles in general), are covered in a plethora of rams, spikes and secondary blades, and 'da Beast' is no exception. As well as making the Warbike pleasing to the Ork eye, it makes the machine itself a more effective weapon. Zhadsnark uses the bike's weight and speed to ride down enemy infantry caught in the open. The spikes guarantee it will impale, mutilate and mangle anyone Zhadsnark runs over.

6. JET ENGINE
One of the impressive features of 'da Beast' (to an Ork) is its massive jet engine. This engine, reckoned by some to have been 'liberated' from an Ork Fighta-Bomber, is so powerful that only an Ork of Zhardsnark's size, strength and skill could hope to keep control of the bike as it rockets across the battlefield blazing a fiery trail and leaving an immense cloud of black smoke. Its reliability is dubious at best.

This is Warboss Zhadsnark, known as 'da Rippa', astride his custom Warbike, 'da Beast'.

ZHADSNARK 'DA RIPPA'
EVIL SUNZ BIKER BOSS

Zhadsnark da Rippa is a battle-hardened warboss of the Evil Sunz clan. He leads a warband full of Warbikers, Buggies, Wartraks and Trukk-mounted boyz and has fought in raids and Waaaghs! across Segmentum Tempestus. As a veteran warboss he has been around the block (many times and at high speed!) and seen it all. All this battlefield experience has led his (admittedly limited) tactical thinking to conclude that when it comes to battle the direct approach is always the best approach.

As a warboss of 'da old skool' Zhadsnark distrusts 'clever gitz' like Painboyz or Weirdboyz and any complex technology. He favours the headlong charge at high speed, straight at the enemy, guns blazing, engines gunning. Tactics are not his strong point, but what Zhadsnark really excels at is battering things to bits – be they enemy troops or vehicles, boyz that displease him or grot riggers that forget to top up his fuel tank. He is a simple soul, but respected all the more by his boyz for it – speed and extreme violence are all Zhadsnark understands.

To this end Zhadsnark rides a huge kustom warbike, which mounts a jet engine on the back. Only a massive Ork warboss could hope to control 'da Beast', as Zhadsnark affectionately calls his mount. Like all warbikes, 'da Beast' spews out a huge cloud of oily smoke and a long jet of flames as it careens towards the enemy, its twin-linked big shootas firing wildly.

Once upon the enemy, Zhadsnark will fire up 'da Rippa'. This is his huge kustom power blade rigged to his left arm. Its blade can cleave through plasteel like a sharp choppa through a puny grot!

On Kastorel-Novem, Zhadsnark and his warband were busy scavenging far and wide across the scrap, building and kustomizing their bikes and buggies as well as gathering as much fuel and extra ammo as they could carry before shipping out for the war on Forsarr. When the Imperium attacked, Zhadsnark led his boyz directly towards the fighting, and would have been the first to reach Shield force's positions had they not encountered Captain Gerek's Dagger Force screening units. Zhadsnark and his Evil Sunz fought Dagger Force for two days and chased them all the way to the Elysians' rendezvous point, buggies and bikes in hot pursuit of the Tauros all-terrain vehicles.

WARBOSS ZHADSNARK DA RIPPA ..... **150 POINTS**

	WS	BS	S	T	W	I	A	LD	SV
Zhadsnark	5	2	5	5(6)	3	4	4	9	6+

Composition:
- 1 (Unique)

Unit Type:
- Bike

Wargear:
- 'Da Beast' (kustom rokkit bike) with twin-linked Big Shootas
- 'Da Rippa' (kustom powerklaw)
- Slugga
- Stikkbombz

Special Rules:
- Independent Character
- Furious Charge
- Mob Rule
- Waaagh!
- Exhaust cloud (4+ Cover Save)

HQ:
- Zhadsnark is a HQ choice for an Ork army.

Biker Boss:
Zhadsnark invariably leads a warband of Evil Sunz bikers. If Zhadsnark is leading the army then he allows Warbiker mobs to be taken as a Troops choice. If Zhadsnark is leading a warband it may not include any Deff Dreads, Killer Kans or Big Gunz (they are just too slow!).

Da Rippa:
Da Rippa is a huge spinning powerblade used by Zhadsnark to slice his enemy into bits, usually as he flies past at high speed. It counts as a Power Klaw, except Zhadsnark may attack using his normal Initiative.

'Da Beast' - Kustom Rokkit Bike:
Zhadsnark's bike is a kustom-job, mounting a jet engine! It is a fast vehicle, but when moving flat-out it has a maximum movement of 24". Instead of assaulting a unit, Zhadsnark may choose to Tank Shock them, exactly as if he had the Tank special rule. It mounts twin-linked Big Shootas.

MEK BOSS BUZZGOB

All Orks have a basic talent for building things (mostly weapons), even if it is just simple choppas, sluggas or a shoota. There are those Orks which have a talent for more complex technology and can even think up new designs and kustomize old ones. These are the Mekboyz, the technicians of Ork society. Those Meks that rise above the others by dint of their cleverness or, more likely, their brute strength, become Big Meks. Every so often one in a thousand Big Meks has a genius for technological inventiveness and designing new and deadlier machines of war way beyond that of any other Mek, becoming a Mek Boss.

Mek Boss Buzzgob is one such Ork, a Mek of rare genius that has risen to a position of power and influence, so much so that he now leads his own warband and has been given a planet with which to build new war machines.

It was by using Buzzgob's genius that Warboss Garaghak has risen to become such a powerful warlord. It was Buzzgob that designed and oversaw the building of Garaghak's fleet, and Buzzgob that designed and oversaw the building of his ever-growing horde of Battlewagons, Battle Fortresses and Stompas.

Whilst Buzzgob loves designing and making 'stuff', he does not have the patience or the brain for good organisation. This task he delegates to his two most trusted underlings, a pair of suspiciously clever grots called Nitnuckle and Lunk. These servants run around, passing on Buzzgob's orders, checking the work is getting done and making sure parts are ready and the required bitz are in place. Most of the other Orks hate grots in a position of any authority, including Overlord Grahkrag, who refuses to deal with the 'pesky grots'. Nobody would dare to displease Buzzgob (and therefore displease Garaghak), by actually harming Nitnuckle or Lunk, who Buzzgob regards as just as vital as his toolkit.

As the leader of the Dredheadz, Buzzgob has constructed his own personal Stompa. As befits his position it is a kustom Stompa with a command pulpit where Buzzgob rides, watching the Dredheadz as the Dreads and Boyz thunder into battle.

Big Mek Buzzgob invaded and set up Mekstagg-Ikks to be his personal manufacturing base. Here he could gather scrap and junk, the raw materials of Ork technology and from it construct the machines needed for Garaghak's wars, as well as expand the size of the Dredheadz with ever more vehicles, Dreads and Stompas.

It was not until the Raven Guard began their intelligence gathering operation against Garaghak that they discovered Buzzgob's existence. The technical genius behind Garaghak was quickly identified as a dangerous xenos threat and the Raven Guard's plan in raiding Kastorel-Novem was, in part, aimed at finding and killing Buzzgob. They failed in that mission. Buzzgob remains a priority target for the Chapter.

MEK BOSS BUZZGOB ..... **100 POINTS**

	WS	BS	S	T	W	I	A	LD	SV
Buzzgob	5	2	5	5	3	4	3	8(9)	4+

Unit Composition:
- 1 (Unique)

Unit Type:
- Infantry

Wargear:
- Slugga
- Mek Arms
- Big Choppa
- 'Eavy Armour
- Bosspole
- 2 Grot Oilers

Special Rules:
- Independent Character
- Furious Charge
- Mob Rule
- Waaagh!

HQ:
- Buzzgob is a HQ choice for an Ork army or for an Ork Dread Mob.

Grot Oilers - Nitnuckle and Lunk
Buzzgob is assisted by his grot servants, Nitnuckle and Lunk. Both are clever little fellows who run around doing Buzzgob's organising and passing on instructions, freeing him up to invent stuff. Nitnuckle and Lunk increase Buzzgob's leadership by +1. This is already included in the profile above. Nitnuckle and Lunk also count as Grot Oilers.

Mek Arms
Buzzgob is equipped with a large contraption of his own design, automated arms that incorporate many of his tools. The Mek Arms give Buzzgob +D3 attacks in the first turn of any hand-to-hand combat. He still gains the usual +1 Attack when assaulting. These count as additional Big Choppa attacks. They also count as Mek tools.

Kustom Stompa: 'da Big Lugga'
Buzzgob has his own Mekboy Stompa, called 'da Big Lugga'. It is a Kustom Stompa built using the rules on page 193.

Da Dredheadz
Buzzgob is Garaghak's favoured underling and vital to Garaghak's ambitions. Because of this he is a powerful Ork boss in his own right and few would dare to get in his way. Even Warboss Grahkrag doesn't interfere in Buzzgob's 'projekts'. Because of Buzzgob's vaunted position he has been allowed to amass his own warband, called 'da Dredheadz'. They are a Dread Mob, which Buzzgob personally leads in battle. Buzzgob may be taken as special character for any Ork army, but can also lead a Dred Mob (see Army List later).

This is Mek Boss Buzzgob, Warlord Garaghak's chief Big Mek and the leader of Buzzgob's Dredheadz warband. Seen here during the Kastorel-Novem raid, he is currently a priority target for elimination in order to delay the advance of Waaaghf Garaghak.

ORK MEK BOSS

1. MEK ARMS
A temperamental machine of Buzzgob's own creation, his Mek arms are worn (much in the same fashion as a Techpriest's servo-arms) as a back-pack rig. Hydraulically powered, they include a heavy cutting arm and a crane arm, all controlled via a handset.

Over the years Buzzgob has become very adept at manipulating the arms, so he can use them to assist in close combat, using them to keep multiple foes at bay whilst he single-handedly wields his Big Choppa.

The rig also includes a scavenged hazard light although, given its state of repair, it is unlikely that it actually works.

2. GROT OILERS
All Orks of any rank have grot servants. Orks being basically indolent creatures (unless it comes to matters of preparing for, or fighting, wars), they prefer to leave mundane tasks to grots, who they can boss about and easily intimidate. Grots, being small and weedy, can't fight back and must consent to this unhappy state of affairs. Most resent their life of servitude.

Whilst most grots have a child-like intelligence (with a wicked and sneaky demeanour), some are actually very clever. These Grots rise to become the 'leaders' amongst the grot mobs and (if sensible) become adept at hiding their IQ from their brutish taskmasters, who distrust clever grots.

Nitnuckle and Lunk are two such Grots, who Buzzgob finds useful and retains for use as oilers, riggers and for all the many organisational tasks he himself lacks the patience for. Unusually, they are not expected to fight, although Lunk does have to carry his bosspole.

3. BIG CHOPPA
The Mek Boss' main weapon is his Big Choppa, an Orkish term for any very large close combat weapon. This Big Choppa, of massive size, has been manufactured from scrap metal and augmented with the addition of extra spikes. It also doubles as a large wrench. Buzzgob does not seem to carry a firearm, although given the Ork's love for guns, it is unlikely that he would travel far without at least a slugga.

4. BIONIC EYE
Few Orks reach such a vaunted position as Boss of a warband without fighting their way to the top. Violence being the main arbitrator of disputes in Ork society, most senior Orks bear the scars of their rise to power (and most wear them with pride). At some point Buzzgob has lost his right eye and ear, whether this was in a battle or infighting is not known, but he is now wealthy enough to have paid a Painboy to replace them with bionics. By its size and complexity, this bionic eye and ear was an expensive 'job'. Its exact functions are unknown, although magnification (for fiddly technical work), a strobe light attachment (used when setting engine timing), and a standard flashlight (for working in dark recesses) seems most likely.

5. BOSSPOLE
Senior Orks announce their presence with a Bosspole, their personal standard. Buzzgob's is a crude mockery of the Machina Opus of the Adeptus Mechanicus. It is large in size, as befits his rank, almost too large for one of his Grot servants to haul about (a source of constant entertainment for Buzzgob).

Note: Some Orks seem to have adopted the human habit of inhaling mild stimulants. Over mankind's long association with the Ork race the Orks have always been quick to steal, mimic or mock their enemies. Why this particular habit should have become popular remains a mystery to the Ordo Biologis.

ORK DREAD MOB
ARMY LIST

THE ORKS AT WAR

The Orks infest the galaxy. Nobody knows how many Orks there are, but it seems that over the millennia they have migrated or fought their way to all corners of the galaxy. When mankind first travelled into the stars and began to colonise nearby star systems it was not long before he encountered the green-skinned menace. Mankind, and later the Imperium, have been constantly at war with the Orks ever since.

The Orks' own fighting forces (which is all of them as the Orks do not distinguish between civilian and military roles) are organised as tribes, clans and warbands. These can take many different forms, there is no formal organisation to an Ork army, such as a Space Marine Chapter or Imperial Guard regiment would recognise. To the untutored eye an Ork army would look like a ragged, undisciplined mob, mindlessly attacking anything in their path. The untutored eye would not be entirely mistaken in this. Because the Orks care little who they fight, only that they fight, but the Ordo Xenos have a long history of studying Ork society and culture, and have identified more subtle variations within Ork armies.

Each Ork warband is held together by the power and strength of its Warlord, and the character of its Warlord will dictate the character of the warband he leads. A Goff warboss will lead a warband made up mostly from the violent and tough Goff tribe (although not exclusively). During times of war the tribes freely intermix, with mobs joining (or being forced to join) the dominant local warband. If an Ork Mekboy should rise high enough through Ork society and gather his own warband then it will have its own character.

THE DREAD MOB

Just as a Goff warboss' character will influence the warband he leads, so will the character of an Ork Big Mek influence the warband that he leads – and most Ork Meks rise (to the point of obsession) walkers, Dreadnoughts, Dreadnought experimentation and Stompas.

Behind the Big Mek will be his work force and hired boyz. From scavenging Gretchin mobs, sent out to scour the land for anything useful or used to do dull work such as sorting the scrap into piles; to Spanna boyz, which are the Orks that do the mundane labouring such as riveting or hammering metal plates into shape; to specialists such as the Burnaboyz that weld and cut and the Lootaz that can find any 'gubbinz' the Mek needs. Altogether these mobs form an entire Ork factory.

Finally, when the Waaagh! calls, the hard working Meks can put their lethal creations to use. Accompanied by his grots, boyz and of course the Dreads they have made, the Dread Mob form a heavily armoured 'shock troop', pitching head long into the thick of battle.

WHY COLLECT A DREAD MOB

This is a variation on the *Codex Orks* army list. All the reasons for collecting an Ork army still apply, so their natural toughness, ferocity in close combat and the fun of the Orks' random technology are all good reasons. A Dread Mob has (wait for it) loads and loads of Dreads – big ones, small ones, wacky ones, you name it, they have it. If you love Dreads, then the Dread Mob is for you. Think of them as rampaging, psychotic, killer-robots from the far future and what is there not to like?

ORK DREAD MOB MODELS

The vast majority of the troops in an Ork Dread Mob are already available from the main Warhammer 40,000 model range. Big Meks, Painboyz and Grots are unchanged. Spanna boyz are just normal boyz, led by a Mek instead of a Nob, and these can be used unchanged, although the addition of a few extra spanners, wrenches and hammers instead of their normal choppas would be a characterful conversion.

Where main range models are not available, Forge World has endeavoured to produce the required models, so for Mega Dreads, Warlordzz, Lifta Wagons and Big Trakks look no further than the Forge World range.

There are a few exceptions here. The first is the Scrap Trukks, which are in effect up-armoured Trukks, so the plastic Games Workshop model with a little conversion of some extra scrap metal plates and other junk is just fine. The Junka and Looted Wagons are the place where you can let your crazed Mekboy imagination run riot. Here is the place for any of the mad inventions your Mekboys can come up with; from a looted Leman Russ to wild scratch-built vehicles and conversions of all manner of vehicles.

HOW THIS ARMY LIST WORKS

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each light tone box indicates that you may make one choice from that section, while a dark tone box means you must make a choice from that section.

Note, that unless a model or vehicle forms part of a squad or squadron, it counts as a single choice from those available to the army.

USING THE ARMY LISTS

In order to use this army list you will need a copy of the Ork Codex. To make a choice, look at the relevant section of the army list and decide which units you want to have in your army and which upgrades you want to give it (if any). Remember that you cannot field models equipped with weapons and wargear not shown on the model. This includes vehicle upgrades. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points.

Some units may be restricted in number, such as 0-1 or 0-2. This is the maximum number of that type of unit an army may include, regardless of points costs. These restrictions have been included in the list to keep it playable and hopefully to encourage players to use more balanced forces.

INFAMOUS DREAD MOBS

BUZZGOB'S DREDHEADZ

Mek Boss Buzzgob is a rare Mekboy genius and the favoured servant of the rising Ork Warlord Garaghak. It is Buzzgob's creations that have provided Garaghak with the weapons and vehicles to begin his meteoric rise, and crush the Imperium's garrisons across the Forsarr sector. Buzzgob's Dredheadz led the invasions of Kastorel-Novem and the shrine world of Magdelene IX.

WARLORD BURZURUK'S STOMPA BIG MOB

The third Armageddon War was the (in)decisive battle to halt Waaagh! Ghazghkull. Ghazghkull Thraka was already the most infamous Ork Warlord in the galaxy and this was his second attempt to capture the hive world of Armageddon. His fleet and army was huge, including every faction and type of Warband known amongst the Orks.

Amongst them, Burzuruk's Stompa Big Mob included seven Stompas and two larger Gargants but also several hundred Dreads of all sizes. They were identified as part of the overwhelming assault upon Acheron Hive and later were heavily engaged in the long siege of Infernus Hive.

WAZMEK'S KLUNKAS

The Bad Moon Warlord Nazdreg is famously, and fabulously, rich. It seems there is nothing beyond the means of this Ork Warlord and he has a huge following of Orks. One of Nazdreg's chief Mek Bosses is Wazmek and with Nazdreg's great wealth he has created his own superbly equipped Dread Mob. Known as 'da Klunkas', they are the flashiest Dreads in the galaxy.

MORDAG'S WRECKERS

At the forefront of the conquests of the Ork Warlord knows as the Great Tyrant of Jagga are Morbag's Wreckers, a huge Dread mob built by the Mek Boss genius Mordag. The Imperium last identified Mordag's Wreckers attacking a Tau colony world on the eastern fringes of the Tau Empire.

SKALK'S DREDMOB

Unusually Skalk Bluetoof was not a Big Mek at all, but a Death Skullz warboss who, so impressed with the fighting prowess of Buzzgob's Dredheadz, used his huge stash of scrap and teef to create his own Dread Mob. Created from all sorts of scrap parts and old vehicles, Skalk's Dredmob is a rusty ramshackle affair (even more than most), almost as dangerous to itself as the enemy.

NAHPIK ODDMEK'S TINBOY KILLAS

Nahpik is a very eccentric old Mek who has isolated himself in wilderness space, away from the usual factional Ork infighting in order to pursue his obsessi on with Dreads without interruption. Aided by other exiled Oddboyz, Nahpik has spent his life striving to create the ultimate Dread, with varying degrees of success. On many occasions he has hired out his creations as Freebooterz, not for teef, but in order to test his many crazed walking war machines in battle.

HQ

BIG MEK ..... 35 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Big Mek	4	2	4	4	2	3	3	8	6+

Without the insane engineering 'genius' of the Big Meks, there would be no Waaaghs as it is they who arm, equip and mobilise the Ork menace. Particularly successful Big Meks can amass a fortune in teef, favours and followers doing this, and given a sufficient supply of scrap often end up building their own Dreadmob armies of clanking, smoke-pumping, mechanised marauders with which to spread havoc.

Composition:
- 1 Big Mek

Unit Type:
- Infantry

Wargear:
- Slugga or Shoota
- Choppa
- Mek's Tools

Special Rules:
- Independent Character
- Furious Charge
- Mob Rule
- Waaagh!

Transport:
- A Big Mek may take a Junka as a dedicated transport vehicle (see page 131)

Options:
- Replace Choppa with one of the following:
  - Burna ..... +20 pts
  - Power klaw ..... +25 pts
- Replace Slugga with one of the following:
  - Twin-linked shoota ..... +5 pts
  - Shoota/rokkit kombi-weapon ..... +5 pts
  - Shoota/skorcha kombi-weapon ..... +5 pts
  - Kustom mega blasta ..... +15 pts
- Replace slugga with one of the following:
  - Mega-armour ..... +40 pts
  - Shokka attack gun ..... +60 pts
  - Kustom forcefield ..... +50 pts
- May take one of the following:
  - Ammo runt ..... +3 pts
  - Cybork body ..... +10 pts
  - 'Eavy armour ..... +5 pts
  - Bosspole ..... +5 pts
  - Attack squig ..... +15 pts
- May be accompanied by up to three:
  - Grot Oilers ..... +5 pts per model

PAIN BOSS ..... 50 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Pain Boss	4	2	4	4	2	3	3	8	6+

If an Ork Mad Dok or Painboy is particularly gifted and manages to survive the gratitude of his various 'Kustomers' they may grow big and powerful enough to become a Pain Boss, feared and sought after in (almost) equal measure for their talents in cybork surgery and experimental dentistry.

Composition:
- 1 Painboss

Unit Type:
- Infantry

Wargear:
- Slugga
- 'Urty Syringe
- Dok's Tools

Special Rules:
- Independent Character
- Furious Charge
- Mob Rule
- Waaagh!
- The Dok is in!

Options:
- The Pain Boss may replace their Slugga with one of the following:
  - Power Klaw ..... +25 pts
  - Big Choppa ..... +5 pts
- The Pain Boss may take any of the following:
  - Cybork body ..... +10 pts
  - 'Eavy armour ..... +5 pts
  - Bosspole ..... +5 pts
  - Attack squig ..... +15 pts
- May be accompanied by up to three:
  - Grot Orderlies ..... +5 pts per model

The Dok is in!: Each Pain Boss in the army allows a single unit of Spanna Boyz in the army to have Cybork bodies for +3 points a model.

HQ

KUSTOM MEKA-DREAD ..... 180 POINTS

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Meka-Dread	4	2	8(10)	13	13	11	2	3

Composition:
- 1 Kustom Meka-Dread

Unit Type:
- Vehicle (walker)

Special Rules:
- Ramshackle Monster

Wargear:
- Fixin' Klaws
- Two Rippa Klaws
- Armour Plates
- Grot Riggers

Options:
- The Meka-Dread must take only one of the following 'kustom jobs':
  - Mega Charga ..... +15 pts
  - Rokkit-Bom Racks ..... +35 pts
  - Kustom Force Field ..... +15 pts
- The Kustom Meka-Dread may replace one of its Rippa Klaws with one of the following weapons (losing -1 Attack):
  - Big Zzappa ..... +15 pts
  - Shunta ..... +25 pts
  - Rattler Kannon ..... +10 pts

A Meka-Dread may be chosen as a Heavy Support choice in a standard Ork Army which also contains at least one other Mega-Dread.

Ramshackle Monster: The Meka-Dread is a smoke-belching monstrosity, heavily plated with ablative armour and is a difficult machine to stop once it's gotten going! It has a 5+ Invulnerable Save against attacks.

Rippa Klaw: The Rippa Klaw is counted as a Dreadnought close combat weapon, and adds +1 to the result rolled on the Vehicle Damage chart. Additionally, in Cities of Death games, a model equipped with a Rippa Klaw always counts as having a Wrecker Stratagem.

Fixin' Klaws: The Mek inside the Dread has converted the machine with an octopus-like array of extra grabber-arms, pincers, blowtorches and the like, allowing him to use the machine like a terrifyingly large work rig. The Meka-Dread counts as being equipped with Mek's Tools, (and can even attempt to fix itself on a turn where it is not stunned, using the standard rules). In addition, all those extra limbs means the Meka-Dread gains +2 Attacks on the turn it charges rather than +1.

Mega-Charga: This upgrade may be used once per game. At the start of the Movement phase, roll a D6. On the roll of a '1' the Meka-Dread is immobilised (note the Ramshackle Monster rules do not apply to this damage). On any other result, the Meka-Dread gains the Fleet universal special rule for this turn.

Rokkit-Bom Racks: The Meka-Dread is outfitted with a plethora of rocket-tubes, mortars and bom-chukkas across its back and shoulders which it can fire in the general direction of the enemy. The Meka-Dread counts as being armed with a Lobba that can fire D3 shots per turn. After it has fired roll a D6, on the roll of a 1 or 2 the racks have run out of ammunition and can not be fired for the rest of the game.

Kustom Force Field: The Meka-Dread is equipped with a powerful force field projector. All units within 6" (measured from the Meka-Dread's main hull) gain a cover save of 5+. Vehicles, including the Meka-Dread itself, are treated as being obscured targets when fired at. The force field has no effect in an assault. Note that the Meka-Dread can only take a single save against any particular attack.

Shunta: A shunta is a compact magneto-gravitic 'traktor' gun, related to the lifta-droppa, which when used as a weapon hurts a 'bubble' of force that smashes into its target like a solid wall, pulverizing flesh and smashing machinery. The shunta uses the profile below, but when fired against vehicles can re-roll failed armour penetration rolls.

WEAPON	RANGE	STR	AP	SPECIAL
Shunta	24"	8	4	Heavy 1, 3" Blast, Pinning, re-roll armour penetration against vehicles

SPECIAL CHARACTER: MEK BOSS BUZZGOB ..... 100 POINTS

see page 123

BURNA BOYZ ..... 15 POINTS PER MODEL

	WS	BS	S	T	W	I	A	LD	SV
Burna Boy	4	2	3	4	1	2	2	7	6+
Mek	4	2	3	4	1	2	2	7	6+

The backbone of any large construction or scavenging project, these boyz do the cutting and welding. They also get to burn stuff and serve as frontline shock troops in battle and generally bully the Spanna Boyz.

Composition:
- 5-15 Burna Boyz

Unit Type:
- Infantry

Wargear (Burna Boyz):
- Burna

Wargear (Mek):
- Mek's Tools
- Kustom mega blasta

Special Rules:
- Furious Charge
- Mob Rule
- Waaagh!

Dedicated Transport:
- As long as the mob numbers 12 models or less, it may take a Scrap Trukk as a dedicated transport.

Options:
- Up to three Burna Boyz may be upgraded to:
  - Meks ..... free
- Any Mek may replace his kustom-mega blasta with:
  - Slugga and Choppa ..... free
  - Big Shoota ..... free
  - Rokkit Launcha ..... 5 pts

  Any Mek may be accompanied by:
  - Grot Oiler ..... 5 pts per model

CYBORK SLASHA MOB ..... 170 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Cybork Slasha	4	2	4	4	2	3	3	7	6+
Painboy	4	2	4	4	2	3	3	7	6+

Cybork Slashas are the largest and meanest Orks under the sway of the Big Meks. Cybork Slashas are also the subject of the Painboy's experiments in 'improvin' the Orks they can get their hands on, regardless of whether the Ork in question is willing or not.

Composition:
- 4 Cybork Slashas
- 1 Painboy

Unit Type:
- Infantry

Wargear (Cyborks):
- Slugga
- Choppa
- Cybork Body

Wargear (Painboy):
- Dok's Tools
- 'Urty Syringe
- Cybork Body

Special Rules:
- Furious Charge
- Mob Rule
- Waaagh!

Options:
- May have up to five
  - additional Cybork Slashas ..... 30 pts per model
- Any Cybork may replace his Choppa with:
  - Big Choppa ..... 5 pts each
  - Power Klaw ..... 25 pts each
- Up to two Cyborks may replace their Sluggas with one of the following:
  - Twin-linked Shoota ..... 5 pts each
  - Shoota/rokkit kombi-weapon ..... 5 pts each
  - Shoota/skorcha kombi-weapon ..... 5 pts each
- The entire mob may take Stikkbombs ..... +1 pt per model
- The entire mob may take 'Eavy armour ..... +5 pt per model
- The Painboy may take a Bosspole ..... +5 pts
- The Painboy may be accompanied by up to two:
  - Grot Orderlies ..... 5 pts per model

Dok's 'speriments

Roll a D6 at the start of the game for each unit of Cybork Slashas to see what experiments the Mad Dok's been conducting recently, and apply the effect to the whole unit.

1-2 Nuthin 'Speshul: Apart from a few fetching cosmetic alterations and the inclusion of some useless add-ons (like head-lamps and steam-powered squig dispensers), the experiments have yielded no particular game effects.

3-4 Turbo-Killas: By the use of monowheels, hydraulic legs, rokkit boots and other perilous improvements, the Cyborks can get stuck in even faster than before, although with a few unavoidable casualties along the way. The unit gains the Fleet universal special rule, but every time they run, the unit suffers D3 wounds as things blow up and bits fly off (normal saves may be taken).

5-6 Tinboy Brutes: The Dok's got carried away and there's a lot of ironwork and very little Ork left! The unit's Toughness scores are increased to 5, but they gain the Slow and Purposeful universal special rule.

MEKBOY JUNKA ..... 65 POINTS

	BS	Armour F	Armour S	Armour R
Mekboy Junka	2	11	11	10

Junkas are Kustom rides built to show off their creator's skills and serve as a test-bed for their latest projects. They are loud, fast and often deadly, reliable however, is something that they are not...

Composition:
- 1 Mekboy Junka

Unit Type:
- Vehicle (Tank, Open Topped)

Wargear:
- Three pintle-mounted Big Shootas
- Grot Riggers
- Turbo-Charga
- One of the following:
  - Reinforced Ram
  - Deff Rolla
  - Wreckin' Ball
  - Grabbin' Klaw

Transport capacity:
- The Mekboy Junka has a transport capacity of 10 Orks and may only carry infantry (Mega-armoured Orks count as two models)

Access/Fire Points:
- If given an 'Ard Case, the Mekboy Junka has 3 Access points: left side door, right side door & rear door. Two transported Orks may fire from its top hatch

Options
- The Junka may have any of the following upgrades:
  - 'Ard case ..... +10 pts
  - Stikkbomb chukkas ..... +5 pts
  - Red paint job ..... +5 pts
- The Mekboy Junka may exchange any of its Big Shootas for one of the following:
  - Skorcha ..... free
  - Rokkit launcha ..... +5 pts each
  - Twin big shoota ..... +10 pts each
  - Twin rokkit launcha ..... +15 pts each
  - Kustom mega blasta ..... +15 pts each
- The Mekboy Junka may be equipped with one of the following pieces of 'Speshul Gear' at the points cost listed, but if it does, its transport capacity drops to 6:
  - Turret-mounted supa-skorcha ..... +20 pts
  - Turret-mounted big-zzappa ..... +35 pts
  - Up to two grot bomms ..... +15 pts each
  - Kustom force field generator[1] ..... +75 pts
  - Turret-mounted shokk attack gun[2] ..... +100 pts

[1] *The force field effect covers the Junka and extends out from its main hull edges.*

[2] *When the Shokk Attack Gun misfires, treat references on the chart to the 'Mek' as referring to the Junka, on a 'Zoink' result, treat the targeted model as being either tank shocked (or rammed at full speed if the target is a vehicle) by the Junka.*

Turbo-Charga: Mekboyz take pride in adding nitro-injectors, mag-velocitators, volatile squig-squeezers and other insane devices to their Junkas; all so they can be sure of leaving their rivals in the dust.... well, most of the time anyway! At the start of its movement, the owning player can nominate that the Junka is using its turbo. Roll a D6. On the result of a '1' the Junka is immediately Immobilised, on any other result it counts as a Fast vehicle that turn.

In a Codex Orks army, a Mekboy Junka may be taken as an Elites choice or as a dedicated transport option for an Ork Big Mek.

TROOPS

1+ SPANNA BOYZ MOB ..... 6 POINTS PER MODEL

	WS	BS	S	T	W	I	A	LD	SV
Boy	4	2	3	4	1	2	2	7	6+
Mek	4	2	3	4	1	2	2	7	6+

Spanna Boyz provide the basic labour force of the Meks, good for - fetching, carrying and clobbering things, while many are simply paying off debts in order to get their hands on some firepower! Note: An Ork Dread Mob army must contain at least 1 Spanna Boyz mob.

Unit Composition:
- 10-20 Boyz

Unit Type:
- Infantry

Wargear:
- Slugga
- Choppa

Mek:
- Mek's Tools
- Slugga and choppa

Special Rules:
- Furious Charge
- Mob Rule
- Waaagh!

Dedicated Transport:
- As long as the mob numbers 12 models or less, it may take a Scrap Trukk as a dedicated transport.

Options:
- The entire mob may replace their sluggas and choppas with:
  - Shootas ..... free
- The entire mob may take:
  - Stikkbombs ..... +1 pt per model
- One Boy may be upgraded to a Mek ..... +10 pts
- The Mek may replace their slugga and choppa with:
  - Burna ..... +10 pts
  - Rokkit Launcha ..... +10 pts
  - Big shoota ..... +5 pts
  - Kustom mega blasta ..... +10 pts
- The Mek may be accompanied by:
  - a Grot Oiler ..... +5 pts

GRETCHIN SCAVENGER MOB ..... 4 POINTS EACH

	WS	BS	S	T	W	I	A	LD	SV
Gretchin	2	3	2	2	1	2	1	5	-
Runtherd	4	2	3	4	1	2	2	7	-

Scavenger grots are often even more crazed and short lived than most other Gretchin. They swarm over wrecks like locusts, quickly stripping them of anything useful (or at least shiny), for which they are rewarded with food, squig-treats or sometimes weapons.

Unit Composition:
- 10-30 Gretchin Scavs
- 1-3 Runtherd

Unit Type:
- Infantry

Wargear (Gretchin):
- Gretchin Blasta
- Firebombz

Wargear (Runtherd):
- Grabba Stikk
- Slugga
- Squig Hound

Special Rules (Gretchin):
- It's a Grots life!

Special Rules (Runtherd)
- Furious Charge
- Mob Rule
- Waaagh!

Options:
- For every ten Gretchin Scavs you must take one Runtherd:
  - Runtherd ..... +10 pts per model
- Runtherd may replace their Grabba Stikks with:
  - grot-prods ..... +5 pts per model

Firebombz: Grot Scavs, having spent far too long around the Meks than is good for their fragile sanity, cheerful equip themselves with all manner of improvised and suicidally improvised explosives and incendiaries, often siphoned from the burna boyz' tanks when they aren't looking. The scavenger unit counts as being equipped with both Assault and Defensive grenades, but any time their effect comes into play the mob suffers D3 wounds as the grots mis-throw, fall over and explode, or humorously set fire to each other in their excitement.

TROOPS

DEFF DREAD MOB ..... 85 POINTS PER MODEL

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Deff Dread	4	2	5(10)	12	12	10	2	3

Clanking metal monsters decked out with heavy weapons and giant shear-bladed claws and buzzsaws, Deff Dreads are crude but savagely effective Ork combat walkers, able to crush enemy troops into paste, smash barricades and pulverise tanks. They are the core of any Dread mob, and the fruits of its Big Mek commander's obsession with making the stompiest killing machines they can.

Unit Composition:
- 1-3 Deff Dreads

Unit Type:
- Vehicle (walker)

Wargear:
- Two Dreadnought close combat weapons

Options:
- Any Deff Dread must take any two of the following:
  - Big Shoota ..... +5 pts each
  - Skorcha ..... +5 pts each
  - Rokkit Launcha ..... +5 pts each
  - Kustom mega blasta ..... +10 pts each
  - Dreadnought close combat weapon* ..... +10 pts each

  *each additional Dreadnought close combat weapon adds +1 Attack
- Any Deff Dread may also take any of the following:
  - Grot riggers ..... +5 pts
  - Armour plates ..... +10 pts

DEDICATED TRANSPORT

SCRAP TRUKK ..... 35 POINTS

	BS	Armour F	Armour S	Armour R
Scrap Trukk	2	10	10	10

Trukks are robust wheeled transports usually dedicated to getting the Ork Boyz into a fight as quickly as possible. Scrap Trukks on the other hand are a bit slower than most, chiefly because they are weighed down with all manner of scavenged scrap metal, spare parts and oddments of machinery for the Meks, which has the side effect of adding some extra protection to the Trukk itself.

Composition:
- 1 Scrap Trukk

Unit Type:
- Vehicle (Open Topped)

Wargear:
- Big Shoota
- Armour Plates
- Grabbin' Klaw

Special Rules:
- Ramshackle (see page 153)

Transport capacity:
- 12 models. Models in mega armour count as two models each.

Options:
- The Trukk may replace its big shoota with a rokkit launcha ..... +5 pts
- The Trukk may take any of the following:
  - Red paint job ..... +5 pts
  - Grot riggers ..... +5 pts
  - Stikkbomb chukka ..... +5 pts
  - Boarding plank ..... +5 pts
  - Wreckin' ball ..... +10 pts
  - Reinforced ram ..... +5 pts

FAST ATTACK

DEFFKOPTAS ..... 35 POINTS PER MODEL

	WS	BS	S	T	W	I	A	LD	SV
Deffkopta	4	2	3	4(5)	2	2	2	7	4+

The lunatic inventions of Meks obsessed by flight, Deffkoptas are one-Ork low-level attack craft that hurtle over the battlefield propelled by spinning blades and roaring jets, spitting fire as they go.

Unit Composition:
- 1-5 Deffkoptas

Unit Type:
- Jetbikes

Wargear:
- Choppa
- Twin-linked Big Shoota

Special Rules:
- Furious Charge
- Mob Rule
- Scout
- Hit and Run

Options:
- Any Deffkopta may replace its twin-linked Big Shootas with one of the following:
  - Twin-linked Rokkit Launcha ..... +10 pts
  - Kustom mega-blasta ..... +5 pts
- Any Deffkopta may be equipped with:
  - Bigbomm ..... +15 pts
  - Buzzsaw (counts as Power Klaw) ..... +10 pts

Bigbomm: Once per game, a Kopta with a bigbomm may make a special attack, even if it has turbo-boosted that turn. For each bigbomm dropped place the large (5") Blast template with the central hole on a model that the kopta has passed over during its Movement phase. The bigbomm scatters D6" and is resolved with Strength 4 and AP 5.

WARKOPTAS ..... 65 POINTS PER MODEL

		Armour		
	BS	F	S	R
Warkopta	2	10	10	10

Held aloft by multiple whirling blades, Warkoptas are little more than smoke-belching metal skeletal frames decked out with guns and thrusters, with plenty of hand-holds for the Boyz to hang off. Nevertheless these machines are startlingly robust and effective, and always popular with those Orks who like the idea of dropping from the sky directly onto their victims.

Unit Composition:
- 1-3 Warkoptas

Unit Type:
- Vehicle (Skimmer, Fast, Open Topped)

Wargear:
- One wing-mounted twin-linked Deffgun
- One nose-mounted Big Shoota

Transport Capacity
- 10 models. A Warkopta may only carry infantry models and may not carry models in mega-armour (they're just too heavy!)

Options:
- Any Warkopta may replace its Big Shoota with one of the following:
  - Skorcha ..... free
  - Rokkit Launcha ..... +10 pts
  - Kustom mega blasta ..... +15 pts
- Any Warkopta may replaces its twin-linked Deffgun with:
  - Twin-linked Rattler Kannon ..... +10 pts
- Any Warkopta may take any of the following:
  - Red Paint Job ..... +5 pts
  - Stikkbomb Chukkas ..... +5 pts
  - Up to two Bigbombs ..... +15 pts each

Rattler Kannon: The Rattler is a steam or electrically driven automatic kannon able to keep up a huge rate of fire, at least until it runs of ammo or something vital breaks!

WEAPON	RANGE	STR	AP	SPECIAL
Rattler	24"	4	6	Heavy 2D6, Jam!

Jam!: Roll 2D6 each time the Rattler is fired in order to determine the number of shots. If a double '1' is rolled, the weapon is taken out of action, just as if it had received a Weapon Destroyed result on the Vehicle Damage chart. Note, that a Mek can can try to fix this as normal.

FAST ATTACK

KILLA KAN ATTACK MOB ..... 40 POINTS PER MODEL

				Armour				
	WS	BS	S	F	S	R	I	A
Killa Kan	2	3	5(10)	11	11	10	2	2

Killa Kans are smaller than Deff Dreads, and often far more shoddy affairs piloted by over-eager and deranged grots. However, they still mount heavy-duty weapons, and Meks often hurl whole mobs of these metal monsters into the teeth of their enemies, knowing they can rebuild them easily enough if they have to, and there's always an eager supply of grot volunteers.

Unit Composition:
- 3-5 Killa Kans

Unit Type:
- Vehicle (walker)

Wargear:
- Dreadnought close combat weapon
- Big Shoota

Options:
- Any Killa Kan may replace its Big Shootas with one of the following:
  - Skorcha ..... free
  - Grotzooka ..... +5 pts
  - Rokkit Launcha ..... +10 pts
  - Kustom mega blasta ..... +15 pts
- Any Killa Kan may take any of the following:
  - Grot riggers ..... +5 pts
  - Armour plates ..... +10 pts

GROT TANK BATTLE MOB ..... 30 POINTS PER MODEL

		Armour		
	BS	F	S	R
Grot Tank	3	10	10	10

Grot riggers and scavs that hang around with the Mekboyz for too long often get ideas above their station, and given sufficient opportunity for light-fingered pilfering can start their own 'projecks' in dark corners of the mekshops. Grot tanks are one of the more infamous of these; diminutive, tracked, ramshackle piles of scrap metal clanking along with the biggest engine and gun the grots can steal or kitbash. Some Big Meks look on these contraptions fondly, turning a blind eye to the rampant stealing involved in making them – particularly as they make excellent cannon-fodder!

Unit Composition:
- 3-6 Grot Tanks

Unit Type:
- Vehicle (Tank)

Wargear:
- None

Special Rules:
- Full Speed Ahead!
- Rolling Scrap-Pile

Options:
- Each Grot Tank in the mob must take one of the following weapons:
  - Big Shoota ..... free
  - Skorcha ..... +5 pts
  - Grotzooka ..... +10 pts
  - Rokkit Launcha ..... +15 pts
  - Kustom Mega Blasta ..... +20 pts
  - Any Grot Tank may also have a pintle-mounted Shoota for ..... +5 pts
- The entire mob may be upgraded with red paint jobs for ..... +5 pts per model
- One Grot Tank can be upgraded to a 'Kommanda' for +15 points, to shout orders and keep the mob in line. The Kommanda's tank is even more overbuilt and mounts a second weapon chosen from the list above. Unless the Kommanda's tank has been destroyed, the mob may re-roll its move distance, but must take the second result even if it is worse than the first.

Grot Tank Mobs may be taken as an Elite choice in a Codex Ork army, as long as the army also contains at least one Big Mek.

Full Speed Ahead!: To the crazed grots piloting these machines, the whole point of the tank is to hurtle around as fast as possible using their over-powered engines, blasting away as they go. Not that this always goes to plan, as the bellowed orders get misunderstood or squabbles break out inside. Grot Tanks move 2D6" per turn as opposed to the standard rules for vehicles, but can always fire their weapons when they do so. Alternately they can opt to go flat-out and roll 3D6" instead and fire no weapons. Roll once for the entire mob, and the distance rolled indicates the furthest any tank in the mob can move that turn. However, this can all go horribly wrong, and if a double 1 is rolled for movement, one Grot Tank (chosen by the Ork player) suffers an automatic penetrating hit.

Rolling Scrap-Pile: Grot Tanks are moving conglomerations of all kinds of scrap, old machinery and looted bitz – not all of it needed by any means! This can result in the enemy haplessly blowing off useless junk from the Grot Tank without actually damaging it. As a result Grot Tanks have an Invulnerable save of 5+, except against Ordnance and Destroyer weapons, which simply blast them to bits.

HEAVY SUPPORT

MEGA-DREAD ..... 175 POINTS

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Mega-Dread	4	2	8(10)	13	13	11	2	3

A huge thundering walker twice the size and more of a Deff Dread, Mega-Dreads embody the Mekboy love of violence and machine-work taken to the extreme, able to rip open the largest tank in their claws and mounting weapons usually only seen on a heavy vehicle. Heavily armoured, they can stomp through a hail of fire to reach their victims, bellowing savage war cries through deafeningly loud speakers as they go.

Unit Composition:
- 1 Mega-Dread

Unit Type:
- Vehicle (walker)

Wargear:
- Killkannon
- Rippa Klaw
- Two Big Shootas
- Armour Plates

Special Rules:
- Ramshackle Monster

Options:
- The Mega-Dread may take the following:
  - One additional Big Shoota ..... +10 pts
  - Grot Riggers ..... +5 pts
  - Mega-charga ..... +15 pts
- The Mega-Dread may replace its Killkannon with:
  - A Supa-skorcha ..... Free
  - An additional Rippa Klaw (+1 Attack) ..... Free
- Alternately the Mega-Dread may replace its Rippa Klaw with another Killkannon, upgrading its Killkannon to be twin-linked (but losing -1 Attack) ..... +35 pts
- The Mega-Dread may replace either or both its big shootas with:
  - Skorchas ..... free
  - Rokkit launchas ..... +5 pts each
  - Mega-blastas ..... +10 pts each

Ramshackle Monster: The Mega-Dread is a smoke-belching monstrosity, heavily plated with ablative armour and is a difficult machine to stop once it's gotten going! It has a 5+ Invulnerable save against attacks.

Rippa Klaw: The Rippa Klaw is counted as a Dreadnought close combat weapon, and adds +1 to the result rolled on the Vehicle Damage chart. Additionally, in Cities of Death games, a model equipped with a Rippa Klaw always counts as having a Wrecker Stratagem.

Mega-Charga: This upgrade may be used once per game. At the start of the Movement phase, roll a D6. On the roll of a 1 the Mega-Dread is immobilised (note the Ramshackle Monster rule does not apply to this damage). On any other result, the Mega-Dread gains the Fleet universal special rule for this turn only.

HEAVY SUPPORT

LOOTA MOB ..... 15 POINTS PER MODEL

	WS	BS	S	T	W	I	A	LD	SV
Lootas	4	2	3	4	1	2	2	7	6+
Mek	4	2	3	4	1	2	2	7	6+

Obsessed with firepower and carrying the biggest guns possible, Lootaz scavenge the battlefield for weapons and munitions and have a well-justified reputation for pinching anything not nailed down to fuel their dakka-habit. Often heavily in debt to the Big Meks, Lootz are more than happy to put their huge multi-barrelled Deffguns at the Meks' disposal in return for a share in the spoils of war.

Composition:
- 5-15 Lootaz

Unit Type:
- Infantry

Wargear (Lootaz):
- Deffguns

Wargear (Meks):
- Mek Tools
- Kustom Mega-Blasta

Special Rules
- Furious Charge
- Mob Rule
- Waaagh!

Dedicated Transport:
- As long as it numbers 12 models or less, a Loota Mob may take a Looted Wagon as a dedicated transport.

Options:
- Up to three Lootaz may be upgraded to Meks ..... free
- Any Mek may replace his kustom mega blasta with:
  - Slugga and choppa ..... free
  - Big shoota ..... free
  - Rokkit launcha ..... +5 pts per model
- Any Mek may be accompanied by a:
  - Grot Oiler ..... +5 pts per model

LOOTED WAGON ..... 35 POINTS

	BS	Armour F	Armour S	Armour R
Looted Wagon	2	11	11	10

Ork Lootaz are masters of salvaging battlefield wrecks and turning captured vehicles into something they can use. Given the catch-all title of 'Looted Wagon', these vehicles are usually still recognisable in origin, be they once an Imperial Guard Basilisk or a Space Marine Rhino. Soon though, they are likely to be turned into something decidedly more 'Orky' as they are blasted, scrapped and rebuilt time and again.

Composition
- 1 Looted Wagon

Unit Type:
- Vehicle (tank, open-topped)

Access/Fire Points:
- If given an 'Ard Case, the a Looted Wagon has 3 fire points: left side, right side, and rear and one access point in the rear.

Special Rules
- Don't Press Dat!

Transport Capacity
- 12 models. Models in mega-armour count as two models, and Looted Wagons which take the Boom Gun upgrade lose their transport capacity entirely.

Options:
- A Looted Wagon may take up to two of the following:
  - Big shoota ..... +5 pts each
  - Rokkit launcha ..... +10 pts per model
- A Looted Wagon may take up to one of the following:
  - Skorcha ..... +15 pts
  - Boom gun* ..... +70 pts
- A Looted Wagon take any of the following
  - 'Ard case ..... +10 pts
  - Red paint job ..... +5 pts
  - Grot riggers ..... +5 pts
  - Stikkbomb chukka ..... +5 pts
  - Armour plates ..... +10 pts
  - Boarding planks ..... +5 pts
  - Wreckin' ball ..... +10 pts
  - Reinforced ram ..... +5 pts
  - Grabbin' klaw ..... +5 pts

**Loota Wagons bought as dedicated transports may not take a Boom Gun*

Don't Press Dat: Due to their non-Ork technology, Looted Wagons are prone to unforeseen difficulties. Each Looted Wagon must roll a dice at the start of each Ork Movement phase. On a roll of a 1, that vehicle must move directly forwards as far as possible, as the Orks inside get carried away. This can potentially mean that the Wagon may Tank Shock an enemy unit. Passengers may not disembark this turn.

LIFTA WAGON ..... 225 POINTS

		Armour		
	BS	F	S	R
Lifta Wagon	2	14	12	10

For serious heavy lifting and salvage, the Orks bring in the Lifta-Droppas. These are huge 'traktor' beam devices built with their own temperamental 'atom smashas' to power them. To make them more mobile, Big Meks often fit them to Battlewagon chassis', and they can make for devastating if unpredictable weapons on the battlefield.

Composition:
- 1 Lifta Wagon

Unit Type:
- Vehicle (tank, open-topped)

Wargear
- Lifta-Droppa

Transport Capacity
- Six models. Models in mega-armour count as two models.

Options:
- The Lifta Wagon may take any of the following:
  - Deff rolla* ..... +20 pts
  - Red Paint Job ..... +5 pts
  - Grot riggers ..... +5 pts
  - Stikkbomb chukka ..... +5 pts
  - Armour plates ..... +10 pts
  - Boarding plank ..... +5 pts
  - Wreckin' ball ..... +10 pts
  - Grabbin' klaw ..... +5 pts
  - Reinforced ram* ..... +5 pts

* *May not take both a deff rolla and a reinforced ram*

- The Lifta Wagon may take up to two of the following:
  - Big Shoota ..... +5 pts each
  - Rokkit Launcha ..... +10 pts each

LIFTA-DROPPA

The lifta-droppa is a large magno-traktor beam used to hurl enemy tanks about like toys. In order to use the lifta-droppa, choose an enemy vehicle (this may not be a flyer or super-heavy) as a target. If the chosen target is within the weapon's range, it is caught by the Traktor Beam. Roll a Scatter dice; if a Hit is rolled the vehicle is lifted and dropped on the spot taking D6 glancing hits. If an arrow is rolled, the vehicle can be dropped anywhere within 24" of its starting point along the line of the arrow. It suffers D6 glancing hits. Vehicles caught in the beam cannot be dropped on flyers.

If dropped onto a non-vehicle unit, the unit takes 2D6 wounds (armour saves are allowed). If dropped onto another vehicle, then that vehicle also suffers D6 glancing hits.

Any models that end up under the lifta-droppa's hurled vehicle are moved aside to allow it to land, just as if they were tank shocked by the vehicle (except for super-heavy vehicles and gargantuan creatures, which are not moved – instead assume they have tank-shocked the dropped vehicle).

The dropped vehicle is always turned to face the direction of the arrow. If the model is dropped in impassable terrain it is destroyed. When resolving the fire of the lifta-droppa, ignore power fields and void shields.

Atom-Smasha Overload (In Apocalypse Only): Many Meks jury-rig their Lifta Wagons by dangerously overloading their power supply. Once per game the Ork player may declare that the Lifta-Droppa is 'overloadin'. Its next shot has the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Lifta-Droppa Overload	48"	D	1	Heavy , 10" Blast

After resolving the shot roll a D6. On a 1-2 the Lifta-Droppa suffers a Weapon Destroyed result (the Dangerous Power Gubbinz rule also applies). On a 3+ the Lifta-Droppa is okay and may continue to fire as normal.

Dangerous Power Gubbinz: The Lifta-Droppa is a large and temperamental weapon needing a dangerous power supply so large that only the Orks would be reckless enough to mount it on a vehicle as small as a Battlewagon. If the Lifta Wagon suffers a Weapon Destroyed result on the Vehicle Damage chart that takes out the Lifta-Droppa, roll a D6. On the roll of a 4+ it suffers an additional Penetrating Hit.

BIG TRAKK ..... 50 POINTS

		Armour		
	BS	F	S	R
Big Trakk	2	12	11	10

Made for when a normal Trukk just isn't big enough, Big Trakks are heavy rigs that can carry the Orks over the worst terrain or mount their Big Gunz and lots of gear. They aren't that fast, or as tough as a real Battlewagon, but they make up for this in hauling power.

Composition:
- 1 Big Trakk

Unit Type:
- Vehicle (Tank, Open Topped)

Wargear:
- Two Big Shootas
- Armour Plates

Transport Capacity:
- 12 Orks, infantry only (mega-armoured models count as two models each).

Fire/Access Points:
- If given an 'Ard case, the Big Trakk has two fire points on each side and a rear access door.

Rumbler: The Big Trakk's heavy treads enable it to rumble over most adverse terrain with ease, all the better for any boyz on board to get to grips with any sneaks trying to hide from a good kicking! The Big Trakk may re-roll Difficult and Dangerous Terrain tests as long as it is moving at Combat Speed.

In a Codex Orks army, a squadron of 1-3 Big Trakks may be chosen as a single Heavy Support choice.

Options
- The Big Trakk may exchange either of its Big Shootas for one of the following:
  - Scorcha ..... +5 pts each
  - Rokkit Launcha ..... +10 pts each
- The Big Trakk may also mount one of the following Big Gunz; however if it does so, the Big Trakk's transport capacity is reduced to 6 models:
  - Kannon ..... +10 pts
  - Lobba ..... +10 pts
  - Zzap gun ..... +15 pts
  - Supa-skorcha ..... +10 pts
  - Big lobba ..... +30 pts
  - Killkannon ..... +45 pts
  - Flakka-gunz ..... +40 pts
  - Big-zzappa ..... +30 pts
  - Supa-kannon* ..... +20 pts

  If this is chosen the Big Trakk loses its transport capacity entirely
- The Big Trakk can also have up to two additional pintle-mounted weapons; these may be either:
  - Big shootas ..... +5 pts each
  - Scorchas ..... +10 pts each
  - Rokkit launchas ..... +15 pts each
- The Big Trakk may also take any of the following upgrades:
  - Boarding plank ..... +5 pts
  - 'Ard case ..... +10 pts
  - Stikkbomb chukkas ..... +5 pts
  - Red paint job ..... +5 pts
  - Grot riggers ..... +5 pts
- The Big Trakk may also have one of the following:
  - Reinforced ram ..... +10 pts
  - Deff rolla ..... +10 pts
  - Wrekin' ball ..... +10 pts
  - Grabbin' klaw ..... +10 pts
- The Big Trakk may also have up to two Grot sponsons ... +5 pts each

ORK GUN COMPILATION

SHOOTAS AND SLUGGAS (DAKKA-DAKKA!)

WEAPON	RANGE	STR	AP	SPECIAL
Slugga	12"	4	6	Pistol
Shoota	18"	4	6	Assault 2
Shazgun	24"	5	D6	Assault 1
Big Shoota	36"	5	5	Assault 3
Dakkaguns	18"	5	5	Assault 3
Deffguns	48"	7	4	Heavy D3
Rattler Kannon	24"	4	6	Heavy 2D6, Jam!
Flakka Gunz	48"	7	4	Assault 4, AA mount
Gigashoota	48"	6	4	Heavy 6D6
Supa-Gatler	48"	7	3	Heavy 2D6, psycho-dakka-blasta!
Deff Arsenal	120"	9	3	Heavy 3D6 + D3 Supa-Rokkits

KANNONS

WEAPON	RANGE	STR	AP	SPECIAL
Kannon				
- Frag	48"	4	5	Heavy 1, 3" blast
- Shell	48"	8	3	Heavy 1
Kill-kannon	24"	7	3	Ordnance 1, 5" blast
Boom Gun	36"	8	3	Ordnance 1, 5" blast
Supa-Kannon	60"	9	3	Ordnance 1, 5" blast
Krusha Kannon				
- Boom Shell	60"	8	3	Ordnance 1, 5" blast
- Tankhamma shell	60"	10	2	Ordnance 1
- Scrap Kanister	Hellstorm	5	4	Heavy 1
- Blast Burna	48"	4	5	Heavy 1, 7" blast, no cover saves
Deth Kannon	72"	10	1	Ordnance 1, 7" blast
Bursta Kannon	36"	D	2	Ordnance 1, Blast 7"
Skullhamma Kannon	60"	9	3	Ordnance 1, 10" blast
Belly Gun	72"	7	3	Ordnance 1, Blast 3D6***

SKORCHAS AND BURNAS

WEAPON	RANGE	STR	AP	SPECIAL
Burna	Template	4	5	Assault 1
Skorcha	Template	5	4	Assault 1
Supa-Scorcha	Template	6	3	Assault 1
Flame Belcha	Hellstorm	6	3	Assault 1, Template

ROKKITS AND BOMMS

WEAPON	RANGE	STR	AP	SPECIAL
Rokkit Launcha	24"	8	3	Assault 1
Supa-Rokkit	72"	8	3	Heavy 1, one use, Grot guided
Grot Bomm	24"-72"	8	3	Ordnance 1, 5" blast, barrage, one use, twin-linked
Bomm	Bomb	6	4	Apocalyptic Barrage (#), one-shot
Burna Bomm	Hellstorm	5	4	Inferno, one-shot

LOBBAS

WEAPON	RANGE	STR	AP	SPECIAL
Lobba	48"	5	4	Heavy 1, 3" blast, barrage
Big-Lobba	48"	6	4	Ordnance 1, 5" blast, barrage
Supa-Lobba	48"	7	4	Ordnance 1, 7" blast, barrage

ZZAPPAS AND LASERS

WEAPON	RANGE	STR	AP	SPECIAL
Kustom Mega-Blasta	24"	8	2	Assault 1, Gets Hot!
Zzap Gun	36"	2D6*	2	Heavy 1
Big-Zzappa	48"	2D6*	2	Heavy D3
Gaze of Mork	60"	2D6**	2	Heavy 3

MEKBOY ODDSTUFF

WEAPON	RANGE	STR	AP	SPECIAL
Shokk Attack Gun	60"	2D6±	2	Ordnance 1, 5" blast, Special
Lifta-Droppa	48"	n/a	n/a	Lifta-Droppa
Shunta	24"	8	4	Heavy 1, 3" Blast, Pinning, re-roll armour penetration against vehicles

GROT GUNZ (PAH!)

WEAPON	RANGE	STR	AP	SPECIAL
Grot Blasta	12"	3	-	Assault 1
Grotzooka	18"	6	5	Heavy 2, 3" blast

* Roll 2D6 to determine the weapon's strength for each shot it fires, rolls of '11' or '12' indicate that the shot is wasted (except in the case of a Big Gunz crew, in which case a grot crewman is killed and the shot is fired at Strength 10). Zzap guns and Big Zappas automatically cause a Crew Shaken result when they inflict a Glancing or Penetrating hit against a vehicle in addition to their rolled result.

** Roll 2D6 to determine the Strength of the Gaze of Mork's attacks each time you fire it, on a roll of '11' or '12' it inflicts hits as per a Destroyer attack (see the Apocalypse rules).

*** Roll 3D6 as indicated to determine the radius of the blast in inches from the target's point of the attack, all models inside this range are hit at the weapon's full strength as listed. Cover saves may be taken as normal.

± Roll 2D6 to determine the Shokk Attack Gun's strength each time it is fired, on any result of a 'double' or an '11' or '12' consult the Firing the Shokk Attack Gun table in *Codex Orks*.

\# Equal to the number of Bomms dropped in the bombing run.

Grot Guided: Hits on a 2+
Inferno: Only 1 Burna Bomm may be dropped per turn.
Jam!: See page 134
Lifta-Droppa: See page 138
Psycho-Dakka-Blasta: See page 142
Shunta: See page 129

ORK STOMPA WAAAGEAR

Krusha Ball: All Orks love smashing things to bits. No weapon of battle conveys the simple brutalities of violence so well as the Krusha ball – a vast chunk of reinforced metal so large that only a Stompa could swing it.

The Krusha ball is a Titan close combat weapon and replaces the close combat weapon the Stompa is armed with. If the Stompa is not otherwise engaged in close combat, the hefty Krusha ball can be swung in a vast sweeping arc of destruction. Nominate a direction (it is convenient to mark this with a Scatter dice) and roll 2D6. This is the number of inches in which the path of devastation travels. Assume the path is 2" wide and measure from directly below the position of your Krusha ball. Any model in its path takes a single destroyer hit, although infantry or jump infantry may take an Initiative test to avoid the blow. On a roll of a double 1 the backswing is too much and the Stompa itself takes a single destroyer hit in addition to any victims within 2" arc.

Any terrain touched by the Krusha's arc is removed and replaced with rubble.

Deff-Arsenal: When a Death Skull Warboss orders a Stompa built, he often supplies the Mek with the kind of scrap that only a grasping, grubby, hoarding, loota-loving, salvage king could acquire. Mekboyz delight in cobbling together such edifices of destruction and there is always room to attach, nail or weld on another gun, rokkit or spiky bit. In the end the towering Stompa literally bristles with weaponry from across the galaxy. Sometimes the gunz are even pointing in the right direction!

In addition to the Stompa's regular configuration of weapons, this upgrade adds loads of extra guns. In fact, there are so many gunz that it is impossible to load and fire them all! Roll 3D6 at the start of each Shooting phase to see how many extra shots the Stompa gets. All of the Deff-arsenal shots must target the same enemy squad.

Additionally, the deff arsenal allows for an extra D3 supa-rokkits to be fired each turn as desperate Grots frantically press the endless array of launching buttons inside the kontrol room. The rokkits may be fired at separate targets.

Belly Gun: In mimicry of the iron mountains known as Great Gargants, some Stompas and Kill Tanks mount their own belly guns. Belly gun shells are the size of a Warbike and are simply jam packed with explosives and shrapnel producing scrap. The resulting explosions sometimes level whole swathes of the battlefield and at other times only devastate a modest patch. A belly gun may only fire once every other turn and may not fire on Turn 1 – it simply takes too much time to load the next shell.

In a Stompa, the belly gun and its ridiculous-sized ammunition takes up so much space that it must sacrifice any transport capacity entirely.

To fire the belly gun you must nominate a target and place a marker. This must be a viable target and in the case of a large vehicle, the exact aiming spot must be marked. Roll to scatter as per a normal blast weapon but roll 3D6 for scatter instead of 2D6. This will determine the point that the shell lands. Next roll 3D6" to determine the blast radius of the belly gun. Every model within this range takes a S7 AP3 hit. Cover saves are allowed.

Stompa Red Paint Job: It takes a lot of paint to cover a Stompa – but once given a good coat of red, even a Stompa benefits from the mysterious Ork belief that 'red wunz go fastz'. A Stompa that pays for a red paint job moves 13" instead of 12".

Repair Krew: Meks often ride to battle on a Stompa, ready to weld repairs, reattach wires or hammer out dents. Some Meks cant even wait for battle damage to occur before launching into a flurry of frenzied fixin'. Repair krew can be seen scampering in and out of hatches, running up scaffolding and generally hanging precariously from the Stompa while doing dangerous work. It gets crowded inside the confined hull of a Stompa, but weapon krews are used to having repair Grots underfoot and it is standard procedure to keep firing your weapon while trying to 'fay a boot' into any Grot within reach.
During their Shooting phase, the repair krew may attempt to fix one thing per turn. Declare what you want the krew to fix and roll a dice, checking success on the chart below.

Repair Krew

Weapon A single weapon may be fixed and may shoot next turn	3+
Primary Weapon A single primary weapon may be fixed and may shoot next turn	5+
Damage Drive A single drive damage result may be immediately repaired	5+
Structure Point A single structure point may be immediately regained	6

Lifta-Droppa: The lifta-droppa is a large magno-traktor beam used to hurl enemy tanks about like toys. In order to use the lifta-droppa, choose an enemy vehicle (this may not be a flyer or super-heavy) as a target. If the chosen target is within the weapon's range, it is caught by the Traktor Beam. Roll a Scatter dice; if a Hit is rolled the vehicle is lifted and dropped on the spot taking D6 glancing hits. If an arrow is rolled, the vehicle can be dropped anywhere within 24" of its starting point along the line of the arrow. It suffers D6 glancing hits. Vehicles caught in the beam cannot be dropped on flyers.

If dropped onto a non-vehicle unit, the unit takes 2D6 wounds (armour saves are allowed). If dropped onto another vehicle, then that vehicle also suffers D6 glancing hits.

Any models that end up under the lifta-droppa's hurled vehicle are moved aside to allow it to land, just as if they were tank shocked by the vehicle (except for super-heavy vehicles and gargantuan creatures, which are not moved – instead assume they have tank shocked the dropped vehicle).

The dropped vehicle is always turned to face the direction of the arrow. If the model is dropped in impassable terrain it is destroyed. When resolving the fire of the lifta-droppa, ignore power fields and void shields.

Atom-Smasha Overload (Lifta-Droppa, Apocalypse Only): Many Meks jury-rig their Stompa by dangerously overloading their power supply. Once per game the Ork player may declare that the lifta-droppa is 'overloading'. Its next shot has the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Lifta-droppa Overload	48"	D	1	Heavy 1, 10" Blast

After resolving the shot roll a D6. On a 1-2 the lifta-droppa suffers a Weapon Destroyed result (the Dangerous Power Gubbins rule also applies). On a 3+ the lifta-droppa is OK and may continue to fire as normal.

Gaze of Mork (or Gork): Stompas are gigantic representations of Gork (or Mork) so it is quite common for them to have specially made heads to make them look more life-like. These heads are fitted with deadly force beams that can unleash an attack on nearby foes, so that the Orks can terrify the enemy with the mighty gaze of their gods.

Roll 2D6 for the strength of the Gaze every time it is fired, on a result of '11' or '12' it is treated as a Destroyer hit.

Grot Sponsons: Each Grot Sponson is an additional Big Shoota which uses a BS of 3. Instead of being treated as a standard vehicle mounted weapon, the Grot Sponson uses the same rules for firing as transported models using Firing Points (see the *Warhammer 40,000 rulebook* for more details) and is not counted as a weapon for the vehicle itself when taking damage. However, because of their precarious nature, every time a vehicle with Grot Sponsons suffers a Glancing or Penetrating hit, roll a D6 for each sponson which is destroyed. On a roll of 4+ the Grot is either splattered across the hull or the whole rig simply falls off!

Klawstompa Klawfrenzy: A Klawstompa in close combat is a terrifying sight, strong enough to rip enemy super-heavy vehicles to pieces or even pick up an enemy vehicle and hurl it across the battlefield. It has the following special abilities:

- A Klawstompa is specifically built to rip other vehicles to pieces. The Klawstompa gains a +2 bonus on all rolls on the Vehicle Damage table, the Super-Heavy Damage table and the Catastrophic Damage table. This includes the usual +1 bonus for using a Titan close combat weapon.
- If a Klawstompa destroys a vehicle in the Assault phase, it may immediately throw the wreck exactly as if using a lifta-droppa.
- When making a Stomp attack against an enemy unit, a Klawstompa can re-roll its 'to hit' rolls.

Supercharger: Goff Meks frequently supercharge their Klawstompas, rerouting systems that would normally be used to operate heavy weapons into fuelling a thunderous charge. A Stompa with a Supercharger may assault 12" instead of the usual 6" assault move allowed to super-heavy walkers.

Powerfield: Some Ork super-heavy vehicles are protected by a number of energy barriers called powerfields. Each hit scored against such vehicles from a distance of 12" or more will instead hit a power field. Close combat attacks and attacks from a distance of less than 12" come from inside the field and therefore are not stopped at all. Powerfields are the equivalent of Armour value 12. Each Glancing or Penetrating hit scored against the fields causes one field to collapse. After all of the fields have collapsed, further hits are resolved against the vehicle's real Armour value, as normal.

Effigy: The Stompa is a roaring, belching personification of the warrior god Gork (or possibly Mork) that hums with pure Orkiness. All Ork mobs with a model within 12" are fearless.

Psycho-Dakka-Blasta: Once fired, the supa-gatler continues to fire until all of its ammunition is expended – all the gunner can do is sweep it across the enemy in the hope that some of its many, many shots hit home. After firing the supa-gatler you must nominate another enemy unit within 12" of the original target unit and fire again. You must then target another enemy unit within 12" (this may be the previous unit again). The supa-gatler keeps firing as long as it has ammunition left – if the number of shots rolled for the second or subsequent burst is a double, the supa-gatler has run out of ammunition and stops firing immediately and for the rest of the battle (do not resolve any shots against the final target). For the purposes of the co-axial rule, the Deth kannon must be fired against the last unit that the supa-gatler has fired at (and if the target suffered at least one hit from the Supa-gatler, the Deth kannon may re-roll its Scatter dice).

WARBIKES

A warbike is a single seater attack bike. Ruggedly built for off-road travel, just about every propulsion method has been encountered. By far the most common warbikes have two wheels, but tracked bikes and trikes are also used. On ice worlds, warbikes have even been encountered modified with skids and tyre chains.

Every warbike will be heavily personalized, as each Ork regards his bike as his personal steed and is immensely proud of his own tinkering and decoration, or any Mekboy kustom-jobs he has had added. All bikes will be emblazoned with glyphs and totems. Extra spikes, horns and wheel scythes are common, along with larger, louder exhausts. The longer the Ork has owned his bike the more adaptation he will have made, with the bike growing over time along with its rider, hence an Ork Nob's bike will be a far more impressive machine (to another Ork) than that of a new biker boy's. A warboss' warbike will be larger and more impressive again; such is the natural order of Ork society.

One 'standard' feature (in as much as any Ork vehicle is standardised) of a warbike is its exhausts. Without exception each belches a cloud of thick oily black smoke, and again the more smoke that an engine can churn out the better the engine is regarded by the biker boyz. Some bikers go further, adding an extra smoke generator to the rear of the vehicle. Wherever they travel the bikers are surrounded by a black smog. Along with the deafening roar of engines, this makes a biker mob easy to track. To the Orks this is not a problem, they aren't looking to hide anyway!

All warbikes are armed with large deffguns, heavy cannons with a fearsome recoil. Mounting such over-powered weapons upon the relatively light bike chassis is typical of Ork mentality. Whilst firing the bike becomes difficult to control, bucking and skidding under the rider as the bullets fly in all directions. To the rider this only increases the excitement. The only limit to this fun is the deffgun's ammunition supply, which is restricted because of the vehicle's size. Many are the biker boyz who have lamented the lack of ammunition forcing them to quit the field.

To a greater or lesser extent all Orks love speed. The thrill of a dangerous wild ride into the heart of battle has a powerful effect upon an Ork's brain. Over time an Ork can become addicted to this thrill and obsessed with riding ever faster they become Speed Freaks. The Kult of Speed is not a formal organisation, just a mish-mash collection of speed deranged Orks drawn from all the clans to form highly mobile warbands.

The Ork clan with the closest association with the Kult of Speed are the Evil Sunz. By far the greatest number of Speed Freaks come from that clan, which is already predisposed towards fast vehicles and have adopted the old 'red wunz go fasta' adage as their motto. The Evil Sunz have more bikers than any other clan, but all the clans have their own bikers, because all Orks like the thrill of careening into battle.

During the raid on Kastorel-Novem, Ork warbikes were a common site. The Evil Sunz warband of Zhadsnark da Rippa included hundreds of them. They had just arrived on the planet and were in the process of building more bikes, buggies and trukks before heading to the front line on Forsarr. Zhadsnark's boyz fought high-speed running battles with the Tauros-mounted Elysian troops and the Land Speeders of the Raven Guard.

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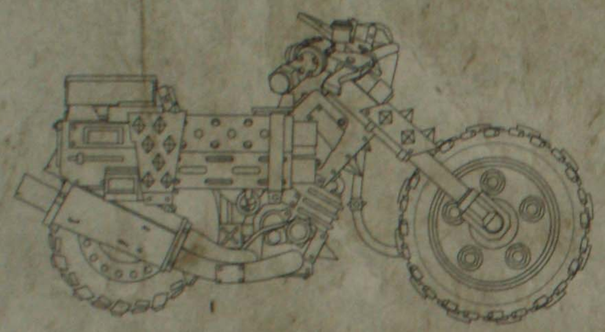

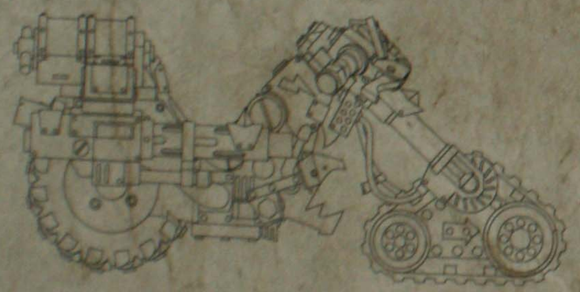

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NOTE: Ork warbikes vary widely in design and pattern, most however mount overcharged promethium/chem burning engines of some design, along with multiple heavy calibre automatic projectile weapons on fixed mountings (ref. "Dakkagunz").

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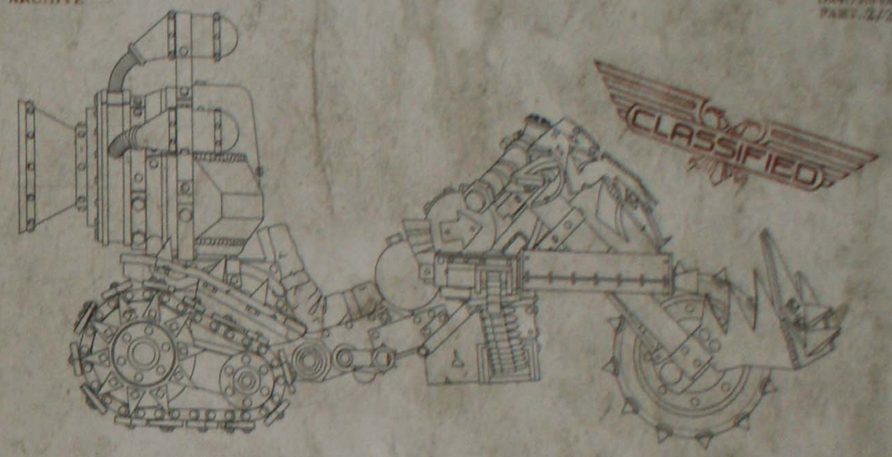

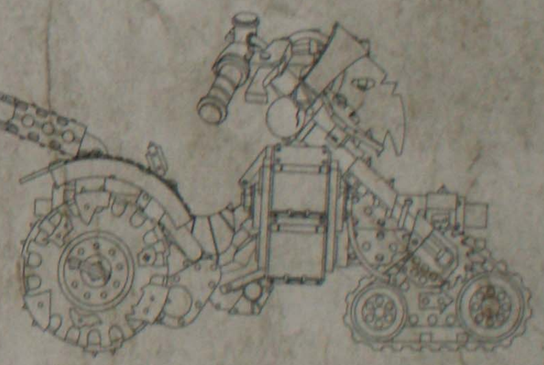

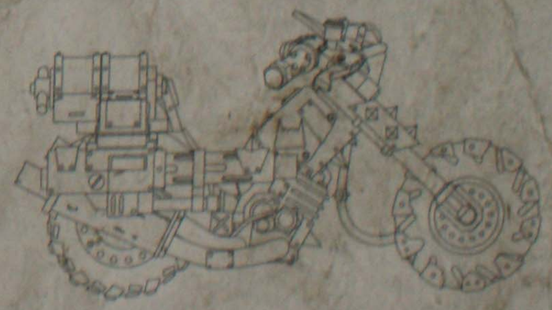

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NOTE: The larger and more veteran the Ork rider, the more likely their warbike is to be itself elaborate and dangerously overpowered, featuring heavier armament, ramming blades, spikes and massive engines.

WARBIKERS ..... 25 POINTS PER MODEL

	WS	BS	S	T	W	I	A	LD	SV
Warbiker	4	2	3	4(5)	1	2	2	7	4+
Nob	4	2	4	4(5)	2	3	3	7	4+

Composition:
- 3-12 Warbikes

Unit Type:
- Bikes

Wargear:
- Choppa
- Warbike
- Slugga
- Twin-linked Dakkagun

Special Rules:
- Furious Charge
- Mob Rule
- Exhaust Cloud

Character Options:
- One Warbiker can be upgraded to a Nob ..... +10 points
- He may replace his choppa with one of the following:
  - big choppa ..... +5 points
  - power klaw ..... +25 points
- He may take any of the following:
  - bosspole ..... +5 points

NOB WARBIKERS ..... 45 POINTS PER MODEL

	WS	BS	S	T	W	I	A	LD	SV
Nob	4	2	4	4(5)	2	3	3	7	4+
Painboy	4	2	4	4(5)	2	3	3	7	4+

Unit Composition:
- 3-10 Nob Warbikers

Unit Type:
- Bikes

Wargear:
- Slugga
- Choppa
- Warbike
- Twin-linked Dakkagun

Special Rules:
- Furious Charge
- Mob Rule
- Exhaust Cloud

Options:
- The entire mob may take:
  - Stikkbombz ..... +1 pts per model
- Any Nob may replace his choppa with:
  - big choppa ..... +5 pts per model
  - power klaw ..... +25 pts per model
- Any Nob may replace his slugga with:
  - twin-linked shoota ..... +5 pts per model
  - shoota/rokkit kombi-weapon ..... +5 pts per model
  - shoota/skorcha kombi-weapon ..... +5 pts per model
- Any Nob may take any of the following:
  - 'eavy armour ..... +5 pts per model
  - bosspole ..... +5 pts per model
  - Waaagh! banner ..... +15 pts per model
  - ammo runt ..... +3 pts per model

Painboyz:
- One Nob may be a Painboy ..... +30 points
  - Painboy replaces slugga and choppa with dok's tools and 'urty syringe
  - may be accompanied by a Grot Orderly ..... +5 points
- All models in the Painboy's unit may have
  - Cybork bodies ..... +5 points per model

WAR BUGGIES AND WARTRAKS

Ork war buggies are two-Ork fast attack vehicles. Like the warbike, it is beloved of Speed Freaks and the Evil Sunz clan, where the buggies and bikes fight alongside each other in fast moving mobs, harrying and pursuing the enemy. Each buggy mounts a heavy weapon, be it twin-linked big shootas, rokkit launchas or a skorcha.

Buggies are popular with Meks mainly because they are easy to manufacture. Given the right parts, a few boys with a bit of instruction can bang together a buggy in just a few days. There is nothing complex about a buggy, it's just a low, robust chassis, four wheels (not necessarily all the same size!) and the biggest engine the Orks can find nailed onto the back. A few big exhausts, a weapon's mount and a daubing of paint (usually red) completes the job.

As well as being used in battle, buggy races are also a popular pastime amongst the Orks. It is not uncommon for an Ork community to be surrounded by a rough dirt track, and thrum daily to the sound of engines as the buggy-boyz tear round and round. This racing keeps the Speed Freaks happy and the Meks in work, fixing up the damage and tinkering with the engines and supa-chargas. It also hones a driver's skills.

Like the warbikes, a buggy crew is always immensely proud of their vehicle, decorating it with totems, glyphs and trophies. There is a degree of healthy rivalry between the buggy crews and the biker boyz, who race into battle to see who can get to the enemy first, and often compare kills and ammunition expenditure afterwards.

One common variant of the buggy is the half-tracked wartrakk. The vehicle's tracks improve its cross-country performance but add a degree of complexity to the maintenance. Whilst the vast majority of wartrakks carry the same weaponry as the buggies there are two unusual variants: Skorchas and Grot Bomm Launchas.

Skorchas are those wartrakks that mount a large flamethrower (they are referred to by the Orks by the name of the weapon itself). Skorchas always carry large and volatile fuel tanks. These can be carried upon the chassis itself (always risky to the crew) or are mounted upon a separate trailer dragged along behind the wartrakk. Some trailers have a pumping system, but this is often powered by a single hapless Gretchin who is towed into battle sitting on top of a highly flammable fuel barrel!

Wartrakks are also converted to carry a grot bomm launcha. A grot bomm is a guided missile, except that it is not guided by a targeter or a complex machine spirit, but a single Gretchin pilot. The Gretchin sacrifices himself to aim the missile. Whether this is a punishment or a reward from his Ork masters is unknown, but it is likely that Ork Meks do not make the pilot aware of the fatal effects of the missile's impact.

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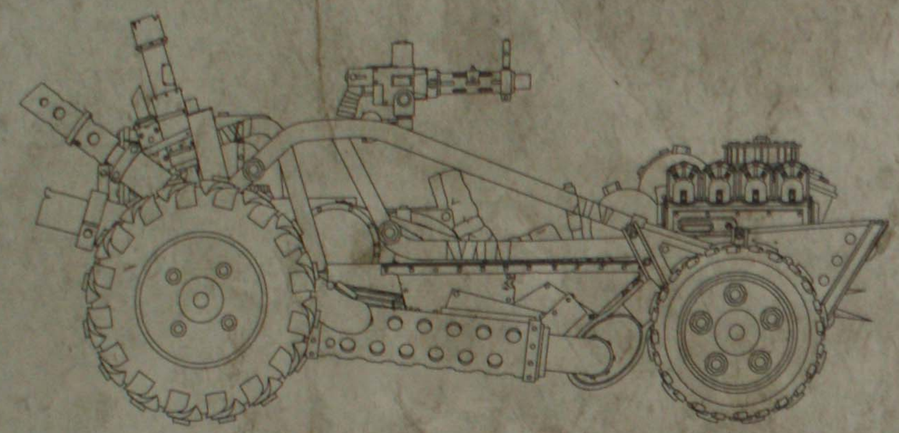

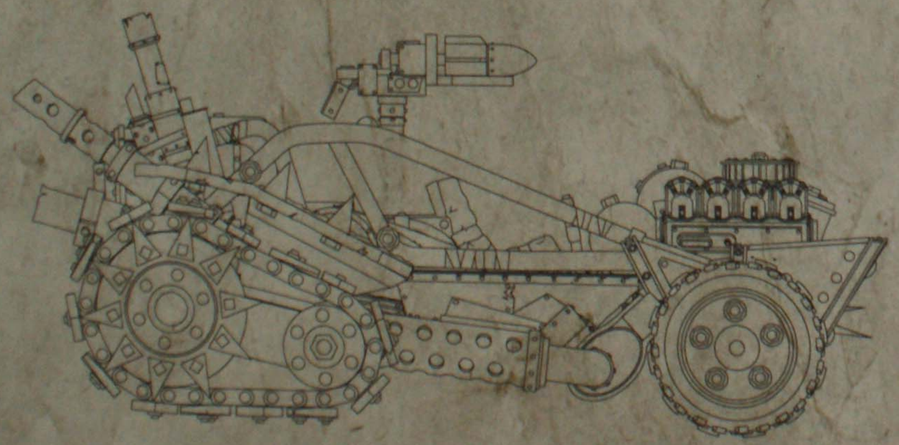

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NOTES: Warbuggy/Wartrak is a common designation for a wide category of small Ork all-terrain scouting and rapid strike vehicles. Commonly quad-wheeled or wheel/tracked hybrids with a crew of two, they are lightly armoured but mount effective firepower for their size, commonly in the shape of light autocannons, anti-tank projectiles or flame weapons.

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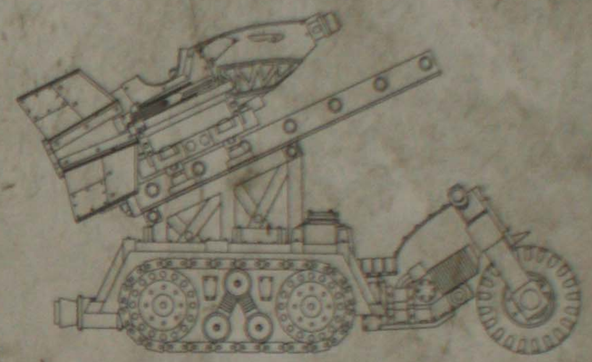

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NOTES: One noteworthy and extreme modification of the wartrak is as a mobile rail-launcher for a single heavy ballistic rocket known as a Grot Bomm. This weapon combines a short burn rocket motor with a heavy explosive warhead and is guided by a grot pilot in the manner of an aircraft. Grot pilot fatalities are almost universal.

WARBUGGIES ..... 30 POINTS PER MODEL

	BS	Armour F	Armour S	Armour R
Warbuggy	2	10	10	10

Composition:
- 1-3 Warbuggies (Vehicle Squadron)

Unit Type:
- Vehicle (Fast, Open-topped)

Wargear:
- Twin-linked big shoota

Options:
- Any Warbuggy may replace its twin-linked big shoota with one of the following:
  - Twin-linked rokkit launcha ..... +5 points per model
  - Upgrade to Skorcha ..... +10 points per model
- Any Warbuggy may take any of the following:
  - Red paint job ..... +5 points per model
  - Grot riggers ..... +5 points per model
  - Armour plates ..... +10 points per model
  - Upgrade to Wartrakk ..... +5 points per model

GROT BOMM LAUNCHA ..... 35 POINTS

	BS	Armour F	Armour S	Armour R
Grot Bomm Launcha	2	10	10	10

Composition:
- 1 Grot Bomm Launcha

Unit Type:
- Vehicle (Fast, Open-topped)

Wargear:
- One Grot-guided bomm.

Grot Bomms: A Grot Bomm is a guided missile, piloted to its target by a Gretchin. Each Grot Bomm Launcha may only fire once per game, once its missile is launched it cannot fire another.
The Grot Bomm works in exactly the same way as normal barrage weapons, except you may re-roll the Scatter dice and distance if you do not like the first result, but you must accept the second roll.

WEAPON	RANGE	STR	AP	SPECIAL
Grot Bomm	24"-72"	8	3	Ordnance 1, 5" blast, barrage, twin-linked, one use

TRUKKS

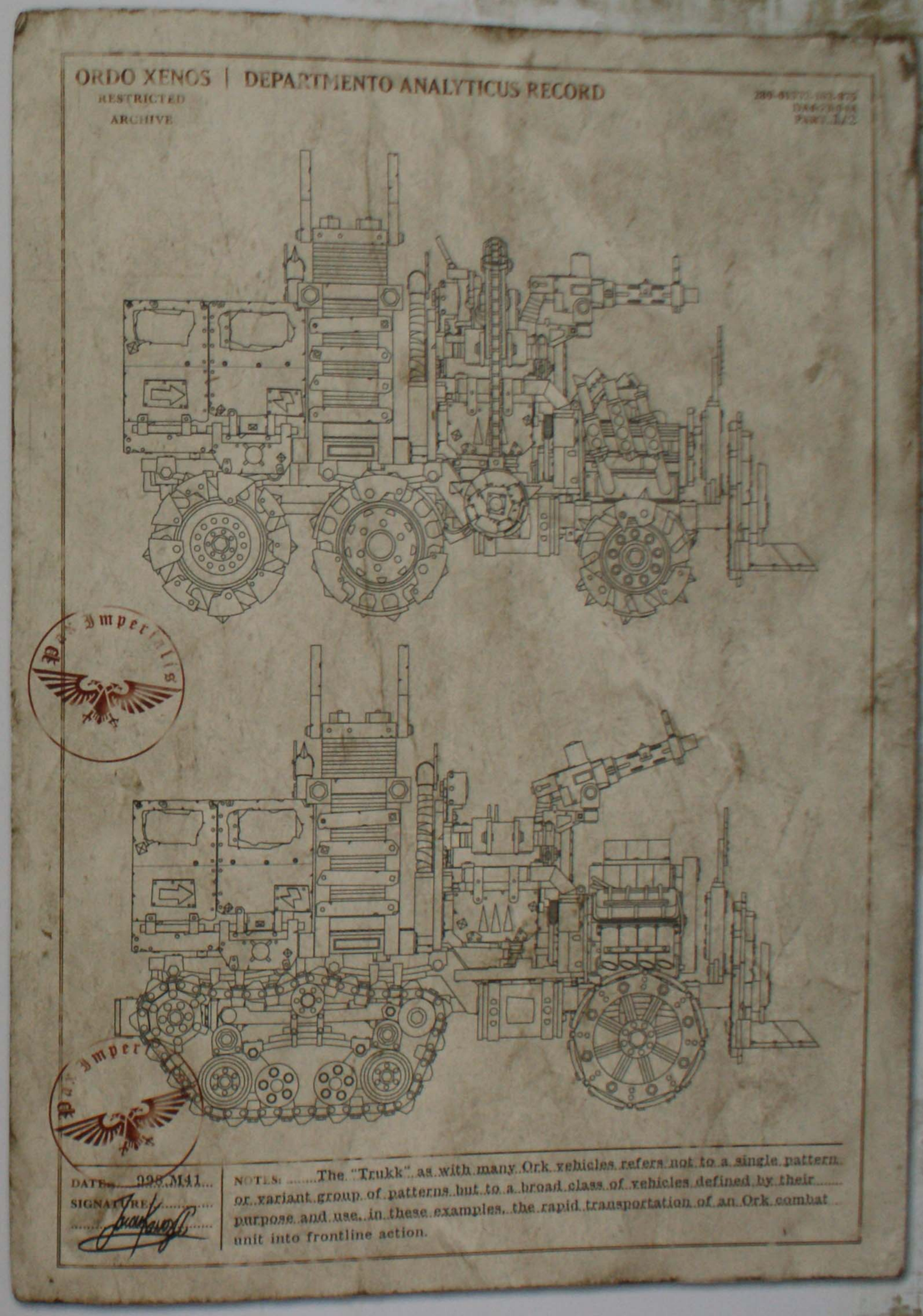
Orks love to fight, and anything that gets them into a scrap quicker is a good idea as far as they're concerned. While no Ork is adverse to charging headlong on foot bellowing across the battlefield, hanging on the back of a speeding vehicle is even better. For this reason if no other, the inventiveness of the Ork Meks turns first to the mass production of a bewildering variety of light, high-speed Ork-carrying transports that come under the catch-all category of 'Trukks.'

Trukks are built first and foremost for speed, with some secondary consideration given to getting as many Orks on it as possible! As a result most are extremely ramshackle affairs, often comprising little more than a cab and engine dragging along a multi-wheeled flatbed carrier, with little in the way of armour plating, no safety measures what-so-ever and usually either a Big Shoota or Rokkit Launcha nailed on to keep the crew entertained on the way. The simplicity of these trukk designs, while sadly meaning they are inclined to cartwheel into pieces or catastrophically disintegrate in a ball of flame when taking a solid hit from heavy weapons fire, also makes them very easy to build from whatever scrap the Orks find lying around (including the wrecks of previous trukks). They are also very easy to repair by hammering broken bitz back on or replacing missing parts with any old handy piece of battlefield wreckage. Many Orks quickly become masters of rapidly bailing out from trukks when things (almost inevitably) go wrong, and actively enjoy leaping straight from a tumbling wreck into battering an unfortunate enemy.

Trukks are particularly popular among those Orks who marry a love for speed with the usual Ork passion for extreme violence and bloodshed. While these Speed Freaks can be found with some variety among all Ork clans and Freebooter warbands, they are most common by far among the Evil Sunz, a clan whose name has become synonymous for Ork mechanised warfare carried out from the back of a bewildering array of smoke-belching machines. In the Evil Sunz clan, even the most lowly Ork boyz will thump their mates, steal and kill to ensure their place on the back of a trukk before the battle begins, in order to avoid the scorn and derision of the rest of the clan, who believe wholeheartedly that if it "ain't rolling and red, it ain't Ork!"

Trukk Variants

Given general Ork inventiveness, and the Mekboyz' willingness to keep 'kustomizin'' things, Trukks are produced with a variety of extra gear and weaponry, with Big Gun armed variants known as Gun Trukks, some of these kustom-jobs actually prove useful on occasion to the Orks on board. These modifications commonly include such things as an attempt to up-armour the chassis (usually by the expediency of bolting on as many extra plates and recovered bits of metal as can be added before the suspension collapses), or adding a variety of heavy rams (to run into things), wrecking balls (to hit stuff), grabbing klaws (to latch on to targets so they can't escape), boarding planks (so the boyz on the back can attack moving enemy vehicles) and of course more, red paint, to make them go faster.



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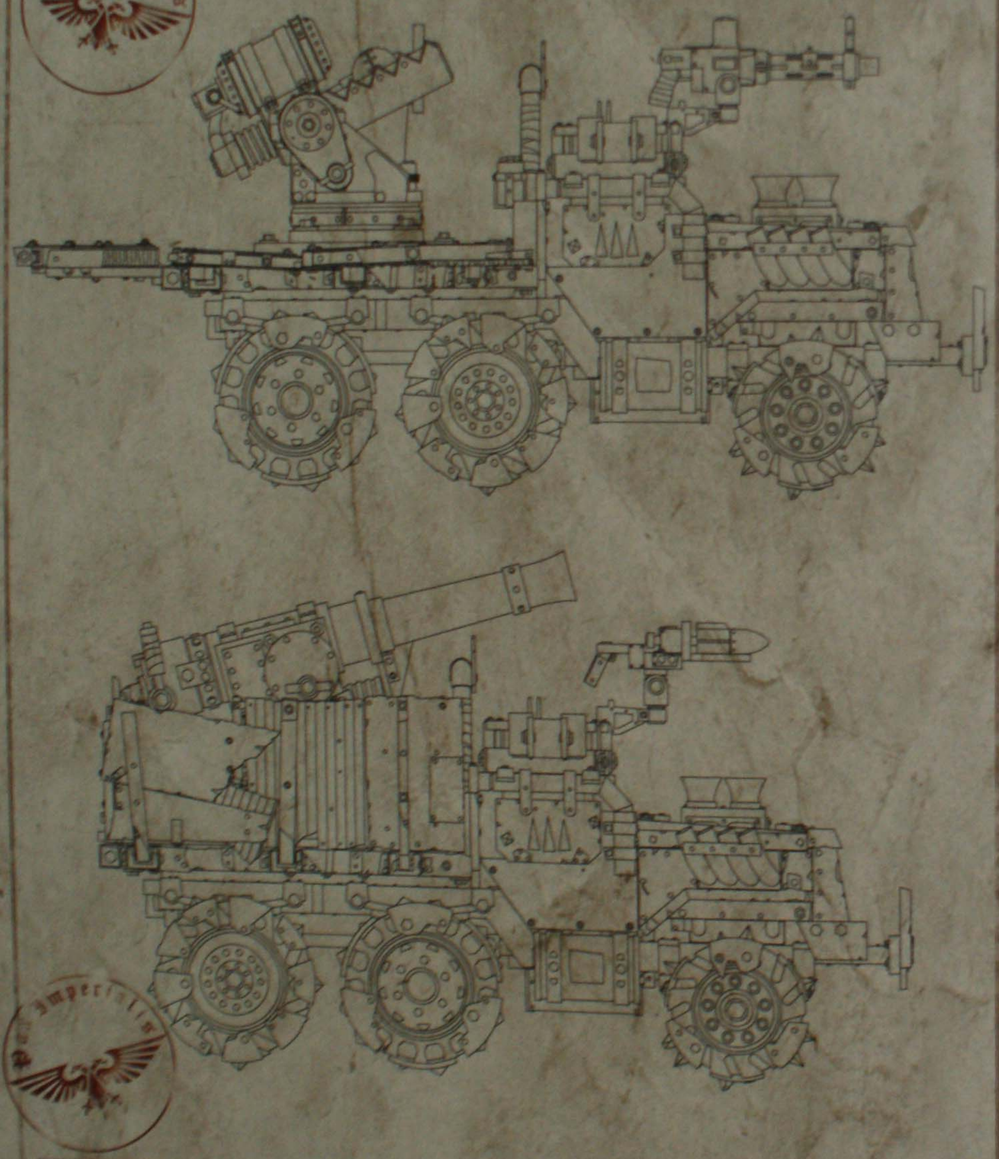


DATE: 998.M41

SIGNATURE:

NOTES: The versatile and disposable Ork Trukk chassis is also used to mount heavy armaments where no more suitable conveyers can be found or built, or as recovery vehicles for battlefield scrap and salvage.

TRUKK ..... 35 POINTS

	BS	Armour F	Armour S	Armour R
Trukk	2	10	10	10

Composition:
- 1 Trukk

Unit Type:
- Vehicle (Fast, Open Topped)

Wargear:
- Big Shoota

Special Rules:
- Ramshackle

Transport capacity:
- 12 models. Models in mega armour count as two models each.

Options:
- The Trukk may replace its big shoota with a rokkit launcha ..... +5 pts
- The Trukk may take any of the following:
  - Red paint job ..... +5 pts
  - Grot riggers ..... +5 pts
  - Stikkbomb chukka ..... +5 pts
  - Armour Plates ..... +10 pts
  - Boarding plank ..... +5 pts
  - Wreckin' ball ..... +10 pts
  - Reinforced ram ..... +5 pts

GUN TRUKK ..... 45 POINTS

	BS	Armour F	Armour S	Armour R
Gun Trukk	2	10	10	10

Composition:
- 1-5 Gun Trukks (as a vehicle squadron)

Unit Type:
- Vehicle (Fast, Open Topped)

Wargear:
- Big Shoota
- Lobba

Special Rules:
- Ramshackle

Transport capacity:
- None. A Gun Trukk replaces its entire transport capacity for its Big Gun!

Options:
- A Gun Trukk may replace its big shoota with a rokkit launcha ..... +5 pts
- A Gun Trukk may take any of the following:
  - Red paint job ..... +5 pts
  - Grot riggers ..... +5 pts
  - Stikkbomb chukka ..... +5 pts
  - Wreckin' ball ..... +10 pts
  - Reinforced ram ..... +5 pts
- A Gun Trukk may replace its Lobba with one of the following:
  - Kannon ..... free
  - Supa-skorcha ..... +10 pts
  - Zzap gun ..... +5 pts
  - Big lobba ..... +10 pts
  - Big-zzappa ..... +20 pts
  - Flakka-gunz ..... +20 pts

In a Codex Orks army, a squadron of 1-5 Gun Trukks may be chosen as a single Heavy Support choice.

Ramshackle: If a Trukk suffers a Vehicle Destroyed! or Vehicle Explodes! (wrecked) result, roll on the Ramshackle table opposite and apply the result instead of the usual effects. If the Trukk suffers more than one Vehicle Destroyed! or Vehicle Explodes! result, roll one D6 per result on the Ramshackle table, but only apply the lowest dice roll.

Example: *A Trukk takes one Glancing and three Penetrating hits. Two results are 'Destroyed', so the Ork player rolls two dice on the Ramshackle table to see what happens. The dice are a 2 and a 5, meaning the Trukk goes 'Kaboom!' as described opposite.*

RAMSHACKLE TABLE

D6	Effect
1-2	**Kaboom!** The Trukk explodes, catapulting flaming debris and stunned Orks in all directions. The Trukk is destroyed. All passengers and models within D6" take a Strength 3 hit. Surviving passengers must disembark and take a Pinning test.
3-4	**Kareen!** The shot sends the Trukk out of control. Move the Trukk 3D6" as far as possible in a random direction (the Ork player chooses if he rolls a Hit on the Scatter dice). Then apply the Kaboom! result above. If the Trukk would careen into enemy models or terrain, stop it 1" away.
5-6	**Kerrunch!** Something vital gives, but the Ork passengers bail out of their vehicle before it falls apart with a noise like a Meganob falling down a spiral staircase. The Ork passengers take no damage but must immediately disembark. The Trukk is then wrecked.

BIG TRAKKS

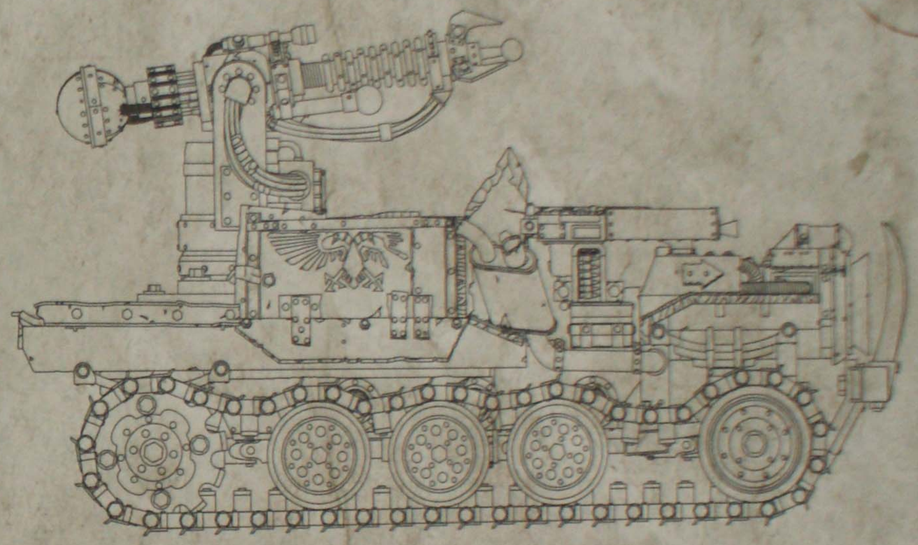
Orks love their trukks, but when it comes to fighting in the rough terrain of a shattered hive city or the sinkholes of an ash waste, most trukks just won't cut it for long without getting bogged down or shaking themselves to bits, and something heavier is needed to get the boyz around in. For some Meks without the parts and gubbinz to build lots of fully-fledged battlewagons, the answer is to build 'Big Trakks.' These are basically vehicles based on an up-armoured trukk chassis or rigs scavenged from battlefield wrecks and fitted out with bigger, (and importantly) louder engines and heavy gauge tank treads able to cope with the roughest terrain. What they lack in speed over trukks, Big Trakks make up for in raw power, not to mention the fact they make excellent gun carriers as well; able to mount the larger 'Big Gunz' such as the Big-Zzappa or the Killkannon. Some Meks even go as far as to mount huge bore 'Supa-Kannon' on Big Trakks despite the fact these weapons are almost the size of the vehicle itself! This however is much to the Orks' amusement as a Supa-Kannon armed Big Trakk rears up like an enraged Tusker from the recoil every time it is fired.

It has been noted that Big Trakks bear a degree of similarity to gunwagons. While many Big Trakks are products of battlefield construction (and reconstruction) by Mekboyz during campaigns, and often rapidly become disturbingly effective machines by a kind of battlefield 'natural selection', many Gunwagons are mass-produced, usually on industrial worlds enslaved by the Ork empires. They are built to a generally similar pattern, sometimes in the hundreds or thousands as part of a Warboss' tribute or to fuel his Waaagh! This means that Gunwagons are often a bit more standardised (it might even be said 'sensible') than most Ork war machines, at least in the beginning, although over time field modifications and 'kustomization' usually occurs when they actually get in the hands of the Orks on the front line.

As with most Ork vehicle types there are a profusion of Big Trakk and Gunwagon designs favoured by different Meks and clans, and almost no two are exactly alike. Some Ork Speed-Freaks decry them in particular for their lack of, well, speed, but both the Goffs and the Death Skullz dismiss this, and make extensive use of Big Trakks as their preferred gun carrier of choice, but for different reasons. The Goffs favour them not only because they keep the big gunz mobile and can get stuck in rather than having to 'pansy' about on the back line in a battle, but also for their fearsome aspect, and often fit ramming horns and iron tusks to skewer enemy troops and vehicles at close range with. The Death Skulls like them first and foremost because they are able to haul a great deal of loot and plunder about.

ORDO XENOS | DEPARTMENTO ANALYTICUS RECORD

RESTRICTED ARCHIVE



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STRICTLY ORDO XENOS EYES ONLY

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ORIGIN: Xenos (Ork).

DESIGNATION: Big Trakk.

VEHICLE CODENAME: N/A.

VEHICLE TYPE: All terrain troop transport/heavy gun platform

CREW: Driver/gunner.

WEIGHT: 22 tonnes unladen (approx.).

LENGTH: 7 m (approx.).

WIDTH: 5.5 m (approx.).

HEIGHT: 4 m (approx.).

MAX RECORDED SPEED: 60 kph.

MAIN ARMAMENT: 2x Xenos pattern light autocannon (ref "Big Shoota")

SECONDARY ARMAMENT: Used as a dedicated weapons carrier, the Big Trakk has been observed with a wide variety of additional weapons. (see summary)

TRAVERSE & ELEVATION: Varies

AMMUNITION: 20-30 charges

ARMOUR TYPE: Superstructural 20mm-60mm plating + improvised ablatives

DATE: 4.098.M41

SIGNATURE:

SUMMARY: The Ork "Big Trakk", although broadly similar in dimensions and role as the more common "Trukk" is designed for brute motive power and terrain fording rather than speed. Weapons include self-loading field artillery and heavy cannon (60mm-120mm), mortar weapons, rocket assisted shell-firing guns, and particle beam and energy projectors in rare cases.

BIG TRAKK ..... 50 POINTS

	Armour		
	BS	F	S	R
Big Trakk	2	12	11	10

Composition:
- 1 Big Trakk

Unit Type:
- Vehicle (Tank, Open Topped)

Wargear:
- Two Big Shootas
- Armour Plates

Transport Capacity:
- 12 Orks, infantry only *(mega-armoured models count as two models each).*

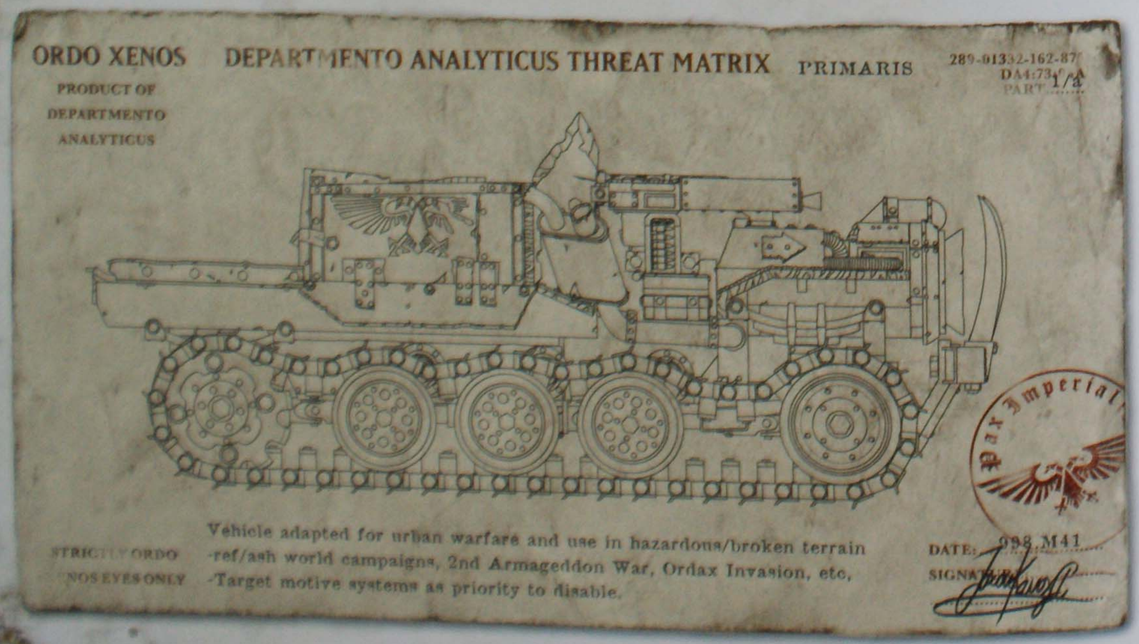
Fire/Access Points:
- If given an 'Ard case the Big Trakk has two fire points on each side and a rear access door.

Rumbler: The Big Trakk's heavy treads enable it to rumble over most adverse terrain with ease, all the better for any boyz on board to get to grips with any sneaks trying to hide from a good kicking! The Big Trakk may re-roll Difficult and Dangerous Terrain tests as long as it is moving at Combat Speed.

In a Codex Orks army, a squadron of 1-3 Big Trakks may be chosen as a single Heavy Support choice.

Options
- The Big Trakk may exchange either of its Big Shootas for one of the following:
  - Scorcha ..... +5 pts each
  - Rokkit Launcha ..... +10 pts each
- The Big Trakk may also mount one of the following Big Gunz, however if it does so, the Big Trakk's transport capacity is reduced to six models:
  - Kannon ..... +10 pts
  - Lobba ..... +10 pts
  - Zzap gun ..... +15 pts
  - Supa-skorcha ..... +10 pts
  - Big lobba ..... +20 pts
  - Killkannon ..... +45 pts
  - Flakka-gunz ..... +40 pts
  - Big-zzappa ..... +30 pts
  - Supa-kannon* ..... +70 pts

  **If this is chosen the Big Trakk loses its transport capacity entirely!*
- The Big Trakk can also have up to two additional pintle-mounted weapons; these may be either:
  - Big shootas ..... +5 pts each
  - Scorchas ..... +10 pts each
  - Rokkit launchas ..... +15 pts each
- The Big Trakk may also take any of the following upgrades:
  - Boarding plank ..... +5 pts
  - 'Ard case ..... +10 pts
  - Stikkbomb chukkas ..... +5 pts
  - Red paint job ..... +5 pts
  - Grot riggers ..... +5 pts
- The Big Trakk may also have one of the following:
  - Reinforced ram ..... +10 pts
  - Deff rolla ..... +10 pts
  - Wrekin' ball ..... +10 pts
  - Grabbin' klaw ..... +10 pts
- The Big Trakk may also have up to two Grot Sponsons ... +5 pts each



BATTLEWAGONS AND GUNWAGONS

The term Battlewagon seems to refer to a category of larger Ork armoured vehicle. They can be wheeled, tracked or a combination of the two and are used in many battlefield roles. They always carry guns, lots of guns! Sometimes these weapons are just 'eavy shootas, on other vehicles they are large Killkannons. Battlewagons have thick armour plating, multiple turrets and death rollers or rams. They also carry mobs of boyz, either internally or clinging onto its many grab handles.

A Battlewagon always has a heavy chassis, sometimes salvaged from other suitable vehicles such as the Imperium's tanks or heavy transporters, a Mek and his workers will build others from scratch. A Battlewagon seems never to be complete. Like other Ork vehicles they continue to be kustomised and grow as their owners add more weapons, extra fighting gantries and whole new decks and new engines, until a Battlewagon has grown into a Battle Fortress. A Battle Fortress is an über-Battlewagon, expanded to the size of an Imperial Guard super-heavy tank. Such vehicles are favoured by powerful Ork warbosses. Warlord Garaghak himself travels into battle in his personal Battle Fortress.

There seems to be no such thing as a standard Battlewagon, although there are many named sub-types within the category. Titles such as Lungbursta, Gobsmasha, Krusha, Bonecruncha, Gorespeeda and Dakkawagon are used by the Orks to describe a Battlewagon's specific role. The Lungbursta and Gobsmasha are armed with large, noisy cannons whilst the Krusha has a huge spiked deth-rolla on the front and drives into the heart of the enemy, steamrolling over enemy infantry. The Gorespeeda is a popular vehicle with Speed Freaks and Evil Sunz, maximizing its transport capacity to deliver mobs of boyz into the thick of the fighting.

The opposite extreme of the Gorespeeda is the Supa-kannon armed Battlewagon. A Supa-kannon wagon sacrifices all its other weaponry to mount a huge artillery piece. Most often this weapon is nothing more sophisticated than a looted Earthshaker cannon. Many Ork clans, such as the Goffs and Evil Sunz dislike the very idea of artillery. Why would any self-respectin' Ork want to hang around at the back? But some Orks enjoy the noise and destructive power of artillery, laughing merrily as the shells fly, but mostly they leave such 'pansy-work' to the grots. The Bad Moons, Blood Axes and Death Skullz have all been identified using such big guns.

Another Mek kustom job of the Battlewagon chassis is to use it to carry a large lifta-droppa. As well as being a useful tool for moving heavy parts about, demolishing buildings and clearing scrap, the lifta-droppa uses unknown tractor-beam technology to pick up objects. These vehicles are known as Liftawagons. The 'weapon' is powered by an 'atom-smasha' reactor, which Meks take great glee in overloading, often with spectacular (and dangerous) results.

Gunwagons are generally smaller than Battlewagons. They are an armoured weapons platform for a single Ork 'eavy gun. Open-topped, a Gun wagon is effectively a heavily armoured Gun Trukk that sacrifices speed for extra protection.

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RESTRICTED ARCHIVE

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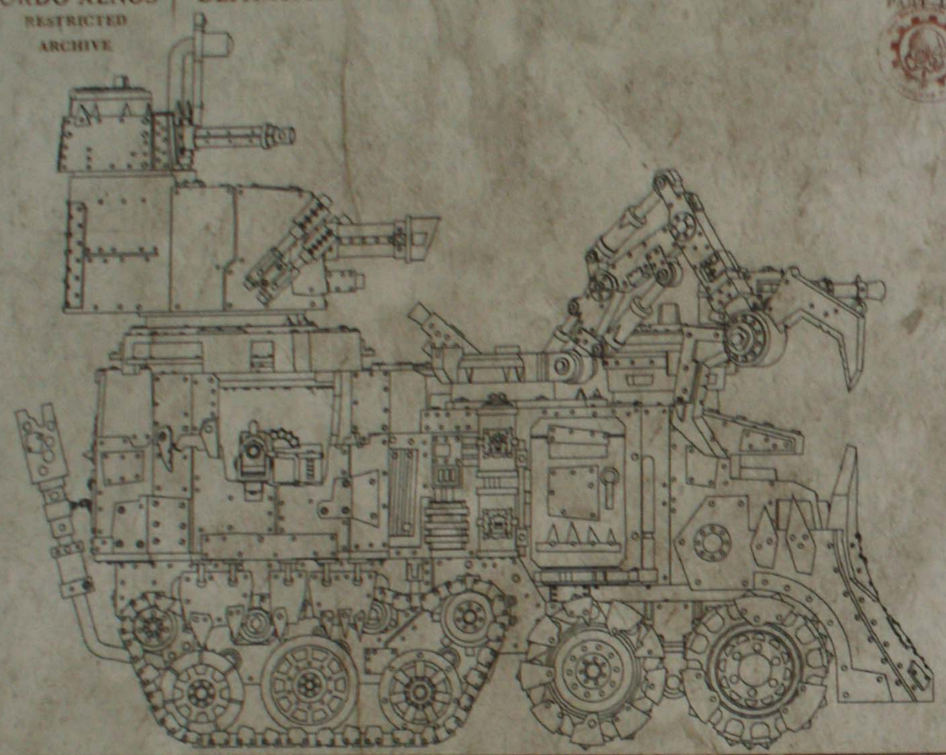

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ORIGIN: Xenos (Ork).

DESIGNATION: Battlewagon

VEHICLE CODENAME: N/A

VEHICLE TYPE: Assault Tank/Heavy Troop Transport

CREW: Driver/multiple gunners

WEIGHT: 55 tonnes unladen (approx.)

LENGTH: 10 m (approx.)

WIDTH: 6.5 m (approx.)

HEIGHT: 4.5 m (approx.)

MAX RECORDED SPEED: 60 kph

MAIN ARMAMENT: Low velocity heavy gun (85mm) equipped with explosive shells, multiple Xenos pattern light autocannon (ref "Big Shoota")

SECONDARY ARMAMENT: (see summary)

TRAVERSE & ELEVATION: Varies

AMMUNITION: (Main Gun) 20 rounds (Approx)

ARMOUR TYPE: Superstructural 20mm-110mm plating + improvised ablatives

DATE: 998.M41

SIGNATURE:

SUMMARY: Ork battlewagons are massive armoured fighting vehicles combining the functions of assault transport and main battle tank to varying degrees. The version shown above (Ref. The Raid on Kastorel) is an extreme example, with both primary and secondary weapons turrets, fighting deck, manipulator claw and heavy ram-prow.

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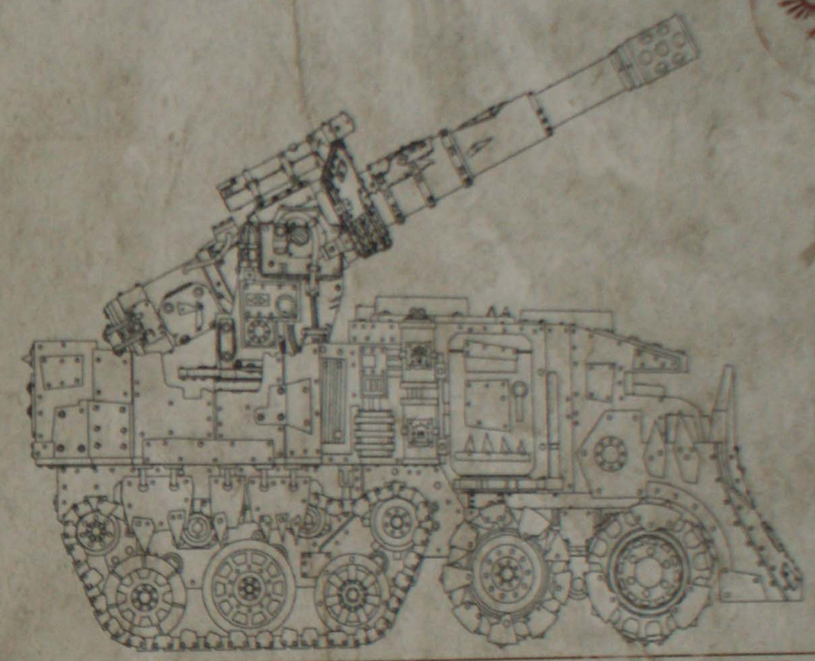

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ORIGIN: Xenos (Ork)

DESIGNATION: Battlewagon (Supa Kannon)

VEHICLE CODENAME: N/A

VEHICLE TYPE: Self-propelled Gun

CREW: Driver/multiple gunners

WEIGHT: 62 tonnes unladen (approx.)

LENGTH: 10 m (approx.)

WIDTH: 6.5 m (approx.)

HEIGHT: 5.5 m (approx.)

MAX RECORDED SPEED: 40 kph

MAIN ARMAMENT: Heavy high velocity long-barrelled field artillery piece mounted for direct fire and bombardment.

SECONDARY ARMAMENT: varies by modification

TRAVERSE & ELEVATION: 120/-60 (Main Gun)

AMMUNITION: 30 rounds (Approx.)

ARMOUR TYPE: Superstructural 20mm-110mm plating + improvised ablatives

DATE: 998.M41

SIGNATURE:

SUMMARY: This example of a battlewagon has been used to mount a heavy 'supa-kannon' field artillery piece. This weapon class, believed to have been based on the Imperial Earthshaker pattern is a long range, high velocity cannon with an approximate calibre of 135mm, firing a deflagrating, high-explosive shell.

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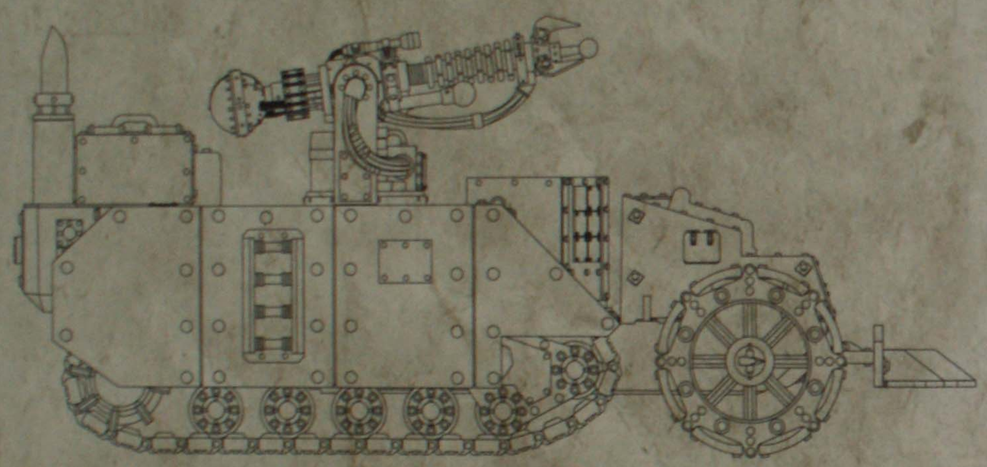

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STRICTLY ORDO XENOS EYES ONLY

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ORIGIN: Xenos (Ork)

DESIGNATION: Gun Wagon ('Zzap Gun' armed variant)

VEHICLE CODENAME: N/A

VEHICLE TYPE: Self-propelled gun /light tank

CREW: Driver, gun crew (1-3)

WEIGHT: 30 tonnes unladen (approx.)

LENGTH: 8 m (approx.)

WIDTH: 5.5 m (approx.)

HEIGHT: 3.5 m (approx.)

MAX RECORDED SPEED: 35 kph

MAIN ARMAMENT: Xenos pattern high-energy electromagnetic wave projector gun, fed directly from a channelled atomantic reactor unit.

SECONDARY ARMAMENT: None

TRAVERSE & ELEVATION: 180/ -15 to +28

AMMUNITION: Between 20 and 100 shots before collapse of fissile core

ARMOUR TYPE: Superstructural 20mm-80mm plating - improvised ablatives, focused on the forward hull.

DATE: 238.M41

SIGNATURE:

SUMMARY: The technology in Ork energy weapons typified by the 'Zzap Gun' are considered heretical by the holy edicts and missives of the Cult Mechanicus and should be considered to be an anathema. Standing orders are to destroy them when encountered, action to be carried out under standard technological threat precautions.

BATTLEWAGON ..... 95 POINTS

	BS	Armour F	Armour S	Armour R
Battlewagon	2	14	12	10

Composition:
- 1 Battlewagon

Unit Type:
- Vehicle (tank, open-topped)

Transport Capacity:
- 20 models. Models in Mega Armour count as two models.
- A Battlewagon with a killkannon has a transport capacity of 12.
- A Battlewagon with a Supa-kannon has a transport capacity of 6.

Options:
- May take any of the following:
  - Killkannon ..... +40 pts
  - 'ard case ..... +10 pts
  - Deff rolla* ..... +35 pts
  - Red paint job ..... +5 pts
  - Grot riggers ..... +5 pts
  - Stikkbomb chukka ..... +5 pts
  - Armour plates ..... +10 pts
  - Boarding plank ..... +5 pts
  - Wreckin' ball ..... +10 pts
  - Grabbin' klaw ..... +5 pts
  - Reinforced ram* ..... +5 pts
- May take a single big gun (does not include crew):
  - Kannon ..... +10 pts
  - Lobba ..... +15 pts
  - Zzap gun ..... +15 pts
- May take up to four of the following:
  - Big shoota ..... +5 pts per gun
  - Rokkit launchas ..... +10 pts per gun
- If no big gun or killkannon is taken then a Battlewagon may take one Supa-kannon ..... +70 pts

*May not take both a deff rolla and reinforced ram

GUN WAGON ..... 60 POINTS

	BS	Armour F	Armour S	Armour R
Gunwagon	2	13	12	10

Composition:
- 1 Gun Wagon

Unit Type:
- Vehicle (tank, open-topped)

Wargear
- Twin-linked Big Shootas

Transport Capacity:
- 10 models. Models in Mega Armour count as two models.

Options:
- The Gun Wagon may replace its Big Shootas with one of the following weapons:
  - Kannon ..... +5 pts
  - Zzap gun ..... +10 pts
  - Lobba ..... +10 pts
- A Gun Wagon may be given any of the following:
  - 'ard case* ..... +10 pts
  - Armour plates ..... +10 pts
  - Boarding plank ..... +5 pts
  - Grot riggers ..... +5 pts
  - Red paint job ..... +5 pts
  - Reinforced ram ..... +5 pts
  - Stikkbomb chukka ..... +5 pts
  - Wreckin' ball ..... +10 pts

*Meaning the vehicle no longer counts as open-topped.

Heavy Support: *A Gun Wagon squadron of 1-3 Gun Wagons is a Heavy Support choice for an Ork army.*

LIFTA WAGON ..... 225 POINTS

	BS	Armour F	Armour S	Armour R
Lifta Wagon	2	14	12	10

Composition:
- 1 Lifta Wagon

Unit Type:
- Vehicle (tank, open-topped)

Wargear
- Lifta-droppa

Transport Capacity
- 6 models, Models in mega-armour count as 2 models.

Options:
- The Lifta Wagon may take any of the following:
  - Deff rolla* ..... +20 pts
  - Red Paint Job ..... +5 pts
  - Grot riggers ..... +5 pts
  - Stikkbomb chukka ..... +5 pts
  - Armour plates ..... +10 pts
  - Boarding plank ..... +5 pts
  - Wreckin' ball ..... +10 pts
  - Grabbin' klaw ..... +5 pts
  - Reinforced ram* ..... +5 pts

* *May not take both a deff rolla and a reinforced ram*

- The Lifta Wagon may take up to two of the following:
  - Big Shoota ..... +5 pts each
  - Rokkit Launcha ..... +10 pts each

LIFTA-DROPPA

The lifta-droppa is a large magno-traktor beam used to hurl enemy tanks about like toys. In order to use the lifta-droppa, choose an enemy vehicle (this may not be a flyer or super-heavy) as a target. If the chosen target is within the weapon's range, it is caught by the Traktor Beam. Roll a Scatter dice; if a Hit is rolled the vehicle is lifted and dropped on the spot taking D6 glancing hits. If an arrow is rolled, the vehicle can be dropped anywhere within 24" of its starting point along the line of the arrow. It suffers D6 glancing hits. Vehicles caught in the beam cannot be dropped on flyers.

If dropped onto a non-vehicle unit, the unit takes 2D6 wounds (armour saves are allowed). If dropped onto another vehicle, then that vehicle also suffers D6 glancing hits.

Any models that end up under the lifta-droppa's hurled vehicle are moved aside to allow it to land, just as if they were tank shocked by the vehicle (except for super-heavy vehicles and gargantuan creatures, which are not moved – instead assume they have tank shocked the dropped vehicle).

The dropped vehicle is always turned to face the direction of the arrow. If the model is dropped in impassable terrain it is destroyed. When resolving the fire of the lifta-droppa, ignore power fields and void shields.

(In Apocalypse Only) Atom-Smasha Overload: Many Meks jury rig their Lifta Wagons by dangerously overloading their power supply. Once per game the Ork player may declare that the lifta-droppa is 'overloading'. Its next shot has the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Lifta-droppa Overload	48"	D	1	Heavy 1, 10" Blast

After resolving the shot roll a D6. On a 1-2 the lifta-droppa suffers a Weapon Destroyed result (the Dangerous Power Gubbins rule also applies). On a 3+ the lifta-droppa is OK and may continue to fire as normal.

Dangerous Power Gubbins: The lifta-droppa is a large and temperamental weapon needing a dangerous power supply so large that only the Orks would be reckless enough to mount it on a vehicle as small as a Battlewagon. If the Lifta Wagon suffers a Weapon Destroyed result on the Vehicle Damage chart that takes out the lifta-droppa, roll a D6. On the roll of a 4+ it suffers an additional Penetrating Hit.

DREADS AND KANS

Roaring, stumbling and clanking towards the enemy in thick clouds of oily smoke, with huge iron claws snapping and heavy weapons spitting death indiscriminately, Dreads and Kans are metal monsters built by the Orks to slaughter their enemies. There are those Meks that believe that "Deff Dreads" and their mechanical kin are the epitome of "Orky Mekaniks" and there are few that have lived to tell the tale of meeting these terrifying war machines in battle that would disagree.

Armoured walking machines, with tremendously powerful piston driven limbs and layers of crude armour plating, Deff Dreads in particular are hugely effective weapons platforms, armed with some multiple combination of claw, buzzsaw, skorcha, big shoota and rokkit launcha. Built first (some apocryphal sources say) to ape the ancient and revered Dreadnoughts of the Adeptus Astartes, they are an extraordinarily powerful asset to any Ork force, despite the lack of technological sophistication on their part. Although often varying widely in design as is the Ork's want, each are able to function as shock troops, able to rip man and machine alike apart with contemptuous ease, smashing through fortifications, blazing away with their in-built weapons and shrugging off small arms fire as they go. Used in this way, Deff Dreads can form a brutal armoured spearhead behind which a tide of Orks can surge into the most heavily defended position, while in a pitched battle, they can scissor and batter their way crazily through the enemy ranks in a chaotic orgy of destruction, slaughtering and crushing anything they can come to grips with.

The technology behind the Deff Dread, while undeniably crude, is still frighteningly effective. Many of these metal beasts are also the product of a Painboy's expertise in the field of Ork surgery. This usually means that some unfortunate "volunteer" Ork pilot – either lured by the promise of easy power or otherwise "recruited" (sometimes by innocently visiting the Painboy for a bit of dentistry) finds themselves permanently lashed and wired into a Deff Dread's kontrol kan, which while driving some completely insane, most settle down to sooner or later after a good destructive bout of mechanized rage at the expense of bystanders and nearby buildings (or "runnin' in" as the Mekboyz call it). There are of course Deff Dreads built not using the traditional "surgical method" and instead mastered by a convoluted series of gears, armatures and large buttons inside the kontrol kan. While far more prone to going wrong, there are advantages for a Mekboy pilot wishing to retain the use of their legs and not see the rest of their lives through a small vision grill.

Killa Kans on the other hand, while superficially just smaller, even cruder cousins to the Deff Dreads (and most often with fewer limbs), are actually in many ways very different war machines. This is in no small part because they are crewed not by Orks, but rather by grots, wired in to the controls. When Kan construction is in the offing, Gretchin of every metre and stripe queue up for a chance to exchange their picked-upon, bullied and often appallingly short lives as the Orks' dogsbodies for an equally short but far more spectacularly violent and magnificent existence as a Killa Kan pilot. Dreams of lording it over their larger masters and handing out some damage for a change fill their vicious little brains with delight.

Indeed, such can be the competition among them that many Mek workshops and grot mobs hold impromptu lotteries to decide who is picked to pilot the new Kans. This is to cut down on the murder and backstabbing between the hopeful candidates. Once ensconced in their new metal bodies it is not unknown for the grot inside to seek out and wreak some well-earned revenge on their former oppressors. While this is looked on as normal and indeed funny by the Orks, most Meks soon learn the wisdom of fitting their Killa Kans with a handy 'off' switch in order to keep them dormant between battles.

Ork warbosses see Killa Kans as handy and completely disposable shock units, well enough armoured to run in and lead the charge, and with a usual armament of a single close combat arm fitted with a massive shear blade claw, buzzsaw or hammer and matched on the other arm with a close-range heavy weapon of some sort with which they are usually better shots than their impatient Ork cousins. Killa Kans are able to do considerable damage even to heavy opposition. An added bonus being that any Kans that get wrecked or blown to bits can easily be salvaged afterwards and recycled into more Killa Kans – after all there is never any shortage of volunteer pilots! The downside to Killa Kans is that even a massive, armoured, piston-driven grot is still sadly a grot at heart, despite its newfound power, and grots can often prove cowardly, skittish and easily distracted, having none of the psychotic and often suicidal sense of invulnerability that most Orks succumb to once wired into a Deff Dread. In order to overcome this, Mekboyz wisely tend to field them in small mobz to bolster their courage – all grots cleave instinctively to safety in numbers (and the possible chance of betraying your mates to escape), but despite this some Killa Kans have been known to stagger about in panic when shot at or try to hide when things get rough. Conversely when confronted with an overpowered foe or an enemy in disarray, the grots' natural vicious streak comes to the fore and these overpowered little sadists take great pleasure in gunning down, burning, crushing and slicing anything with its back to them.

At the other end of the Dread-scale from the Killa Kan is the terrifying "Mega-Dread." The Mega-Dread is a hulking, armour plated monster of a walker, much larger and considerably more powerful than the more commonly encountered Killa Kans and Deff Dreads in the Orkish arsenal. They fit enormous hydraulic power in a relatively compact frame which makes them extremely flexible on the battlefield, as opposed to the much larger but less mobile Stompa, (which while mounting a plethora of guns is more akin to a walking fortress than a Dreadnought in battle). Mega-Dreads are usually armed with a combination of high-calibre weapons, including the Killkannon, which are simply too powerful for their smaller counterparts to use. Alongside these big guns most mount the infamous Rippa claws; gigantic shear-bladed power-field assisted pincers able to rip open the most heavily armoured tanks like ripe fruit. Being larger and a good deal more sophisticated (at least in Orkish terms) than run-of-the-mill Kans, most Mega Dreads are controlled with a hybrid system of detachable surgical implants (often hammered in and prised out of the pilot's skull before and after battle), mount hugely dangerous but powerful reactors to power them, and thanks to overlaid ablative armour plates can thunder through enemy firepower that would see a regular Dread blasted to scrap in a few strides.

Some Mekboyz specialize in building these eccentric creations with no two they produce exactly alike. To these obsessive Big Meks they are the ultimate killing machines, and Mega-Dreads are highly prized by Ork warbosses, many of whom are willing to hand over a fortune in teef to acquire them. Few Meks have the skill to create Mega-Dreads and the competition to pilot these monstrosities is fierce. Orks that do so often go quite insane with joy over the damage their machines can inflict, while some Big Meks, jealous of those who get to "av all da fun" build their own even more outlandish examples of these machines for personal use. These fearsome 'kustomized Meka-Dreads' are even more insane and dangerously unpredictable than the rest, often fitted with multiple tool-equipped servo-arms for "battlefield fixin's" and experimental and energy hungry weapons like the Big-Zzappa, an unpredictable 'enajee-kannon' whose blasts can at one moment boil adamantine armour to slag and, at the next, do little more than cause its victim's hair to stand on end.

It has been theorised that the Mega-Dread is the brain-child of Big Mek Buzzgob. Like many Meks, Buzzgob has a fascination with big, stompy war machines, from Killer Kans up to Stompas and Gargants. Such is his love of them that he has constructed his own small army, known as Buzzgob's Dredheadz.

To equip the Dredheadz for battle Buzzgob set about building the biggest, shootiest Deff Dread he could. Soon his 'projekt' had grown so large that a single Ork pilot could not control it. Initial experiments with a single hard-wired Ork pilot resulted in disaster (and a lot of unintentional casualties amongst the bystanders!).

Buzzgob revised his design and introduced a second crew member. Whilst the Ork piloted the big machine and stomped into close combat, a grot gunner was positioned in the hull with him. The result was a vast improvement in control and weapon accuracy. The first true Mega-Dread was born.

His design finalized, Buzzgob ordered his Meks to get on with building them. This they did, constructing over twenty for Buzzgob's Dredheadz, ready for his planned attack upon Kastorel-Novem. When Buzzgob's Dredheadz invaded Kastorel-Novem, his new Mega-Dreads were amongst the first wave to land. Watching from atop his own Stompa, Buzzgob chuckled to himself with satisfaction as the machines rampaged through the manufacturums and refineries.

After their victory Buzzgob gave a new order to Nitnuckle and Lunk, 'Make more!'.

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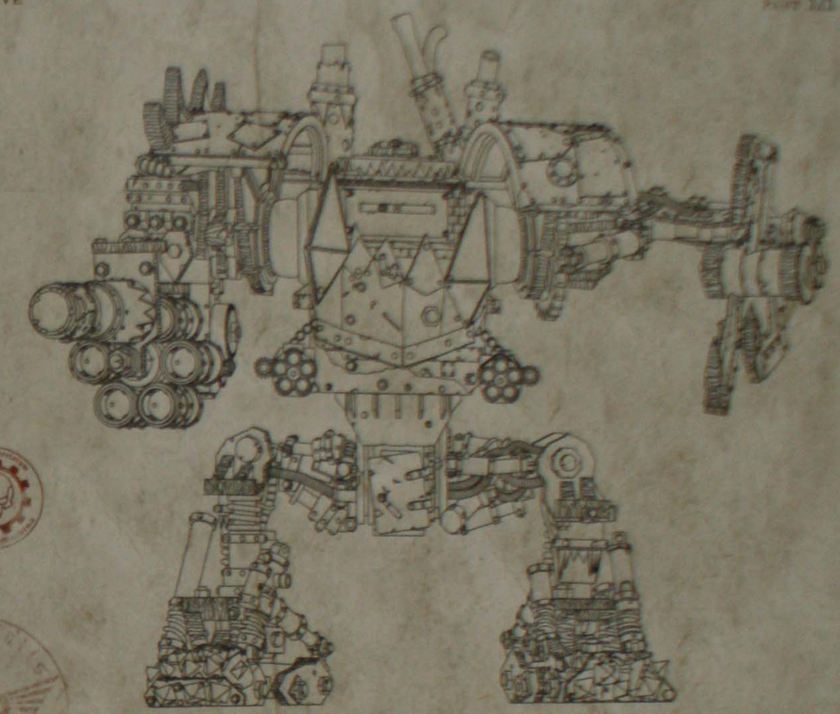

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ORIGIN: Xenos (Ork)

DESIGNATION: Mega-Dread

VEHICLE CODENAME: N/A

VEHICLE TYPE: Heavy Battle Walker

CREW: Pilot

WEIGHT: 25 tonnes (approx.)

LENGTH: 8 m (approx.)

WIDTH: 3 m (approx.)

HEIGHT: 5 m (approx.)

MAX RECORDED SPEED: 10 kph (30 kph with power boost)

MAIN ARMAMENT: 80mm (approx) self-loading cannon, (ref: "Killkannon").

SECONDARY ARMAMENT: 2x Xenos pattern light autocannon on waist-limb mountings (Ref "Big Shoota"), heavy energised power claw.

TRAVERSE & ELEVATION: 360/ -90 to +30

AMMUNITION: Primary 6 rounds.

ARMOUR TYPE: Reinforced hydraulic endoskeleton with ablative exterior plating, varying between 30mm-100mm in thickness.

DATE: 998.M41

SIGNATURE:

SUMMARY: The Mega-Dread is a huge combat walker used as a frontline shock unit by Dreadmob forces such as those commanded by Buzzgob on Kastorel Novem.

MEGA-DREAD ..... 175 POINTS

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Mega-Dread	4	2	8(10)	13	13	11	2	3

Unit Composition:
- 1 Mega-Dread

Unit Type:
- Vehicle (walker)

Wargear:
- Killkannon
- Rippa Klaw
- Two Big Shootas
- Armour Plates

Special Rules:
- Ramshackle Monster

Options:
- The Mega-Dread may take the following:
  - One additional Big Shoota ..... +10 pts
  - Grot Riggers ..... +5 pts
  - Mega-charga ..... +15 pts
- The Mega-Dread may replace its Killkannon with:
  - Twin-linked Supa-skorcha ..... Free
  - An additional Rippa Klaw (+1 Attack) ..... Free
- Alternately the Mega-Dread may replace its Rippa Klaw with another Killkannon, upgrading its Killkannon to be twin-linked (but losing -1 Attack) ..... +35 pts
- The Mega-Dread may replace either or both its big shootas with:
  - Skorchas ..... free
  - Rokkit launchas ..... +5 pts each
  - Mega-blastas ..... +10 pts each

KUSTOM MEKA-DREAD ..... 180 POINTS

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Meka-Dread	4	2	8(10)	13	13	11	2	3

Composition:
- 1 Kustom Meka-Dread

Unit Type:
- Vehicle (walker)

Special Rules:
- Ramshackle Monster

Wargear:
- Fixin' Klaws
- Two Rippa Klaws
- Armour Plates
- Grot Riggers

Options:
- The Meka-Dread must take one of the following 'kustom jobz':
  - Mega Charga ..... +15 pts
  - Rokkit-Bomb Racks ..... +35 pts
  - Kustom Force Field ..... +75 pts
- The Kustom Meka-Dread may replace one of its Rippa Klaws with one of the following weapons (losing -1 Attack)
  - Big Zzappa ..... +15 pts
  - Shunta ..... +25 pts
  - Rattler Kannon ..... +10 pts

A Meka-Dread may be chosen as a Heavy Support choice in a standard Ork army which also contains at least one other Mega-Dread.

Ramshackle Monster: The Meka-Dread is a smoke-belching monstrosity, heavily plated with ablative armour and a difficult machine to stop once it's gotten going! It has a 5+ Invulnerable Save against attacks.

Rippa Klaw: The Rippa Klaw is counted as a dreadnought close combat weapon, and adds +1 to the result rolled on the Vehicle Damage chart. Additionally, in Cities of Death games, a model equipped with a Rippa Klaw always counts as having a Wrecker Stratagem.

Fixin' Klaws: The Mek inside the dread has converted the machine with an octopus-like array of extra grabber-arms, pincers, blowtorches and the like allowing him to use the machine like a terrifyingly large wrk-rig. The Meka-Dread counts as being equipped with Mek's Tools, (and can even attempt to fix itself on a turn where it is not stunned, using the standard rules). In addition all those extra limbs means the Meka-Dread gains +2 Attacks on the turn it charges rather than +1.

Mega-Charge: This upgrade may be used once per game. At the start of the Movement phase. Roll a D6, on the roll of a 1 the Meka-Dread is immobilised (note the Ramshackle Monster rules do not apply to this damage), on any other result, the Meka-Dread gains the Fleet universal special rule for this turn.

Rokkit-Bomb Racks: The Meka-Dread is outfitted with a plethora of rocket-tubes, mortars and bomb-chukkas across its back and shoulders which it can fire in the general direction of the enemy. The Meka-Dread counts as being armed with a Lobba that can fire D3 shots per turn. After it has fired roll a D6, on the roll of a 1 or 2 the racks have run out of ammunition and can not be fired for the rest of the game.

Kustom Force Field: The Meka-Dread is equipped with a powerful force field projector. All units within 6" (measured from the Meka-Dread's main hull) gain a cover save of 5+. Vehicles, including the Meka-Dread itself, are treated as being obscured targets when fired at. The force field has no effect in an assault. Note that the Meka-Dread can only take a single save against any particular attack.

Shunta: A shunta is compact magneto-gravitic 'traktor' gun, related to the Ifta-droppa, which when used as a weapon hurls a 'bubble' of force that smashes into its target like a solid wall, pulverizing flesh and smashing machinery. The shunta uses the profile below, but when fired against vehicles can re-roll failed armour penetration rolls.

WEAPON	RANGE	STR	AP	SPECIAL
Shunta	24"	8	4	Heavy 1, 3" Blast,Pinning, re-roll armour penetration against vehicles

BATTLE FORTRESS

There are those powerful Orks for whom a Battlewagon just isn't big or shooty enough! This is where the Battle Fortress comes in. Ork Battle Fortresses are huge armoured vehicles; monstrosities bristling with weapons and covered in armour plates. They are super-heavy tanks, sometimes exceeding a Baneblade in size. These war machines are large enough, and mean enough, to give any enemy vehicle short of a Scout Titan pause for thought in battle.

As a rule any Ork vehicle of sufficient size will be called a Battle Fortress by the Orks themselves and, as with the work of many Mekboyz, (trying to out do each other and many quite insane even by Ork standards), there is very little standardisation as to their shape, size or armament. More elaborate and heavily 'kustomized' Battle Fortresses are just as common as the 'named' variants and, in many cases these are seen as the Mek Boss designer's 'magnum opus'.

There is some rough distinction made between Battle Fortresses based on weapons fit and sheer mass. Examples include named vehicles, such as in the case of the relatively small "Goreburna" Battle Fortress at one end of the scale, to the huge heavy gun armed 'Skullhammas' on the other. Skullhammas are often little more than a looted Baneblade chassis, festooned with Orky weapons. They are popular with Speed Freaks after additional engines and supachargers have been welded onto the rear and a red paint job slapped on.

Somewhere between the two extremes lies the likes of the "Deathrollas", intended to crush enemy infantry to paste and the "Rokkitspittas" which are usually little more than a massive tractor platform with dozens of rokkits crammed dangerously on it like an overloaded fireworks display.

These classifications are often more to do with their intended role rather than any set design on the Ork Mek's part. While some are almost accidental in design, being the product of whatever the builders had on hand or could scavenge from the battlefield, others are conglomerations of cut and shut salvaged tanks, and some are little more than dangerously overgrown Battlewagons. All that matters to most Ork boyz is that Battle Fortresses are "Big, 'ard, full of dakka and can carry lotz of ladz!"

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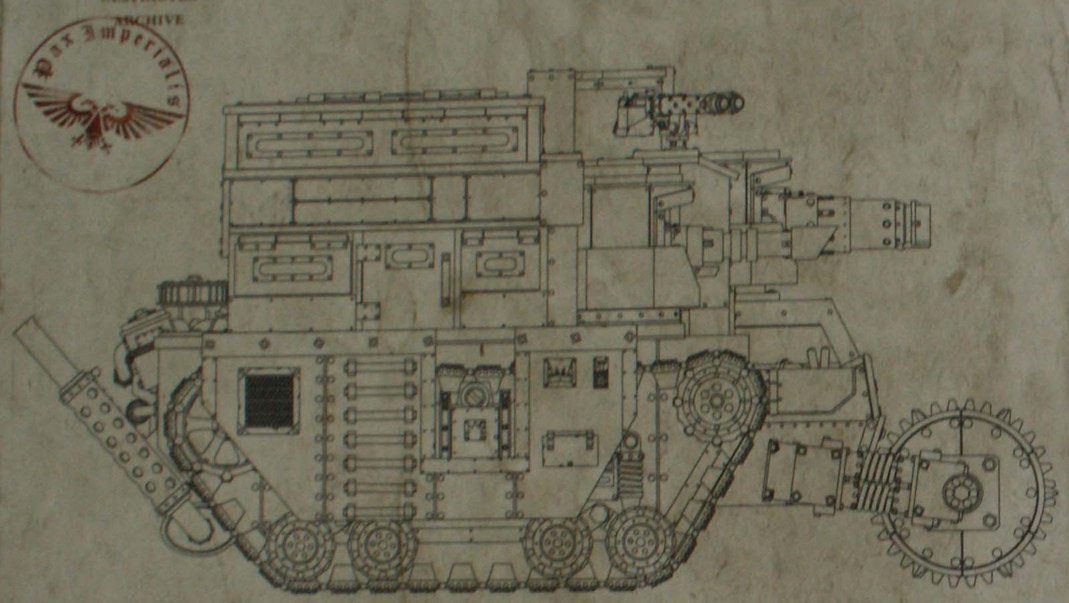

PRODUCT OF DEPARTMENTO ANALYTICUS	ORIGIN:	Xenos (Ork)	MAIN ARMAMENT: Three main turrets incorporating a mixture of heavy cannon, energy weapons and explosive launchers.
	DESIGNATION:	Dethrolla	
	VEHICLE CODENAME:	N/A	
STRICTLY ORDO XENOS EYES ONLY	VEHICLE TYPE:	Super-heavy tank /troop transport	SECONDARY ARMAMENT: Various light autocannon and flame weapons (ref. "Big Shoota" and "Skorcha") often mounted in improvised embrasures and additional secondary turrets.
	CREW:	Numerous	
	WEIGHT:	300 tonnes (approx)	
IT IS FORBIDDEN TO VIEW OR ALLOW TO BE VIEWED THIS RECORD BY NON AUTHORISED PERSONNEL	LENGTH:	11 m (approx.)	TRAVERSE & ELEVATION: 120/ -20 to +10
	WIDTH:	7.5 m (approx.)	AMMUNITION: 20 rounds per main gun
	HEIGHT:	8 m (approx.)	ARMOUR TYPE: Superstructural 40mm-100mm plating and improvised ablatives added by crews.
	MAX RECORDED SPEED:	25 kph	

DATE: 998.M41

SIGNATURE:

SUMMARY: The Deffrolla battle fortress is given its name by a huge weighted cylinder mounted on the front of the vehicle designed to pulversize and crush anything caught in the vehicle's path.

'DETHROLLA' BATTLE FORTRESS ..... 325 POINTS

	BS	Armour F	Armour S	Armour R
'Dethrollla'	2	14	13	11

Composition:
- 1 'Dethrolla' Battle Fortress

Unit Type:
- Super-heavy tank

Structure Points:
- 2

Transport Capacity:
- A 'Dethrolla' Battle Fortress can carry 20 Orks, it may only carry infantry with Mega-armoured Orks counting as two models each

Fire/Access Points:
- The 'Dethrolla' has 3 access points: left side doors, right side doors and a top hatch

Wargear:
- Turret-mounted Kannon
- Two turret-mounted Zzap guns
- Two pintle-mounted twin-linked Big Shootas

Options:
- The 'Dethrolla' may replace either its Kannon or Zzap guns with Lobbas, Kannons or Zzap guns for free. This means it can have three Big Gunz in any combination.
- It may replace any of its twin-linked Big Shootas with twin-linked Rokkit Launchas or a Scorcha for free.
- The 'Dethrolla' can be equipped with up to five bolt-on Big Shootas at +5 pts each. These must be fired by the Ork mob onboard.
- It may be given any of the following upgrades:
  - Armour plates ..... +10 pts
  - Boarding plank ..... +5 pts
  - Grot riggers ..... +5 pts
  - Grot bomm launcha ..... 20 pts
  - Red paint job ..... +5 pts
  - Reinforced ram ..... +10 pts
  - Stikkbomb chukkas ..... +5 pts
  - Deff rolla ..... +10 pts

'SKULLHAMMA' BATTLE FORTRESS ..... 400 POINTS

	BS	Armour F	Armour S	Armour R
'Skullhamma'	2	13	13	11

Composition:
- 1 Skullhamma

Unit Type:
- Super-heavy Tank, Fast

Structure Points:
- 3

Wargear:
- Turret-mounted Skullhamma kannon
- Two twin-linked big shoota
- One kannon or lobba

Transport Capacity:
- The 'Skullhamma' has a transport capacity of 30, and may only carry infantry with Mega-armoured Orks counting as two models each

Fire/Access Points:
- For the purposes of transported models only, the Skullhamma Battle Fortress counts as open topped

Options:
- The 'Skullhamma' Battle Fortress may replace each of its twin-linked Big Shootas with a twin-linked Rokkit Launcha for free.
- The 'Skullhamma' Battle Fortress can be equipped with up to three supa-rokkits* ..... +15 points each

**A supa-rokkit is a Grot-guided weapon that hits on a result of 2+. It can only be fired once per game.*

ORK 'KUSTOM' BATTLE FORTRESS ..... 355 POINTS

		Armour		
	BS	F	S	R
Battle Fortress	2	14	13	11

Composition:
- 1 Battle Fortress

Unit Type:
- Super-Heavy Tank (Open Topped)

Structure Points:
- 3

Transport Capacity:
- The Battle Fortress has a transport capacity of 30 Orks and may only carry infantry, with Mega-armoured Orks counting as two models each.

Fire/Access Points:
- If the Battle Fortress has an 'Ard case, it has three access points: left side doors, right side doors and a top hatch.
- If the Battle Fortress has the 'Ard case upgrade then two transported Ork models may fire from each side and two from the rear.

Wargear:
- Dethrolla or Reinforced Ram
- One turret-mounted Kannon
- Two turret-mounted Zzap guns

Grot Bomms: A Grot Bomm is a guided missile, piloted to its target by a Gretchin 'pilot'. Each Grot Bomm Launcha may only fire once per game, once its missile is launched it cannot fire another.
The Grot Bomm works in exactly the same way as normal barrage weapons, except you may re-roll the Scatter dice and distance if you do not like the first result, but you must accept the second roll.

WEAPON	RANGE	STR	AP	SPECIAL
Grot Bomm	24"-72"	8	3	Ordnance 1, barrage 5" blast, one use, twin-linked

Grot Guided (Supa-Rokkit): A Supa-rokkit is a Grot-guided weapon that hits on a 2+. It may only be fired once per game.

Options
- The Battle Fortress may have any of the following upgrades:
  - Grot Riggers ..... +10 pts
  - 'Ard Case ..... +25 pts
  - Up to four Grot Sponsons ..... +5 pts each
  - Boarding Plank ..... +10 pts
- The Battle Fortress may also have either:
  - A Grabbin Klaw or Wreckin' Ball ..... +15 pts
- The Battle Fortress may be equipped with up to:
  - Three Grot Bomms (one use each) ..... +20 pts each
  - or three Supa-Rokkits (one use each) ..... +15 pts each
- The Battle Fortress may replace any of its Kannon or Zzap guns with another big gun, (either a lobba, Kannon or another Zzap gun) for free! This means it may have three Big Gunz in any combination at no extra cost.
- The Battle Fortress may be given up to a total of four extra pintle-mounted weapons chosen from the following list:
  - Big shoota ..... +5 pts each
  - Skorcha ..... +5 pts each
  - Rokkit launcha ..... +10 pts each
  - Twin-linked big shoota ..... +15 pts each
  - Twin-linked rokkit launcha ..... +20 pts each
- Instead of replacing its turret mounted Big Gunz for another big gun for free, they may be upgraded to an even bigger gun! Any one of them may be upgraded to one of the following:
  - Killkannon ..... +35 pts
  - Big-lobba ..... +25 pts
  - Big-zzappa ..... +30 pts
  - Flakka-gunz ..... +35 pts
  - Supa-kannon* ..... +65 pts
  - Supa-lobba* ..... +45 pts

**For each Supa-Kannon or Supa-Lobba chosen, the Battle Fortress's transport capacity is reduced by ten.*

KILL TANKS

KILL KRUSHA, KILL BLASTA AND KILL BURSTA

The 'Kill Tanks' are a relatively new and terrifying addition to the Orkish arsenal. Their use has spread to numerous Ork empires and warbands across the galaxy. Kill tanks are an Ork heavy tank design, based around the twin Ork loves of speed and extreme violence. These hulking, slab-sided machines are extremely durable and many have a heavily armoured, shovel-bladed prow suitable for ramming their way through any obstacles in their path, while much of their mass is made up of engines and drive mechanics which, while temperamental, can propel the tank far faster than an equivalent Imperial machine of its size.

So far at least, there are three main variants of the kill tank that have come into widespread service with the Orks: the Kill-Krusha, Kill-Blasta and the Kill-Bursta, each named for their unique main gun. In addition to their telltale heavy armament, individual kill tanks also sport a variable battery of shootas, skorchas and rokkit launchas largely arrayed accordingly to the whim of the Meks that built them. While not intended as a troop transport, Ork boyz will do their best to hang off the outside of these notoriously speedy tanks in order to get into the fight as fast as possible.

The Krusha Kannon which gives the Kill Krusha its name, is a turret mounted, heavy bore, high velocity weapon capable of firing a variety of different shells. This powerful gun has quickly gained a well deserved reputation for making the Kill Krusha a highly dangerous and unpredictable opponent with the Imperium's own armoured regiments. As well as standard explosive rounds known as 'boom shells', easily equal in power to an Imperial Guard Earthshaker shell, the Krusha Kannon can also fire armour-piercing 'Tankhammas' to blast apart enemy vehicles, shrapnel-filled 'Scrap Kanisters' able to rip through swathes of enemy infantry and incendiary 'Blast Burnas' which can drench fortifications with burning chemicals to roast alive anyone caught inside.

The Kill Bursta's main gun is an immense, wide-bore siege mortar mounted in the centre of its forward hull, much in the manner of a Space Marine Vindicator, only much, much larger. The huge rocket-boosted ordnance launched by the Bursta Gun, while appallingly short ranged is powerful enough to blast a hardened bunker or defensive bastion to smithereens and have been observed in direct fire to have blown the leg off a Warhound Scout Titan in one engagement and, in others, shatter Imperial super-heavy tanks in a single shot. Although this was as likely (given the weapon's inaccuracy) to have been as much luck as good judgement by its gunners.

The Kill Blasta could not be more different to its fellows in armament. Instead of a single heavy gun, the Kill Blasta's central forward hull mounts a convoluted array of multiple heavy barrels, rotary cannon, scatterguns and Big Shootas all rigged to fire at once, drenching a single target in a torrent of murderous shot and shell. This sheer volume of fire is simply death to any unprotected target caught in front of it when it unleashes its fury, and while the Kill Blasta lacks the flexibility of the Krusha Kannon or the raw destruction of the Bursta gun, the Kill Blasta is able to rip apart swathes of enemy infantry and light vehicles and brutalise heavier tanks with a pulverising fusillade of shots.

The first 'Kill Tanks' were believed to have been produced by the infamous Murda-Meks of Tigrus in late M.40, and they are only one branch of the numerous Ork weapon and tank designs to have come from this blight on the galaxy. Once an Imperial forge world, Tigrus was overrun by the Orks of Arrgard the Defiler in M.35 and have been churning out weapons and war machines for the highest Ork bidder ever since. The Murda-Meks' long reach and extensive list of 'kustomers' has served to spread the design of the Kill Tanks and their variants to numerous Waaagh! and warbands across the galaxy and accordingly also into the hands of other Big Meks who have tried to build their own and 'improve' the design. It is thought that the Overfiend of Octavius has placed a standing order with Tigrus's Murda-Meks for as many Kill Tanks, not to mention Bowel Burnas and Deth Rams, as they can make – all in order to fight his ongoing war against the Tyranids of Hive Fleet Leviathan, with which his savage empire is embroiled in conflict.

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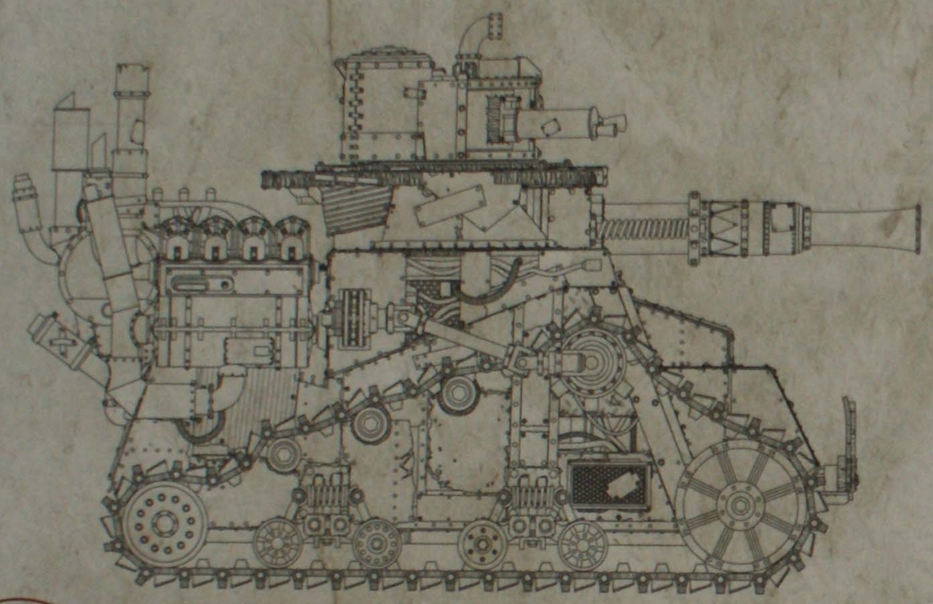

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ORIGIN: Xenos (Ork)

DESIGNATION: Kill Krusha

VEHICLE CODENAME: N/A

VEHICLE TYPE: Rapid Assault Heavy Tank

CREW: Driver, engineer, gunners (3), Grot riggers

WEIGHT: 200 tonnes (approx)

LENGTH: 10 m (approx.)

WIDTH: 7.1 m (approx.)

HEIGHT: 8.2 m (approx.)

MAX RECORDED SPEED: 65 kph

MAIN ARMAMENT: A unique Ork pattern rapid firing high velocity gun known as a "Krusha Kannon" utilizing multiple munition types.

SECONDARY ARMAMENT: Various light autocannon and flame weapons (ref. "Big Shoota" and "Skorcha") often mounted in improvised embrasures and additional secondary turrets.

TRAVERSE & ELEVATION: 180/ -15 to +28

AMMUNITION: 30 to 40 rounds of various types.

ARMOUR TYPE: Superstructural 40mm-100mm plating and improvised ablatives added by crews.

DATE: 998.M41

SIGNATURE:

SUMMARY: The Kill Krusha is a unique vehicle design believed to have its origins with the infamous "Murder Meks" of Tigris, a fallen Imperial forge world, leading many observers to believe its unusual abilities such as its speed and advanced main gun are attributable to blasphemously corrupted Imperial Tech-lore.

ORDO XENOS | DEPARTMENTO ANALYTICUS RECORD

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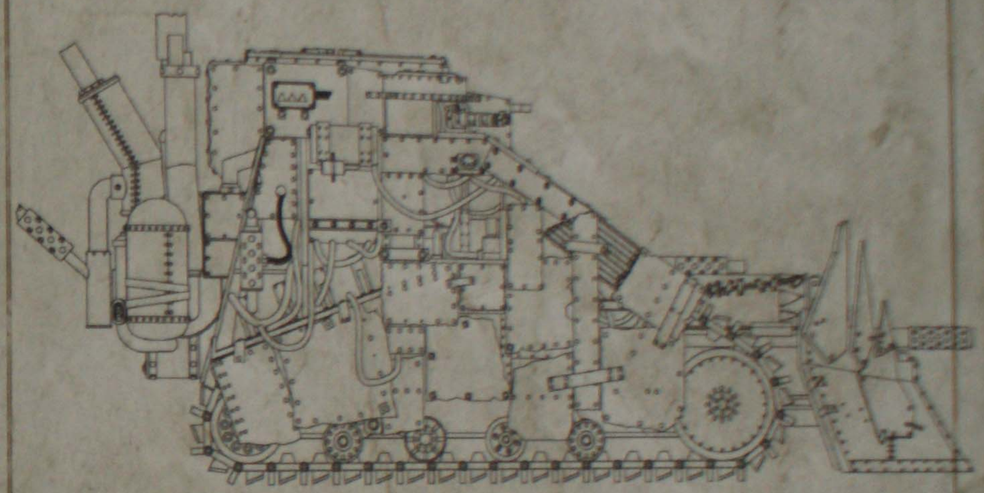

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ORIGIN: Xenos (Ork)

DESIGNATION: Kill Blasta

VEHICLE CODENAME: N/A

VEHICLE TYPE: Heavy Tank (anti-personnel)

CREW: Driver, engineer, gunners (3), Grot riggers

WEIGHT: 240 tonnes (approx)

LENGTH: 10 m (approx.)

WIDTH: 7.3 m (approx.)

HEIGHT: 8 m (approx.)

MAX RECORDED SPEED: 30 kph

MAIN ARMAMENT: Numerous autocannon, rotary guns and other projectile weapons of various calibres and types cycled to fire together as a single weapons system referred to by the Orks as a "Gigashoota"

SECONDARY ARMAMENT: Various light autocannon and flame weapons (ref. "Big Shoota" and "Skorcha") often mounted in improvised embrasures and additional secondary turrets.

TRAVERSE & ELEVATION: 20/ -0 to +22

AMMUNITION: Inestimable based on volume and variable rates of fire

ARMOUR TYPE: Superstructural 40mm-100mm plating and improvised ablatives added by crews.

DATE: 998.M41

SIGNATURE:

SUMMARY: The Gigashoota armament of the Kill Blasta epitomizes the often incomprehensible nature of Orkish tactical thought to the outsider. It is unlikely that any other species would base such a large tank around such an erratic and unreliable weapons system. It remains however a highly effective terror weapon.

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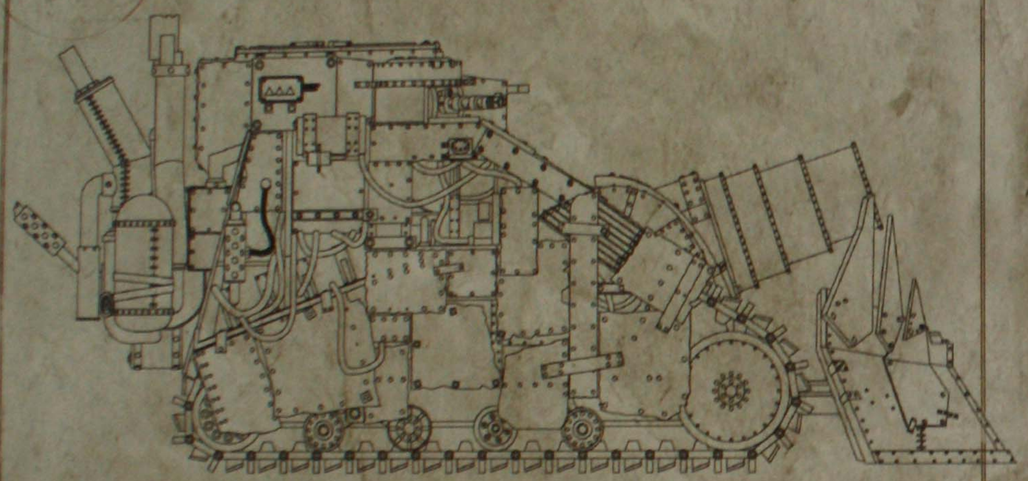

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ORIGIN: Xenos (Ork)

DESIGNATION: Kill Bursta

VEHICLE CODENAME: N/A

VEHICLE TYPE: Heavy Siege tank

CREW: Driver, engineer, gunners (3), Grot riggers

WEIGHT: 260 tonnes (approx)

LENGTH: 10.5 m (approx.)

WIDTH: 7.3 m (approx.)

HEIGHT: 8 m (approx.)

MAX RECORDED SPEED: Speed: 20 kph

MAIN ARMAMENT: "Bursta" Gun, a massive calibre siege cannon utilizing rocket launched concussive blast shells.

SECONDARY ARMAMENT: Various light autocannon and flame weapons (ref. "Big Shoota" and "Skorcha") often mounted in improvised embrasures and additional secondary turrets.

TRAVERSE & ELEVATION: 0/ -0 to +20

AMMUNITION: 5 rounds (including one carried in the breach)

ARMOUR TYPE: Superstructural 40mm-100mm plating and improvised ablatives added by crews.

DATE: 999.M41

SUMMARY: The size and pattern of the bursta gun is identical to that found mounted as a 'belly gun' on certain variant stompas, and capable of hurling an unpredictable but potentially devastatingly powerful shell.

KILL KRUSHA ..... 275 POINTS
KILL BLASTA ..... 300 POINTS
KILL BURSTA ..... 350 POINTS

		Armour		
	BS	F	S	R
Kill Krusha	2	14	12	10
Kill Blasta	2	14	13	10
Kill Bursta	2	14	13	10

Composition:
- 1 Kill Tank

Unit Type (Kill Krusha):
- Super-Heavy Tank, Fast

Unit Type (Kill Blasta & Bursta):
- Super-Heavy Tank

Structure Points:
- 3

Wargear (Kill Krusha):
- Turret-mounted Krusha Kannon (choose and declare which shell type you wish to use each time this Kannon is fired)
- Grot Riggers
- Reinforced Ram

Wargear (Kill Blasta):
- Hull mounted Giga Shoota
- Twin-linked Big Shootas
- Grot Riggers
- Reinforced Ram

Wargear (Kill Bursta):
- Hull mounted Belly Gun
- Twin-linked Big Shootas
- Grot Riggers
- Reinforced Ram

Special Rules (Kill Krusha):
- Loader Gubbins
- Highly Sprung

Special Rules (Kill Blasta & Bursta):
- Highly Sprung

Transport Capacity:
- Kill Tanks have a transport capacity of 12 Ork Grots in this case (on clinging to the outside) and counts as open topped only for the purposes of assaulting and embarking/disembarking, not for damage or other means.

Options (Kill Krusha):
- The Kill Krusha may be given up to a total of five extra weapons chosen from the following:
  - Big shoota ..... +5 pts each
  - Skorcha ..... +5 pts each
  - Rokkit launcha ..... +10 pts each
  - Twin big shoota ..... +15 pts each
  - Twin rokkit launcha ..... +15 pts each
- The Kill Krusha may replace its Ram with a Deff Rolla ..... +25 pts
- The Kill Krusha may be equipped with up to two Grot Bombs ..... +20 pts each
- The Kill Krusha may have up to two Grot Sponsons ..... +5 pts each
- A Kill Krusha may have Grot Gunners (increasing its BS to 3) ..... +25 pts

Options (Kill Blasta & Bursta):
- Kill Blastas & Burstas may be given up to two extra weapons chosen from the following:
  - Big shoota ..... +5 pts each
  - Skorcha ..... +5 pts each
  - Rokkit launcha ..... +10 pts each
  - Twin big shoota ..... +15 pts each
  - Twin rokkit launcha ..... +20 pts each
- A Kill Blasta or Bursta may replace its Ram with a Deff Rolla ..... +25 pts
- A Kill Blasta or Bursta may be equipped with up to two Grot Bombs ..... +20 pts each
- A Kill Blasta or Bursta may have up to two Grot Sponsons ..... +5 pts each
- A Kill Blasta or Bursta may have Grot Gunners (increasing its BS to 3) ..... +25 pts
- A Kill Bursta may exchange its Belly Gun for a Bursta Kannon ..... +50 pts

Highly Sprung: If the Kill Tank suffers a Drive Damaged result on the Super-Heavy Damage table, then the tank's track springs fly everywhere and vital bits fall off. Treat this as an Immobilised result instead.

Loader Gubbins: While the Krusha Kannon's grot-served auto-loader gubbins are a miracle of Orky design, they don't always work as they should. Every time the Kannon is fired, declare which kind of shell you are trying to use and roll a D6. If you roll a '1' then roll again on the following table:

1-2: Dud:
The gun jams, the grots get caught in the gears or the elastic breaks, no shot is fired this turn.

3-5: You mean 'dis one?
The Kannon fires a boom shell regardless of the type the Ork Kommander is bellowing for. Grots love the boom!

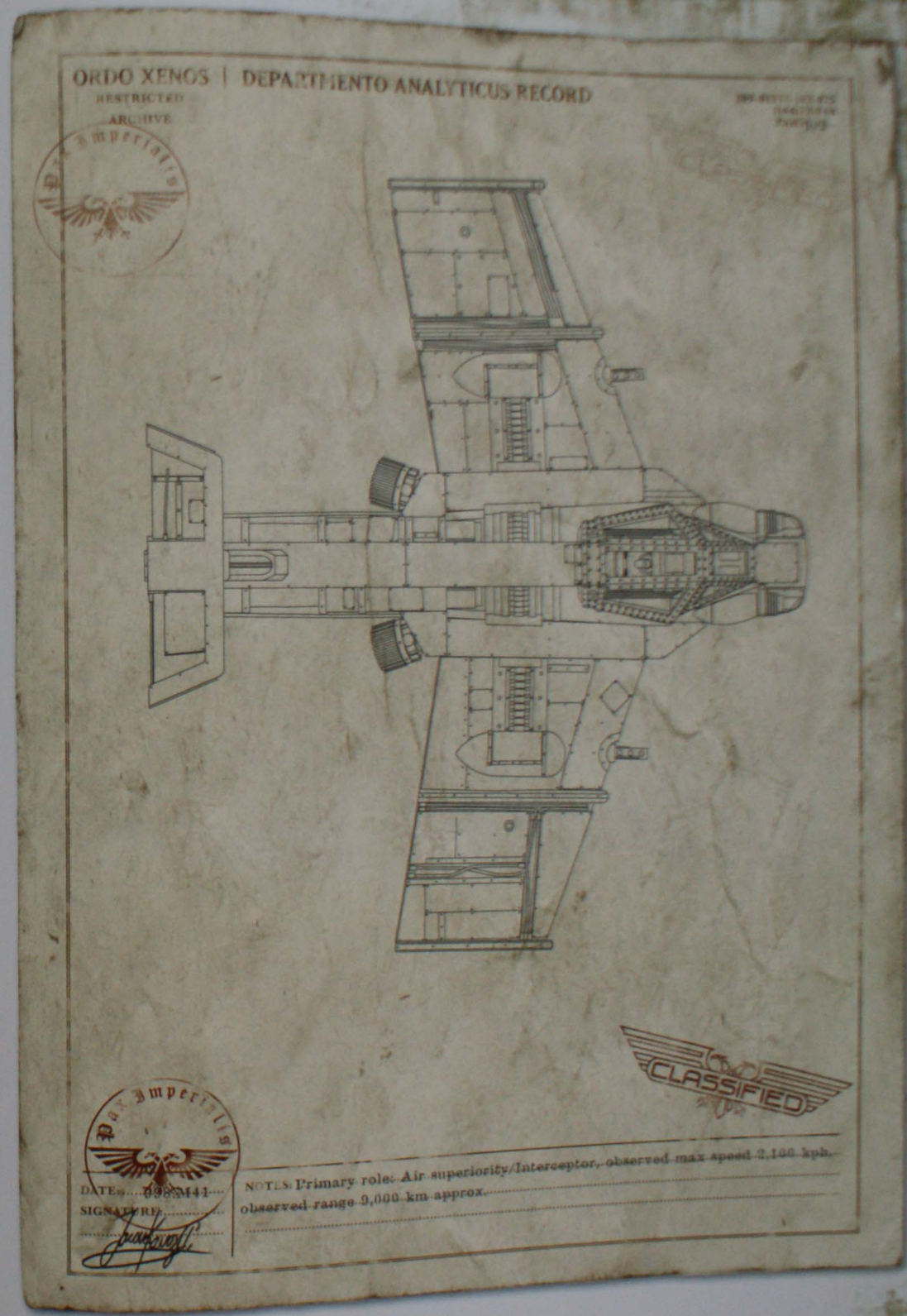
6: Not that way!
The shell is fitted in backwards or something equally catastrophic occurs, the Kill Krusha suffers an automatic Glancing Hit and no shell is fired.

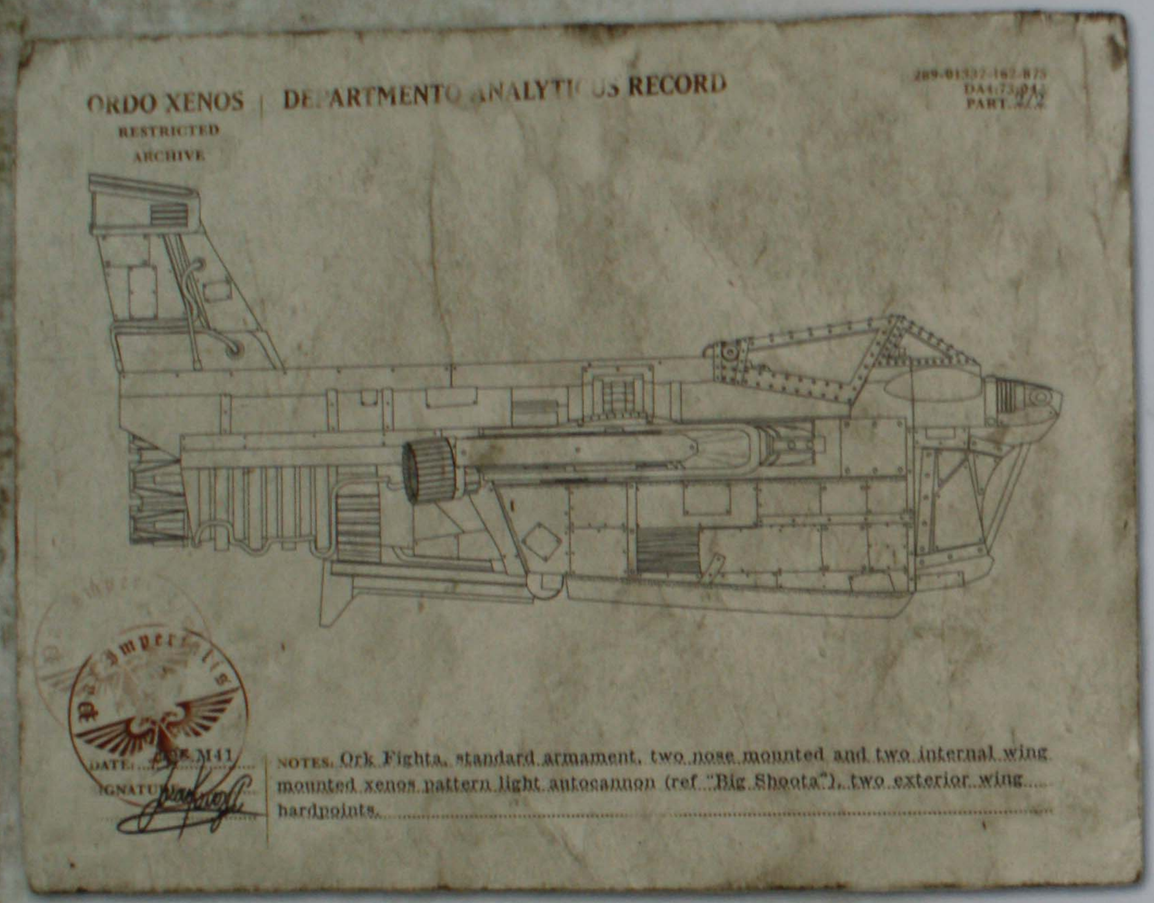
FIGHTA

When building vehicles, Mekboyz tend to stick to familiar designs, which they seem to have an innate ability to build and repair. How a Mekboy knows what to build, even he would not be able to tell you. There is no training for Mekboyz, they just have an inbuilt aptitude for building mechanical objects. All the Mekboy knows is that this is the way to do it, and this way works, so he just replicates the design, with little desire to alter the basic workings. As a result many Ork vehicles are very similar, with only cosmetic differences and many alterations are often added by the vehicle's owner or crew. Some Mekboyz, usually those that have taken serious head injuries, will come up with a brand new design, or a plan to alter a vehicle to improve it. To more conservative Mekboyz, these Mad Meks are looked on with grave suspicion and shunned. Why change a design that works?

Ork Fightas are the smallest type of Ork aircraft. Built for speed and firepower, a Fighta can only carry a small wing-mounted payload of bombs or rockets, but do carry multiple 'eavy shootas in the nose and wings, producing a lethal hail of bullets, especially at close range. Ork fighta pilots love nothing better than to get close to a target before pouring fire (known as dakka to Orks) into it to tear it apart. Rookie (or green) pilots are taught to fire long, uncontrolled bursts, the more bullets flying the better. Ammunition expenditure is never a consideration.

The Fighta's powerful engine is crude but remarkably effective, producing a huge amount of thrust (and often an alarming trail of black smoke). Flying in a straight line, a Fighta is easily a match for any Imperial fighter. It retains its manoeuvrability by utilising two vector engine nozzles, which can divert some of the thrust and thus change the aircraft's trajectory. Using these engine nozzles tends to throw the aircraft violently into its new direction, giving the appearance that the Ork pilot is wildly out of control. This is a feature that appeals to the Ork pilot, as he careens through the sky, the wilder the ride the better.





FIGHTA ..... **140 POINTS**

	Armour			
	BS	F	S	R
Fighta	2	10	10	10

Composition:
- 1 Fighta

Unit Type:
- Vehicle, Flyer

Wargear:
- One nose-mounted twin-linked Big Shoota
- One wing-mounted twin-linked Big Shoota
- One payload of two Bomms.

Options:
The Fighta may replaces its Bomms with two Rokkits for free.

FIGHTA-BOMMER

The Fighta-Bommer is the most commonly encountered Ork aircraft. Heavier than the Fighta, it carries a larger payload of bombs and rockets for ground attack missions, the favoured tactics of all Ork air forces. The Fighta-Bommer is very similar to the Fighta, but being larger and heavier lacks the straight line speed of the Fighta. It uses the same engine layout and, in many cases, the same engine – salvaged from crash sites.

Ork aircraft take off using a launch trolley. Once 'bombed-up', the aircraft is loaded onto a trolley and then pulled onto the runway. The aircraft's engines then power the aircraft, trolley-and-all, down the runway until take off speed is achieved. As the aircraft starts to rise, the trolley is released and crashes back to earth. To land, the aircraft slows down until it almost stalls, then slides on its reinforced belly onto the runway in a barely controlled skid. Each aircraft has a landing hook which drags along the ground to slow the aircraft until it comes to a halt in a steaming cloud of exhaust fumes and dust.

The main differences between the Fighta-Bommer and its smaller cousin are its wing-mounted payload and the addition of a rear facing ball turret for self defence whilst the aircraft is making its attack runs. The crew of two is usually an Ork pilot and his Gretchin gunner, who clambers through the cockpit and is then sealed into the ball turret before take-off. If the crew should need to eject, the pilot may escape from the cockpit, but there is no provision for the Gretchin gunner to escape.

Instead of bombs or rockets, the Fighta-Bommer is large enough to carry two Grot bomms. Grot bomms are guided missiles, piloted by Gretchin who fly the missile at its target, blissfully unaware of the fatal effects of the missile's detonation.

Ork pilots are themselves outcasts from Ork society. Most Orks prefer to keep their feet firmly on the ground, and believe real fighting is done up close and personal. There are some unstable individuals amongst a tribe that crave to fly through the sky like a bird. The Orks call them Flyboyz, and they all belong to a sub-cult known as Speed Freaks. It seems that for a Flyboy the need for speed cannot be satisfied by land based vehicles. They take to the sky in search of ever greater exhilaration. Their reckless flying, dive-bombing and strafing runs, as well as the search for greater and greater speeds, seem to change their brain wave patterns, inducing a state of manic euphoria. Other Orks consider them to be quite mad, and avoid them. Flyboyz live in semi-exile from the tribal hierarchy, only associating with other Flyboyz, Gretchin slaves and gunners and the Mekboyz who build and maintain their aircraft.

FIGHTA-BOMMER ..... 210 POINTS

	BS	Armour F	Armour S	Armour R
Fighta-Bommer	2	10	10	10

Composition:
- 1 Fighta-Bommer

Unit Type:
- Vehicle, Flyer

Wargear:
- Four hull-mounted big shootas with anti-aircraft mounts
- One turret-mounted twin-linked big shoota
- One payload of 8 bomms
- Two supa-rokkits

Options:
- The Fighta-Bommer may also be equipped with up to two grot bomms for +20 points each
- The fighta-bommer may replace its two supa-rokkits with two burna bomms for free.

BOMMER

Ork aircraft are the ultimate expression of a particular mania that can seize an Ork's mind. The afflicted Ork seeks ever greater thrills from speed and danger, driving or, in extreme cases, flying faster and faster. Those afflicted are called Speed Freaks, and regardless of their original clan, invariably belong to the Kult of Speed. The majority of Speed Kultists come from the Evil Sunz clan, but not all, and the mania can seize any Ork. Few 'victims' actually become pilots, because most Orks have a natural distrust of flying, and much prefer to remain with their feet solidly upon the ground, where the 'proppa' scrappin' is done.

But there are other instincts at work within an Ork's psyche, and one is a desire for size. To most Orks, bigger is better – whether it is bigger, louder guns, thicker armour or bigger, faster vehicles. It was from this driving desire for size that the Bommer was borne, along with the Ork Meks' tendency to borrow (ie, steal) ideas for new creations from the fighting machines of the Imperium they encounter on the battlefield. Orks are easily impressed by shows of great firepower and mass destruction, and witnessing the devastation caused by a Marauder bomber strike pleases an Ork warlord greatly (even if half his boyz have been blown to bits).

It is only natural that powerful Ork warlords would want their own 'bommers', and Meks are happy to oblige (and if they aren't they can expect a visit from the warlord's 'ardboyz!).

Bommers fulfil many of the Ork's inner desires. They are big, loud, fast and cause large amounts of random mass-destruction. The main problem is that there aren't many Orks willing to go up in them, so they usually require a crew of two or three Ork pilots, and the rest of the crew are Gretchin (who get no choice whether they want to fly or not). Whilst the Orks fly the aircraft, the Gretchin often crew the bommer's many guns and turrets, and help push the bomms off the rear ramp.

Of course pushing bomms through an open door is dangerous work, and many Gretchin have followed their bomms out of the ramp and down to earth, but it was just such an unfortunate accident that inspired another adaptation. If Gretchin could fall out, then why not Orks? To avoid the inevitable messy consequences of impacting with the ground (and it probably took the Orks quite a few tries to work it out), they use Stormboyz on rokkit packs. These are crowded into the hold and released over a battlefield, directly into the action. For the Stormboyz the quicker they can get into a fight the better!

The Blasta Bommer variant was an invention of the infamous Ork Mek, Orkimedes, who probably witnessed Marauder Destroyer attacks during the Third Armageddon War, and used his 'genius' to copy the idea. The aircraft's nose cone was filled with as many weapons as Orkimedes could find; big shootas, rokkits and Zzap guns were all packed in and the pilots told to 'stay low' whilst the Gretchin cut loose with everything they had.

ORDO XENOS RESTRICTED ARCHIVE

DEPARTMENTO ANALYTICUS RECORD

PART 1/2

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CLASSIFIED

ORIGIN: Xenos (Ork)

DESIGNATION: Bomma (also Blasta Bomma, etc)

VEHICLE CODENAME: N/A

VEHICLE TYPE: Tactical Bomber

CREW: Pilot, co-pilot/navigator, multiple gunners and Grots

WEIGHT: 51 tonnes (approx.) unladen

LENGTH: 20.5 m

WIDTH: 24 m

HEIGHT: 7.7 m

MAX RECORDED SPEED: 1,600 kph Range: 10,000 km approx.

MAIN ARMAMENT: Bomb bay capable of carrying a wide variety of ordnance up to an approximate maximum of 3,600 kg of bombs.

SECONDARY ARMAMENT: Multiple light autocannon and automatic projectile gun turrets of varied xenos patterns.

TRAVERSE & ELEVATION: —

AMMUNITION: —

ARMOUR TYPE: Skin plating 10-20mm thick.

DATE: 998.M41

SIGNATURE:

SUMMARY: Ork "Bommas" display the usual Ork obsession with modification and experimentation and as a result they can vary widely in weapons arrangement and outfitting, some replacing much of their forward structures with additional cannon and rocket launch tubes, and are termed "Blasta Bommas"

ORK BOMMER ..... 300 POINTS

	BS	Armour F	Armour S	Armour R
Bommer	2	10	10	10

Composition:
- 1 Bommer

Unit Type:
- Super-heavy Flyer

Structure Points:
- 3

Transport:
- 20 Ork Stormboyz, who can use their rokkit packs to jump from the aircraft. These are deployed using the 'drop run' rules.

Wargear:
- One twin-linked Big Shoota in nose turret
- Four Big Shootas in port turrets
- Four Big Shootas in starboard turrets
- One twin-linked Shoota in rear turret

Options:
- A Bommer may take 10 Bomms ..... +80 pts.
  If taken, the Bomms replace the Bommer's entire transport capacity.
- In addition to the above a Bommer may take one of the following under-wing weapon loads:
  6 Bomms ..... +60 pts
  4 Bomms and 2 Grot Bomms ..... +60 pts

ORK BLASTA BOMMER ..... 410 POINTS

	BS	Armour F	Armour S	Armour R
Blasta Bommer	2	10	10	10

Composition:
- 1 Blasta Bommer

Unit Type:
- Super-heavy Flyer

Structure Points:
- 3

Transport:
- 20 Ork Stormboyz, who can use their rokkit packs to jump from the aircraft. These are deployed using the 'drop run' rules

Wargear:
- One Deth Arsenal in nose
- Four Big Shootas in port turrets
- Four Big Shootas in starboard turrets
- One twin-linked Shoota in rear turret

Options:
- A Bommer may take 6 Bomms ..... +40 pts.
  If taken, the 6 Bomms replace the Bommer's entire transport capacity.
- In addition to the above a Bommer may take one of the following under-wing weapon loads:
  6 Bomms ..... +60 pts
  4 Bomms and 2 Grot Bomms ..... +60 pts
  6 Supa-Rokkits ..... +60 pts

Deth Arsenal: The deth arsenal is an unholy conglomeration of high-calibre cannons, launchers, blasters and fully automatic guns that the crew on board load and fire as fast as they can with wild abandon and variable results!

WEAPON	RANGE	STR	AP	SPECIAL
Deth Arsenal	120"	9	3	Heavy 3D6*

**Roll 3D6 each time the Deth Arsenal fires to determine the number of shots, in addition, it also fires D3 Supa-Rokkits at the same target.*

KOPTAS

Ork Koptas are flying machines, the insane and dangerous brainchild of certain 'mad' Meks who become obsessed with powered flight, usually in the search for greater speed. Arguably the decision by any Ork to volunteer to go anywhere near these machines is a suicidal one, as they are extremely temperamental, prone to fall apart mid-air or crash spectacularly without any notice, but unsurprisingly there are always slightly unhinged Speed Freaks willing to volunteer. In particular those Orks whose first love is speed are drawn to Koptas whenever they get the chance, either as test pilots for the Meks' experimentation getting their new-fangled designs "jus' right" or doing their best to hang on as the machine screams above the battlefield towards the enemy, desperately trying to judge the right time to let go!

The most common type of these flying machines encountered in the Ork ranks is the 'Deffkopta', huge squadrons of which can often be found fouling the air above Kult of Speed warbands. Deffkoptas are single-seat Ork attack craft, comprising little more than a warbike-like frame screaming through the air on jet-assisted rotor blades, with a couple of handy big shootas or a rack of rokkits bolted on to the front. Despite their ramshackle nature, Deffkoptas can be frighteningly effective in battle, as long as their pilots can manage to keep them flying and their guns firing in roughly the direction of the enemy! One obvious role these flying machines can play for an Ork warband or tribe is as long range reconnaissance, ranging ahead of the Ork forces, and by triumph of willpower turning away from the enemy in order to return with the lads when a juicy target has been located. By far their preferred task is airborne attack, using their deff-spitting guns to ravage the enemy before taking the insane risk of trying to use their reinforced rotor blades to decapitate and chop up infantry at close range. There is little standardisation in Deffkopta design, and Meks in general are always reluctant to repeat the same thing twice without tampering with it in some way, and some Deffkoptas are augmented with kannister bomb droppers, rippa-saws on extendable arms, squig-parachutes and inordinately large wing mirrors (reasons unknown!).

A more recent 'innovashun' in Orkish air power appearing in Waaaghs! across the galaxy in recent years is the larger 'Warkopta', a machine whose Big Mek advocates include the infamous Buzzgob on Kastorel-Novem. Likely to be the product of Orkish envy of the speed and firepower of the Imperial Valkyrie and Vulture, and more than a bit of annoyance at the deft grav-skimmers of the Eldar dancing away from them in battle, the Warkopta is a particularly Orkish solution to the problem. It features two huge rotor blades at either end of a long open-framed fuselage, with a cluster of rokkit-boosted jets at one end and a cunning yoke and pulley system of avionics to steer. The Warkopta is a combination gunship, aerial transport, heavy lift and long range reconnaissance vehicle, as popular with Kommandos (who for unknown reasons refer to it as a 'Chinork'), for getting them behind enemy lines, as it is with the Goffs for shooting down tricksy fliers so they can prise the survivors from the wreckage.

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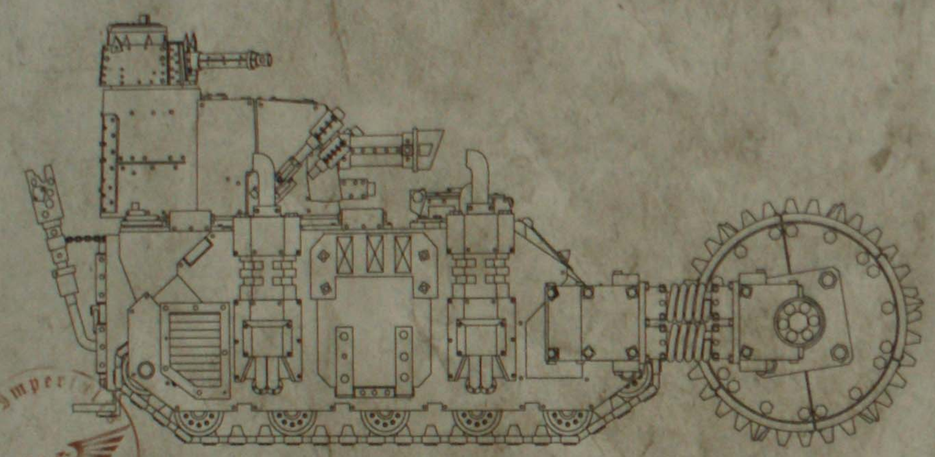
PART 1/1



PRODUCT OF DEPARTMENTO ANALYTICUS	ORIGIN: Xenos (Ork)	MAIN ARMAMENT: Xenos pattern turret mounted low velocity cannon, (approximately 90mm calibre).
	DESIGNATION: Looted Wagon (Rhino/Razorback Chassis)	
	VEHICLE CODENAME: N/A	
STRICTLY ORDO XENOS EYES ONLY	VEHICLE TYPE: Light Battle Tank	SECONDARY ARMAMENT: Co-axial xenos pattern light autocannon (ref. Big Shoota).
	CREW: Driver, Gunner, Grot Riggers	
	WEIGHT: 35 tonnes (approx.)	
IT IS FORBIDDEN TO VIEW OR ALLOW TO BE VIEWED THIS RECORD BY NON AUTHORISED PERSONNEL	LENGTH: 7.1 m (approx.)	TRAVERSE & ELEVATION: 360/ -10 to +28
	WIDTH: 4.5 m (approx.)	AMMUNITION: 50 rounds approx anti-tank and high explosive shell mix).
	HEIGHT: 5m (approx.)	ARMOUR TYPE: 50mm-65mm plating (based on the Rhino) + improvised ablatives.
	MAX RECORDED SPEED: 40 kph	
DATE: 998.M41 SIGNATURE:	SUMMARY: This looted wagon represents a common Ork modification to a captured or salvaged Imperial vehicle, with the robust Rhino chassis favoured choice of the Ork Meks.	

MEKBOY JUNKA ..... 65 POINTS PER MODEL

	Armour		
	BS	F	S	R
Mekboy Junka	2	11	11	10

Unit Composition:
- 1 Mekboy Junka

Unit Type:
- Vehicle (Tank, Open Topped)

Transport Capacity:
- The Mekboy Junka has a transport capacity of 10 Orks and may only carry infantry (Mega-armoured Orks count as two models).

Fire/Access Points:
- If given an 'Ard case, two transported Orks may fire from its top hatch.

Wargear:
- Three pintle-mounted Big Shootas
- Grot Riggers
- Turbo-Charga
- One of the following: Reinforced Ram, Deff Rolla, Wreckin' Ball or Grabbin' Klaw

Turbo-Charga: Mekboyz take pride in adding nitro-injectors, mag-velocitators, volatile squig-squeezers and other insane devices to their Junkas; all so they can be sure of leaving their rivals in the dust…well, most of the time anyway! At the start of its movement, the owning player can nominate that the Junka is using its turbo. Roll a D6, on the result of a 1 the Junka is immediately immobilised, on any other result it counts as a Fast vehicle that turn.

Options:
- The Junka may have any of the following upgrades:
  - 'Ard Case ..... +20 pts
  - Stikkbomb Chukka ..... +5 pts
  - Red Paint Job ..... +5 pts
- The Mekboy Junka may exchange any of its Big Shootas for one of the following:
  - Skorcha ..... free
  - Rokkit Launcha ..... +5 pts each
  - Twin Big Shoota ..... +10 pts each
  - Twin Rokkit Launcha ..... +15 pts each
  - Kustom Mega Blasta ..... +15 pts each
- The Mekboy Junka may be equipped with one of the following pieces of 'Spesiful Gear' at the points cost listed, but if it does, its transport capacity drops to six:
  - Turret-mounted Supa-Skorcha ..... +20 pts
  - Turret-mounted Big-Zappa ..... +20 pts
  - Up to two Grot Bomms ..... +15 pts each
  - Kustom Force Field Generator[1] ..... +75 pts
  - Turret-mounted Shokk Attack Gun[2] ..... +100 pts

[1]The force field effect covers the Junka and extends out from its main hull edges.

[2]When the Shokk Attack Gun misfires, treat references on the chart to the 'Mek' as referring to the Junka, on a 'Zonk' result, treat the targeted model as being either tank shocked (or rammed at full speed if the target is a vehicle) by the Junka.

A Mekboy Junka may be taken as an Elites choice in an Ork army, or as a dedicated transport option for an Ork Big Mek.

LOOTED WAGON ..... 35 POINTS

	Armour		
	BS	F	S	R
Looted wagon	2	11	11	10

Unit Composition:
- 1 Looted Wagon

Unit Type:
- Vehicle (Tank, Open-topped)

Special Rules:
- Don't Press Dat!

Transport Capacity:
- 12 models. Models in Mega Armour count as two models.
- A Looted Wagon with a boomgun loses its transport capacity altogether.

Don't Press Dat: Due to their non-Ork technology, Looted Wagons are prone to unforeseen difficulties. Each Looted Wagon must roll a dice at the start of each Ork Movement phase. On the roll of a 1, that vehicle must move directly forwards as far as possible as the Orks inside get carried away. This can potentially mean that the Wagon may Tank Shock an enemy unit. Passengers may not disembark this turn.

Options:
- May take one of the following:
  - Boomgun ..... +70 pts
  - Skorcha ..... +15 pts
- May take up to two of the following:
  - Big shoota ..... +5 pts per gun
  - Rokkit launcha ..... +10 pts per gun
- May take any of the following:
  - 'Ard case ..... +10 pts
  - Red paint job ..... +5 pts
  - Grot riggers ..... +5 pts
  - Stikkbomb chukka ..... +5 pts
  - Armour plates ..... +10 pts
  - Boarding plank ..... +5 pts
  - Wreckin' ball ..... +10 pts
  - Reinforced ram ..... +5 pts
  - Grabbin' klaw ..... +5 pts

STOMPA

When more and more Ork tribes gather, usually under the influence of a single powerful Warboss, it triggers the beginnings of the Waaagh-Ork, better known as simply 'the Waaagh!' This is the Orks' great expansion across the galaxy, part mass-migration, part holy war, the Waaagh! manifests itself as a violent rampage as millions of Orks go on the warpath driven into a frenzy of destruction.

The Waaagh! builds slowly. First the Orks will begin to gather and as they do, they begin to build. All Orks have, to some degree, an innate technical ability. Mostly this is an ability to build basic weapons. For more sophisticated work the Orks rely upon their Mekboyz. Some of their creations are truly amazing, utilizing sophisticated technology the equal of anything the Adeptus Mechanicus or even the Eldar could create. Their creations' crude outward appearances hides ingenious devices and deadly weaponry.

At the centre of this communal construction work the Orks often begin to construct gigantic war machines of awesome destructive power. As well as being the spearhead of the coming conquests, these machines are also crude religious icons, idols built as an effigy of the Orks' two primitive brutal and savage gods: Gork and Mork.

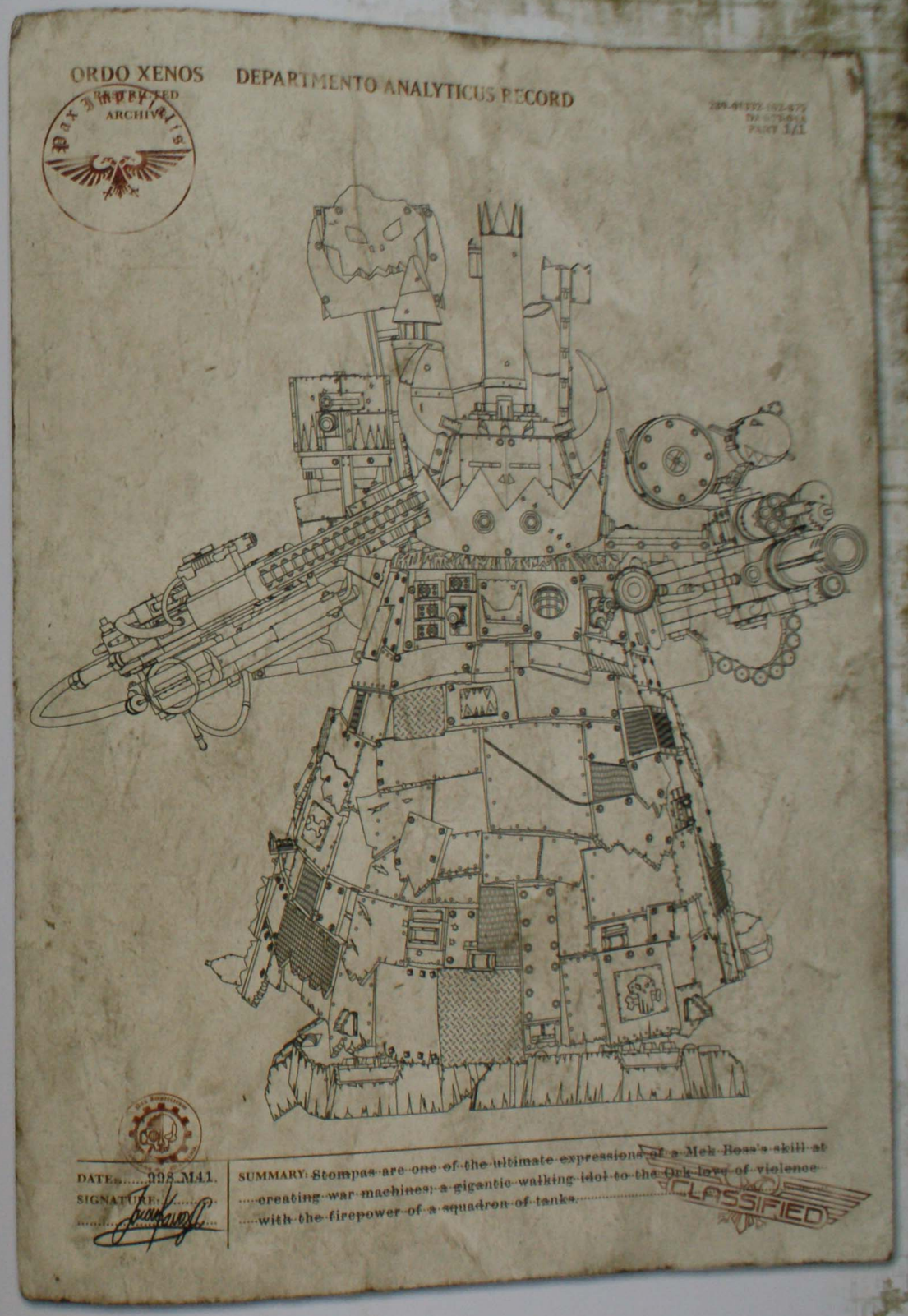
These machines are called Stompas. As the Meks get caught up in the ever-growing energy of the Waaagh!, they find themselves becoming obsessed with making larger and larger war machines. Drawn by the same ideas, teams of Meks are soon erecting scaffolding and collecting the parts needed. With spanna-mobs of boyz hammering away, Burnaboyz cutting and welding the parts, and Gretchin and Loota mobs scavenging for the bitz, the Meks oversee the construction and make sure all the bitz work as the machine begins to take shape.

Once complete, Stompas are Gork and Mork in mechanical form. To human eyes they appear ridiculous devices but within their armoured hull are packed the gears and cogs, pistons, power cables and generators which all, somehow, work – driving the machine forwards and powering its weaponry.

In battle a Stompa requires a large crew of Orks and Gretchin. The most important is the 'Kaptin', most probably the owning Warboss or Nob. Other sub-commanders control the manoeuvring and another the guns. Deep inside the bowels of the machine at least one Mek will be running the engine room, whilst teams of grot riggers scramble about, armed with spanners, wrenches and hammers, crawling into the narrow confines of the 'workin' bitz' to tighten bolts, hammer parts back into place and generally keep the ramshackle machine going.

Some powerful Meks can also build their own Stompas. These tend to be highly kustomized, and carry ever weirder weaponry such as the lifta-droppa or the infamous 'Gaze of Gork', which is a powerful laser blaster usually mounted to fire from the Stompa's eyes. Like all Ork vehicles, Stompas come in many forms – from Mekboy kustom specials to Goff Deth-Rollas, to the Klawstompa which is armed with two massive close combat weapons.

Enthused by Waaagh! energy, some Stompa building projects can grow out of control. The Meks' obsessions take over, as the scaffolding reaches ever higher. Then the Stompa can grow into the largest of all Ork war engines, a mighty Gargant!



STOMPA ..... 600 POINTS

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Stompa	4	2	10	13	13	12	1	4

Unit Composition:
- 1 Stompa

Unit Type:
- Super-heavy walker

Structure Points:
- 4

Special Rules:
- Effigy

Transport Capacity:
- The Stompa has a transport capacity of 20.

Fire/Access Points:
- The Stompa has three fire points in its hull.
- One rear hatch.

Wargear:
- One Titan close combat weapon (extra attacks included in profile) and the Stompa also has the following weapons that can be fired in its front arc:
  - Deth kannon with co-axial supa-gatler
  - Supa-skorcha
  - Twin-linked big shoota
  - Two big shootas
  - Three supa-rokkits
- It also has a rear-mounted big shoota that can only fire in a 180 degree fire arc to the Stompa's rear.

BIG MEK'S STOMPA ..... 650 POINTS

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Stompa	4	2	10	13	13	12	1	4

Unit Composition:
- 1 Stompa

Unit Type:
- Super-heavy walker

Structure Points:
- 4

Power Fields:
- 2

Special Rules:
- Effigy

Transport Capacity:
- The Stompa has a transport capacity of 20.

Fire/Access Points:
- One rear hatch.
- The Stompa has three fire points in its hull.

Wargear:
- The Stompa has the following weapons can be fired in the Stompa's front arc:
  - Deth kannon with co-axial gigashoota
  - Lifta-droppa
  - Gaze of Mork
  - Two big shootas
  - Three supa-rokkits
- It also has a rear-mounted big shoota that can only fire in a 180 degree fire arc to the Stompa's rear.

BUZZGOB'S MEK WORKSHOP KUSTOM STOMPA BUILDER

These are a set of rules to allow Ork players to build their own Kustom Stompa. There are many different types of Stompa, most are just referred to as Stompas, carrying lots of big gunz and boyz, but others are more specialised, such as the Big Mek Stompa or the close combat Klawstompa. Regardless of their type, all Stompas start with the profile below. This profile may be modified by the options taken.

KUSTOM STOMPA ..... 350 POINTS + OPTIONS

	WS	BS	S	Armour F	Armour S	Armour R	I	A
Stompa	4	2	10	13	13	12	1	4

Unit Composition:
- 1 Stompa

Unit Type:
- Super-heavy Walker

Structure Points:
- 4

Special Rules:
- Effigy (see page 142)

Transport Capacity:
- 30 Orks

Fire/Access Points:
- One rear hatch
- The Stompa has three fire points in its hull

Options:
- **Head Weapon:** Head weapons are mounted as part of the Stompa's kontrol-head. You may choose one of the following:
  - Big Shoota ..... +5 pts
  - Flamebelcha ..... +30 pts
  - Gaze of Mork ..... +50 pts
- **Right Arm Weapon:** Arm weapons are (literally) the Stompa's arms. You must choose one of the following:
  - Deth Kannon ..... +100 pts
  - Deth Kannon with co-axial supa-gatler ..... +150 pts
  - Deth kannon with co-axial giga-shoota ..... +150 pts
  - Giga Shoota ..... +75 pts
  - Bursta Gun ..... +75 pts
  - Skullhamma Kannon ..... +100 pts
  - Titan close combat weapon* ..... +25 pts
  - Krusha Ball** ..... +50 pts
  - Lifta Droppa** ..... +25 pts
- **Left Arm Weapon:** Arm weapons are (literally) the Stompa's arms. You must choose one of the following:
  - Deth Kannon ..... +100 pts
  - Deth Kannon with co-axial supa-gatler ..... +150 pts
  - Deth kannon with co-axial giga-shoota ..... +150 pts
  - Giga Shoota ..... +75 pts
  - Bursta Gun ..... +75 pts
  - Skullhamma Kannon ..... +100 pts
  - Titan close combat weapon* ..... +25 pts
  - Krusha Ball** ..... +50 pts
  - Lifta Droppa** ..... +25 pts
- **Right Shoulder Weapon:** Shoulder weapons can be mounted in turrets, towers or gantries, etc, on the shoulder. You may choose one of the following:
  - Big Shoota ..... +5 pts
  - Skorcha ..... +5 pts
  - Twin-linked Big Shoota ..... +10 pts
  - Rokkit Launcha ..... +10 pts
  - Kustom Mega Blasta ..... +15 pts
  - Lobba ..... +15 pts
  - Kannon ..... +10 pts
  - Zzap Gun ..... +15 pts
  - Supa-Skorcha ..... +20 pts
  - Deffgun ..... +25 pts
- **Left Shoulder Weapon:** Shoulder weapons can be mounted in turrets, towers or gantries, etc, on the shoulder. You may choose one of the following:
  - Big Shoota ..... +5 pts
  - Skorcha ..... +5 pts
  - Twin-linked Big Shoota ..... +10 pts
  - Rokkit Launcha ..... +10 pts
  - Kustom Mega Blasta ..... +15 pts
  - Lobba ..... +15 pts
  - Kannon ..... +10 pts
  - Zzap Gun ..... +15 pts
  - Supa-Skorcha ..... +20 pts
  - Deffgun ..... +25 pts
- **Hull Weapon:** These are more weapons mounted in or around the Stompa's hull. You may choose one of the following with the corresponding reduction in transport capacity:
- Reduce transport capacity to 20 Orks and gain:
  - Up to 5 Big Shootas in gun ports ..... +5 pts each
- Reduce transport capacity to 10 Orks and gain:
  - Kannon ..... +10 pts
  - Supa Lobba ..... +20 pts
  - Flamebelcha ..... +30 pts
  - Big Zzappa ..... +30 pts
  - Killkannon ..... +60 pts
  - Gigashoota ..... +75 pts
- Reduce transport capacity to '0' and gain:
  - Belly Gun ..... +150 pts
- **Additional Weaponry:** If your Stompa somehow doesn't have enough weaponry then it may take any of the following. Additional weaponry can be mounted anywhere upon the Stompa that they'll fit.
  - Up to 2 Grot Bomb Launchas ..... +10 pts each
  - Up to 3 Supa-Rokkits ..... +20 pts each
  - Up to 4 Grot Sponsons ..... +10 pts each
- Or, if none of the above are taken:
  - Up to 1 Deff Arsenal ..... +120 pts
- **Vehicle Upgrades:** A Stompa may take any of the following:
  - Red Paint Job ..... +25 pts
  - Supercharger ..... +25 pts (Klawstompa only)
  - Repair Krew ..... +75 pts
  - Powerfield ..... +60 pts (maximum of 1 per Stompa)

** If a Stompa takes two Titan close combat weapons (one on both arms) then it is a 'Klawstompa' and gains +3 Attacks and the Klawfrenzy special rule.*

*** A Stompa may only take a single lifta-droppa or Krusha Ball, it may not take two lifta-droppas or two Krusha Balls.*

SQUIGGOTHS

Squigs, or to give them their full name, squiggly beasts, are common creatures amongst Ork communities. Ordo Biologis Magos have identified them as a fungus-based life form and they perform many useful functions, from acting as guard dogs and attack creatures to being squished in vats and brewed into squig-juice – an Ork delicacy!

Many squigs are small, and run wild about Ork settlements. Others are bred especially for specific roles. The breeding of squigs is the reserve of specialist Pigdocs. The largest of their creations are called Squiggoths.

Squiggoths are super-squigs. Raised by the Pigdocs of the Snake Bites clan, only these Orks have the specialist knowledge to grow squigs of such enormous size. Whilst they have the appearance of huge, monstrous lizard-like creatures, their physiology is actually closer to that of fungus – an enraged and very deadly fungus!

Once ready, a Pigdoc sells his creatures, and its new owner will then invariably have a howdah and a set of armour constructed (usually from spare scrap). Larger howdahs are favoured, so that Big Gunz can be mounted, but many Snake Bites prefer the 'old ways' and simply use the creature as a method of transport. Just like with other large Battle Fortresses and Stompas, Orks see ownership of a Gargantuan Squiggoth as a sign of a warboss' power and wealth.

Every now and again a Pigdoc will have a run away success. His secret feed-formula will work so well that a Squig just keeps on growing and growing. Such Gargantuan Squiggoths are rare, and are highly prized by Ork warbosses, especially (but not exclusively) by bosses of the Snake Bites clan. Gargantuan Squiggoths grow to the size of small Titans and once a howdah has been mounted upon its back, a warboss and his Nobz retinue can ride high, shooting down upon the enemy and cheering wildly as the Squiggoth ploughs through the enemy ranks, goring and trampling on its rampage of destruction. So large and heavy is the Gargantuan Squiggoth that it can easily crush light armoured vehicles and overturn heavier tanks. In the past they have even been recorded charging and toppling a Warhound Titan.

Intelligence gathered on Kastorel-Novem indicated the presence a few itinerant Snake Bite Pigdocs raising Squiggoths in scattered breeding pits. Most of the beasts were used to work in the junkyards, hauling machinery and useful scrap for the Spanner boyz and Meks. There was only a single Gargantuan Squiggoth identified during the fighting, owned by the aging Death Skullz Warboss Skalk Bluetoof. During the raid, the creature was confirmed eliminated during an Imperial Navy air strike.

BIG SQUIGGOTH ..... 50 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Big Squiggoth	2	2	7	6	4	1	3	7	5+

Unit Composition:
- 1 Big Squiggoth

Unit Type:
- Monsterous Creature

Transport Capacity:
- The Big Squiggoth may transport up to 10 Orks, who ride in the howdah and hang onto the sides. It may only transport infantry. It is treated as an open-topped vehicle for the purposes of transport.

Wargear:
- Tusks, fangs and stomping feet.

Options:
- The Big Squiggoth may be armed with one of the following weapons:
  - Kannon ..... +10 pts
  - Zzap gun ..... +15 pts
  - Lobba ..... +15 pts

GARGANTUAN SQUIGGOTH ..... 600 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Gargant Squiggoth	2	10	8	8	8	1	5	7	4+

Unit Composition:
- 1 Gargantuan Squiggoth

Unit Type:
- Gargantuan Creature

Transport Capacity:
- The Squiggoth has a transport capacity of 20, but it may only transport Infantry models. It is treated as an open-topped vehicle for purposes of transport.

Wargear:
- Huge Tusks
- Fangs and stomping feet,
- The howdah has two supa-lobbas and two twin-linked big shootas.

Options:
- The Squiggoth's howdah may have up to four extra pintle-mounted big shootas* ..... +10 pts each.
  **Each must be fired by a transported Ork.*
- The Squiggoth may replace either or both of its supa-lobbas with:
  - Killkannon ..... free
  - Big-Zzapa ..... +15 pts

Huge Tusks Thanks to its enormous tusks, when the Squiggoth charges it adds +2 to its Attacks rather than +1.

THE RAID ON KASTOREL-NOVEM

This is a campaign played out in a series of eight games: six Warhammer 40,000 games and two Apocalypse games. The battles are played out in order over the course of two days, seven on the first day leading up to the big finale on day two. Victory in each battle wins a player some form of advantage for the later battles. The first seven battles lead up to the decisive eighth battle with the winner of the final game winning the campaign outright.

Each battle details the victory gains, which involves either winning Strategic Assets for one of the Apocalypse games or gaining extra forces. You should make a note of these gains as you go along for future reference. It will make organising the Apocalypse games easier if you keep a list of the gains won for each side.

Each battle also has a size, expressed as a points total with a force organisation chart and details of which army list the forces should be selected from. Players are free to choose their own forces for each battle (from the relevant codex or army list), using the force organisation chart as normal.

For the two Apocalypse games (battles 5 and 8), there is no force organisation chart, but they do include a list of the permissible Legendary units and Battle formations that can be added to the normal army list units. Within these restrictions the players are free to choose their forces however they like.

WHAT YOU WILL NEED TO PLAY

This campaign relies upon the players having several other rulebooks and supplements. Firstly you will (obviously) need a copy of the *Warhammer 40,000 rulebook*. Alongside this you will need the *Apocalypse* rulebook. Players will also need a copy of the relevant codex. For the Imperium the Elysian army list is included in this book, but a copy of the Imperial Guard codex will also be useful. For the Raven Guard you will need the Space Marine codex (or the relevant codex for whichever Chapter is standing in for the Raven Guard) and, of course, the Ork codex for the Orks.

Other supplements that you will need are: *Planetstrike*, the *Imperial Armour Apocalypse* books and the *Apocalypse Reload* supplement will also be useful, but are not strictly necessary.

Armies

In order to play the eight battles you will need three armies. One side will be the Imperium's forces, consisting of an Elysian army and a Raven Guard Space Marine army. The third force is an Ork army. The larger these forces the better (there are two Apocalypse games to play after all!). For the Elysians it is perfectly acceptable to use other Imperial Guard models, but they will always be standing in for drop troops. The same applies to the Raven Guard, another Space Marine Chapter can always stand in for the Raven Guard, be it Ultramarines, Blood Angels or Space Wolves, etc. This campaign is playable with two players (one for the Imperium and one for the Orks), but it might be easier, and more fun, to have more than one player per side. Two or three players a side will be plenty, with the obvious advantage that the more players there are, the larger the armies can be. Combining players' miniatures collections will make organising your Apocalypse games easier.

Terrain Collection

You will also need some terrain. Kastorel-Novem was once an Imperial world which is now occupied by the Orks. Buildings will be ruins and often re-occupied by the Orks. There will many disused and dismantled industrial facilities, pipe farms, storage tanks, etc. Amongst this wreckage the Orks have built their own shanty-like buildings (mostly from the available materials pulled off the Imperium's buildings). There has also been a previous battle for Kastorel-Novem, so wrecked and rusted vehicles and guns will also come in handy as terrain pieces.

Around all of this there are piles and piles of scrap. The Orks have been using the planet as a dumping ground for scrap, including crashing several whole space stations and the hulks of destroyed Imperial space ships into the planet. In effect Kastorel-Novem's industrial zone has become a single big scrap yard.

All of the above terrain will be re-usable in all of the battles. The more terrain you have, the larger and denser you can make the battlefields and the more variety you can have between battlefields.

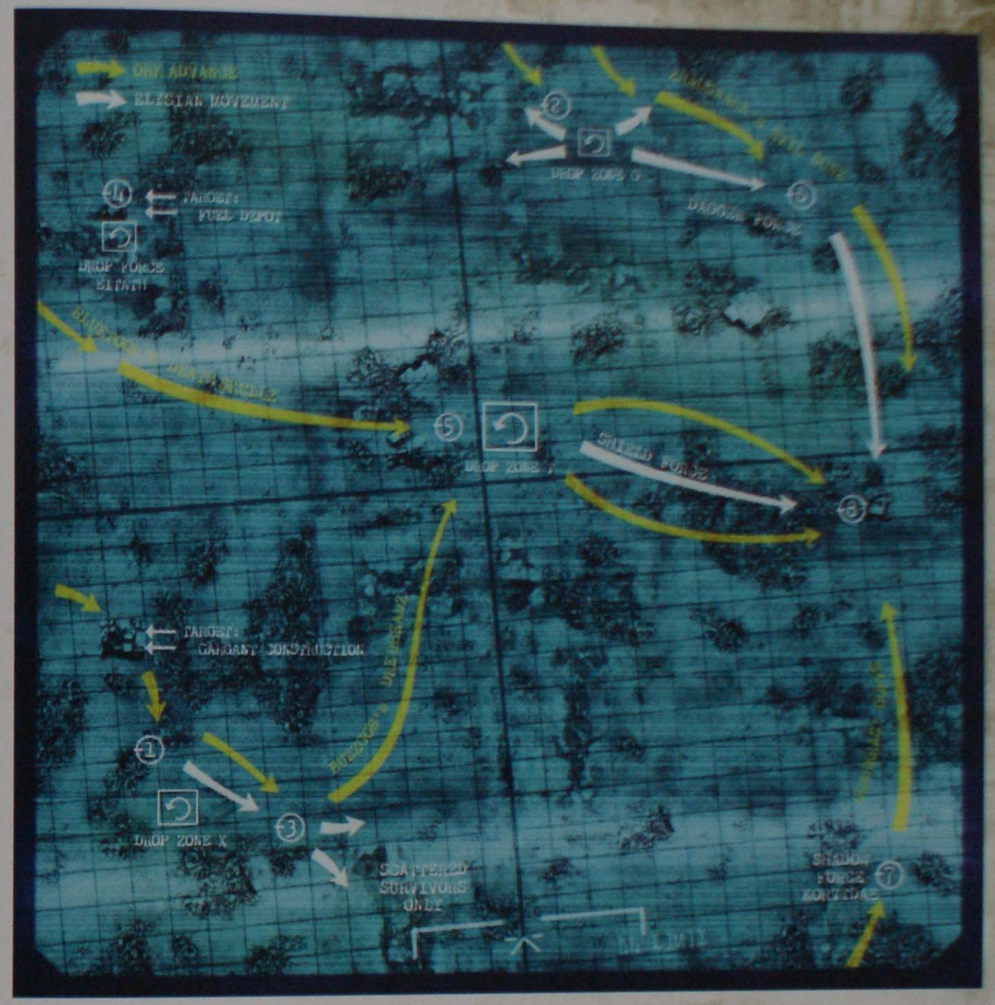
USING SPECIAL CHARACTERS

There is only one of each of the named special characters in this campaign. There are four Ork special characters: Buzzgob, Zhadsnark, Grahkrag and Skalk and four Imperial characters: Elysian captains Thanstadt, Gerek and Xhyst and Shadow Captain Korvydae of the Raven Guard. The scenario descriptions tell you when you can use these special characters as part of your army for a battle (although you don't have to). If a character survives the battle, then he can be used in future battles (when the scenario allows). Should a special character be removed as a casualty in a battle then, at the end of the game, roll a D6 on the Special Character Wound table, to see how the character is affected for future battles.

Special Character Wound Table

D6	Injury sustained
1	**Serious Wound.** The special character was seriously wounded. They can be used in future battles, but start the next game with only 1 wound. In addition, the character's profile is affected. Roll a D6 on the table below.
2-4	**Wounded.** The character can be used in future battles, but starts the game with only 1 wound.
5-6	**Concussed.** The character wasn't badly wounded, just concussed. They may be used in future battles as normal.

D6	Result
1	-2 Initiative
2	-1 WS
3	-1 BS
4	-1 Leadership
5	-1 Strength
6	-1 Toughness



THE BATTLES

The Raid on Kastorel-Novem can be replayed in eight battles: six Warhammer 40,000 games and two Apocalypse games.

DAY ONE

1. SWORD FORCE ASSAULT (40K BATTLE)
Sword Force land and attack the Ork and grot work teams close to the Gargant construction site.

2. DAGGER FORCE SCREEN (40K BATTLE)
Zhadsnark's Evil Sunz bikers arrive and bump into Dagger Force's screening units.

3. SWORD FORCE IN RETREAT (40K BATTLE)
Sword Force's survivors are making a fighting withdrawal, pursued by Buzzgob's Dredmob.

4. RAVEN GUARD FIRST STRIKE (40K BATTLE)
Chaplain Eitath leads a planetary strike against the Ork's main fuel depot.

5. SKALK'S ASSAULT (APOCALYPSE BATTLE)
This is a big battle as the Death Skullz arrive, led by Skalk on his Gargantuan Squiggoth. This is a pitched battle.

6. PURSUIT OF DAGGER FORCE (40K BATTLE)
Running battles with the Evil Sunz bikers as Dagger Force move to rendezvous with Shield Force. This is a 'rolling road' chase scenario with Ork Bikes and Buggies chasing Elysian Tauros.

7. RAVEN'S SWOOP (40K BATTLE)
The Raven Guard launch an attack against Grahkrag's Goff warband to stop them reaching the Elysian rendezvous point.

DAY TWO

8. LAST STAND ON KASTOREL-NOVEM (APOCALYPSE GAME)
The big final game with Zhadsnark, Skalk and Buzzgob attacking the last remaining Elysians, who are defending a ruined refinery with the Raven Guard reinforcements on the way. The winner of this battle is the overall winner of the campaign.

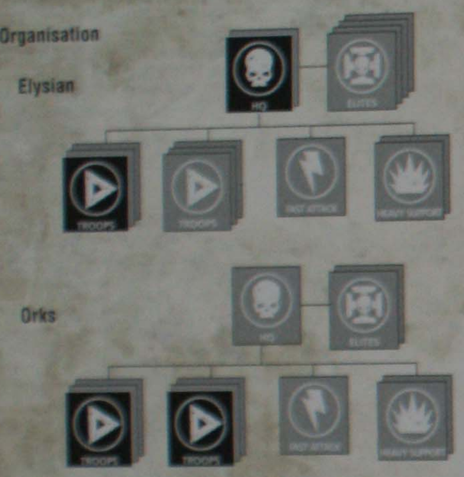
BATTLE 1 – DROP-ZONE X – SWORD FORCE ASSAULT

Size

Elysian Drop Troops: 1,500 points chosen from the Elysian Drop Troop army list.

Orks: 1,500 points chosen from the Ork codex or the Dredmob army list.

Force Organisation



Special Characters

- Elysians may include Captain Xhyst
- Orks may include Buzzgob
- No other special characters may be used

Background

Captain Xhyst led Sword force as they dropped onto landing zone X and began their attack upon the Gargant construction site. Unknown to Xhyst's men, Buzzgob was already at the Gargant overseeing some of the latest work and with him were many of his warband.

Buzzgob quickly gathered all the Ork and grot work gangs in the area to counter-attack and, as the fighting escalated, more and more Orks were soon flooding towards the combat. After initial success, Xhyst's platoons found themselves increasingly outnumbered and only the strafing and bombing by their air support was holding the Orks back. As Buzzgob's Dredz began to arrive in greater numbers, and with Captain Xhyst badly wounded, Sword force was forced to withdraw.

Terrain

The terrain is common to Kastorel-Novem, with ruined buildings and wrecked industrial equipment, storage tanks and pipes, etc. There are also a few Ork buildings, such as Mek's workshops or barracks. Scattered around are piles of scrap and discarded rubbish, through which the Orks and Grots are searching. Liberally distribute the scrap across the tabletop.

Deployment

Deploy the Orks first. All the Ork Troops choices start the game on the table (these are the work teams, scavenging through the scrap and ruins). They can be placed anywhere on the table except within 24" of the southern table edge. No Ork unit can be within 12" of another Ork unit (because they would be on der patch!). The rest of the Ork army (i.e. all the HQ, Elites, Fast Attack and Heavy Support choices) start the game in Reserve.

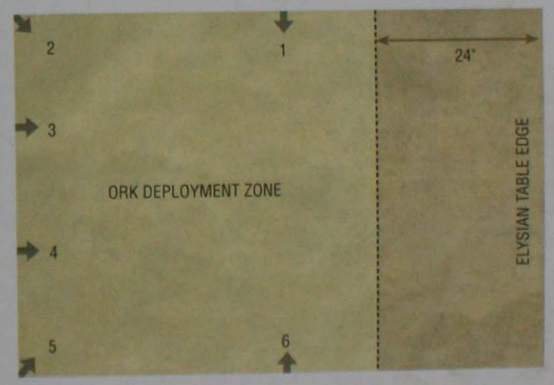
After the Orks have deployed, roll to see if each Elysian unit has arrived on time and on target. On a 3+ they are available to deploy on turn 1. On a 1-2 the unit has been delayed and starts the game in Reserve.

The Elysians take the first turn.

In turn 1 any Elysian units may choose to enter the table via the their table edge, or, if they have the Deep Strike special rule they may enter by dropping onto the table using Deep Strike.

Reserves

Ork Reserves enter from random points around the board edge. Roll for each unit as it arrives, and move it from the point indicated on the map.



Any Elysian Reserves either enter from their table edge or via Deep Strike.

Victory Conditions

This is an Annihilation mission. At the end of the game each player receives 1 kill point for each enemy unit that has been completely destroyed.

If a character has a retinue, the character and his unit are worth 1 kill point each.

The player with the highest total of kill points wins. If the players have the same total, the game is a draw.

Victory Gains

If the Imperium win they gain the Strategic Redeployment strategic asset in Battle 5.

If the Orks win they gain the Long Range Ack-Ack (from the Gargant construction site) strategic asset in Battle 5.

If the game is a draw then neither side gain any strategic assets.

SPECIAL CHARACTER

Captain Xhyst

The commander of Sword Force is Captain Xhyst. A veteran of many previous campaigns, Xhyst has a reputation as an aggressive and determined commander, always willing to attack despite the battlefield situation – and the cost. It was these attributes that earned him the command of Sword Force for this raid.

Captain Xhyst is always accompanied by his Command squad, as detailed below.

SWORD FORCE COMMAND SQUAD ..... **125 POINTS**

	WS	BS	S	T	W	I	A	LD	SV
Captain Xhyst	4	4	3	3	3	3	3	9	5+
Veteran Guardsman	3	4	3	3	1	3	1	7	5+

Composition:

- 1 Captain Xhyst
- 1 Veteran Guardsmen with medi-pack
- 1 Veteran Guardsman with vox-caster
- 1 Veteran Guardsman with melta gun
- 1 Veteran Guardsman with regimental standard

Unit Type:

- Infantry

Wargear:

- Flak Armour
- Lasgun
- Close combat weapon
- Frag and Krak grenades
- Auxiliary krak grenade launcher (Captain Xhyst only)
- Refractor field (Captain Xhyst only)

Special Rules:

- Senior Officer (Captain Xhyst only)
- Deep Strike
- Gung-ho

Transport:

The squad may take a Valkyrie as a dedicated transport vehicle

Senior Officer: Captain Xhyst can issue up to two orders each turn. He has a command radius of 12". Xhyst can use the Bring it Down!, Fire on my Target! and Get Back in the Fight! Orders, as well as the First Rank FIRE! Second Rank FIRE!, Incoming! and Move! Move! Move! orders.

Gung-ho: Captain Xhyst has the Fearless universal special rule, as does his Command squad.

BATTLE 2 – DROP-ZONE G – DAGGER FORCE SCREEN

Size

Elysian Drop Troops: 1,000 points chosen from the Elysian Drop Troop army list.

Orks: 1,000 points chosen from the Ork Codex.

Force Organisation

Special Characters

- Elysians may include A Company Command Tauros
- Orks may include Zhadsnark da Rippa
- No other special characters may be used

Background

Captain Gerek's A Company formed the backbone of the northern screening force, conducting fast patrol sweeps and establishing a stop-line to prevent Ork reinforcements reaching the main battle zone from the north and east. As the Elysian landings gathered pace, more Orks raced towards the landing zones. The first Orks to arrive and bump into the screening force were Zhadsnark's Evil Sunz biker boyz. The Evil Sunz fought running battles with Captain Gerek's men throughout the day.

Terrain

This is more open terrain with only a few ruined buildings and a few scattered piles of scrap.

Deployment

Deploy the Elysians first. All Elysian HQ, Elites and Fast Attack choices start the game on the table. Any Troops or Heavy Support units start the game in Reserve. They should be placed in their deployment zone, up to 18" from their table edge.

Next deploy the Orks. All HQ, Troop and Fast Attack choices start the game on the table. Place the Orks in their deployment zone, up to 6" from their table edge. Any Elite choices start the game in Reserve. When units arrive from Reserve roll for where they will move on from, shown on the map. Roll a D6 for each unit. Reserve units with the Deep Strike special rule may enter play using Deep Strike.

Victory Conditions

This is an Annihilation mission. At the end of the game each player receives 1 kill point for each enemy unit that has been completely destroyed.

If a character has a retinue, the character and his unit are worth 1 kill point each.

The player with the highest total of kill points wins. If the players have the same total, the game is a draw.

Victory Gains

If the game is a draw then neither side gains any strategic assets.

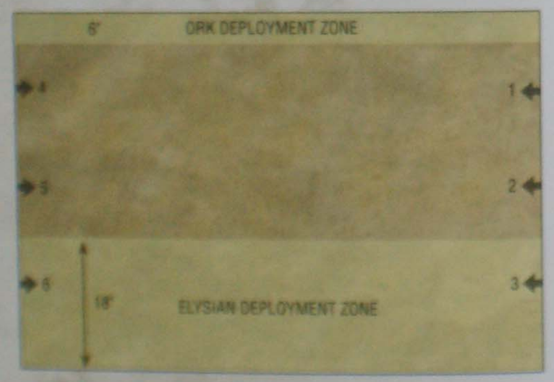
The side that wins the battle gains the Flank March strategic asset to use in battle 5. They gain the following forces to use with the Flank March. These forces are free and are taken in addition to the units selected for battle 5.

Elysian Flank March forces

- A-Company Command Tauros
- Tauros squadron – 3 vehicles
- Tauros Venator squadron – 3 vehicles

Ork Flank March forces

- Biker boyz – 12 Warbikers



A-COMPANY COMMAND TAUROS ..... 60 POINTS

	BS	Armour F	Armour S	Armour R
Tauros	4	10	10	10

As the commander of A Company, Captain Gerek is a specialist in mobile reconnaissance missions, often deploying deep behind enemy lines. He controls his squadrons from the back seat of his personal rapid assault vehicle which carries stowage packed with extra communications equipment.

Unit Composition:

- 1 Tauros

Wargear:

- Tauros Grenade Launcher
- Searchlight
- Smoke launchers

Special Rules

- Command and Control
- Reconnaissance Expert

Captain Gerek in his Tauros can be taken as a HQ choice for an Elysian Drop Troop army.

Command and Control: Gerek's Tauros carries additional communications equipment. Whilst it is on the table it may re-roll one failed Reserve roll per turn.

Reconnaissance Expert: If Captain Gerek is used in games of Apocalypse, then you also get the Recon strategic asset in addition to any other Strategic assets.

BATTLE 3 – DROP-ZONE X – SWORD FORCE IN RETREAT

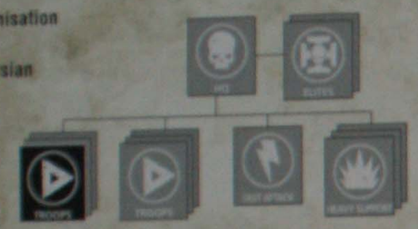
Size

Elysian Drop Troops: 1,500 points chosen from Elysian Drop Troop Army list.

Orks: 1,500 points chosen from the Ork codex or the Dred Mob Army list.

Force Organisation

Elysian



Orks

Special Characters

- Elysians may include Captain Xhyst (see battle 1)
- Orks may include Buzzgob
- No other special characters may be used.

Background

Sword Force's attack had run into trouble with the Orks flooding in to defend the Gargant, with Buzzgob driving them on. Captain Xhyst made the decision that his surviving forces must pull back, disengage from the battle and seek to rendezvous with Shield Force. The Orks, now roused to battle, gave pursuit and a running battle developed, with Sword Force falling back under the protective firepower of their supporting Vultures and Vendetta gunships.

The Orks, suffering heavy losses due to the Elysians' airpower, eventually abandoned the pursuit in favour of joining the larger battle now developing to the north as Skalk Bluetoof's boyz arrived. Buzzgob and his Dredz stomped off northwards to join Skalk's mobs as they began an assault upon Shield Force's positions. Free from the Orks, but badly battered, Sword Force continued to fall back, hoping to rendezvous with Shield Force or organise an evacuation mission.

Terrain

The terrain is common to Kastorel-Novem, with ruined buildings and wrecked industrial equipment, storage tanks and pipes, etc. There are also a few Ork buildings, such as Meks workshops or barracks. Scattered around are piles of scrap and discarded rubbish. Liberally distribute these across the tabletop.

Deployment

Again, this battle uses non-standard deployment. Deploy the Elysian forces first. Their deployment zone is the central third of the battlefield. Place all their units, except any Heavy Support, in this area. All the Elysians' Heavy Support units start the game in Reserve.

Next deploy the Orks in their deployment zone. The Orks must deploy all their Fast Attack and Troops choices at the start of the game. The rest of this army starts the game in Reserve.

Reserves

All Elysian Reserves enter the table via Deep Strike.

Ork Reserves enter from a random point. Roll a D6 and move the unit on from the point indicated on the map.

Victory Conditions

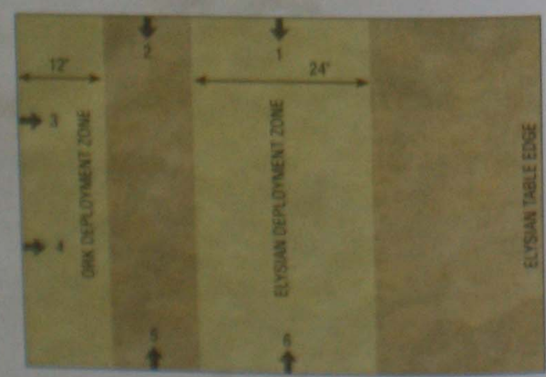
For the Elysians, in this battle destroying the enemy is less important than escape. The Elysian forces are attempting to withdraw via their table edge.

Each Elysian squad (or individual vehicle) that moves off the table via their table edge (and isn't broken) is worth 1 victory point.

The Elysians win if they get 9 victory points or more. If they score less than 9 victory points the Orks win.

Victory Gains

The winning side gains the Surgical Raids strategic asset for battle 5.



BATTLE 4 – RAVEN GUARD FIRST STRIKE

THIS GAME USES THE WARHAMMER 40,000 *PLANETSTRIKE* EXPANSION

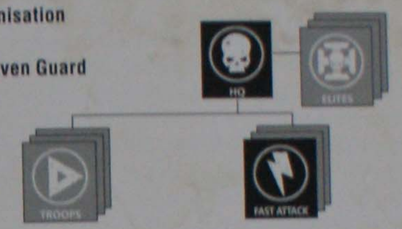
Size

Raven Guard: 750 points chosen from the Space Marine army list, but may not use any vehicle with the unit type of 'Tank'. The HQ choice must be a Chaplain.

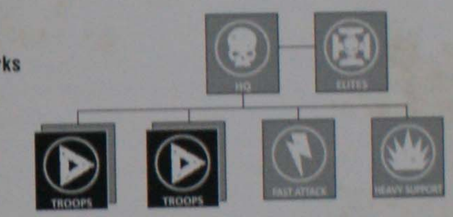
Orks 600 points chosen from the Ork codex.

Force Organisation

Raven Guard



Orks



Special Characters

- No special characters can be used in this game.

Background

Raven Guard Scouts have identified the location of one of the primary Ork fuel dumps. By quickly destroying it they hope to significantly hamper the Orks' ability to respond to the Elysian assault. A small attack force has been inserted from orbit to strike the first blow and cripple the enemy before they are aware of the Raven Guard presence.

Terrain

This former chemical processing plant is now a fuel storage depot and distribution centre under Warboss Grahkrag's iron-fisted control. He's made sure it is well defended, mainly against other thieving Orks, and it is patrolled at all times.

The scenery must include six large fuel storage tanks (at least of a soft drinks can size) as well as one suitably Ork-looking Bastion and one Defence Line (see pages 16 to 18 of the *Planetstrike* book). As well as several scattered buildings, pipe farms, and suitable piles of scrap. The Ork player is free to place this scenery as they wish, with the restriction that the fuel storage tanks cannot be placed within 6" of any board edge or each other.

SPECIAL RULES

Shock Tactics: See page 13 of the *Planetstrike* Expansion.

Scramble!: See page 13 of the *Planetstrike* Expansion.

Beware! Highly Volatile Target!: The contents of the fuel storage tanks are highly flammable and likely to detonate with spectacular results when sparked off. However, with this problem in mind, the tanks the fuel is stored in are well armoured.

Each storage tank is treated as an immobile vehicle with AV 12. Any attack which inflicts a 'Vehicle Destroyed' or 'Vehicle Explodes' result is sufficient to detonate the fuel inside, as is any melta-bomb clamped to the side. (In this last case the storage tank detonates at the end of the Assault phase of the player's next turn. The timed fuse gives them just enough time to try too escape). Any other damage result is ignored.

When a detonating fuel tank is destroyed, it explodes with a blast radius of 6+D6". Any model caught in this blast radius suffers a single Strength 7 hit with an AP of 4.

Night Fighting: The raid on the fuel depot occurs under the cover of darkness, and so the Night Fighting rules are in effect throughout the game with the following modifications:

- Raven Guard models may re-roll the distances they can see, thanks to the equipment they have for the mission.
- If a fuel tank has been destroyed, then any unit within 12" of its wreckage can be seen normally, as they will be silhouetted against its blazing fire.

Deployment

The Ork defenders are deployed first, and their models may be placed anywhere their player wishes within the Ork deployment zone (see map).

The Raven Guard arrive via the usual rules for the attacker in the Planetstrike rules.

Reserves

Any units that enter via Reserve do so as per the Planetstrike rules.

Victory Conditions

To win the battle the Raven Guard must destroy at least four of the six fuel storage tanks.

Victory Gains

If the Raven Guard win, the Orks will find they have fuel shortages in Battles 5 and 8.

FUEL SHORTAGES

The loss of the fuel storage tanks means the Orks will have severe fuel shortages.

Each time an Ork super-heavy vehicle moves roll a dice. On a 1 it runs out of fuel. Complete the vehicle's movement this turn, then the vehicle becomes immobilised.

BATTLE 5 – DROP-ZONE T – SKALK'S ASSAULT

THIS IS AN APOCALYPSE BATTLE.

Size

Elysian Drop Troops: 4,000 points chosen from the Elysian Drop Troop army list.

Orks: 4,000 points chosen from the Ork codex or the Dread Mob army list.

Force Organisation

Elysian

May use the following Battle Formations:
- Elysian Drop Infantry Platoon
- 'Imperial Shield' Infantry Company
- Carrion Claw Vulture Strike Wing

May include the following Legendary Units:
- Marauder Bomber
- Marauder Destroyer

In addition to this, the Elysian army may include Raven Guard Scout squads chosen from the Space Marine codex.

Orks

May use the following Battle Formations:
- Dred Mob
- Loota Wreckin' Krew
- Da Green Tide
- Mega Dred Wreckin' Krew

May include the following Legendary Units:
- Gargantuan Squiggoth
- Big Squiggoth
- Dethrolla Battle Fortress
- Fighta
- Fighta-Bommer

Special Characters
- Elysians may include Captain Thanstadt
- Orks may include Skalk Bluetoof
- No other special characters may be used

Background

The unexpected failure of Sword Force's surprise attack meant that Shield Force had secured their landing zone and was in position, but the expected retreating Orks did not arrive. Instead, Captain Thanstadt's men remained in place preparing their positions and digging-in deep. Overhead, Thunderbolt fighters await on station, armed and ready to strafe the Orks when they arrive.

Meanwhile, the Orks were mustering. When it finally came, their attack was led by the Death Skulls mob of Skalk Bluetoof, the warboss leading the charge from atop his Gargantuan Squiggoth. The Orks met a devastating hail of fire from the Elysians' gunships and fighters. The massive Squiggoth was amongst the first to perish. But despite their losses the Orks charged on, eager for the fight. The Elysians fought tooth and nail, hanging onto their defensive positions with true grit as their jets raced in overhead, rockets and cannons roaring.

Terrain

The terrain is common to Kastorel-Novem, with a few ruined buildings and wrecked industrial equipment, storage tanks and pipes, etc. There are also a few Ork buildings. Scattered around are piles of scrap and discarded rubbish. Most of the scrap should be at the Imperium's end of the table, being used as cover by the defenders.

Deployment

Use the Apocalypse Mission set-up for this game, as detailed in the *Apocalypse* rulebook.

Reserves

Any units that are in Strategic Reserve enter play as normal for an Apocalypse game.

Strategic Assets

The Elysian army has the Obstacles Strategic asset. Add to this any gains from Battles 1, 2 and 3.

The Orks have the Replacements Strategic asset. Add to this any gains from Battles 1,2 and 3.

Any Strategic Assets from Battle Formations may also be added to each side's Strategic assets for the battle.

Victory Conditions

The side that has captured the most objectives is the winner of the game. See the Apocalypse mission for full details of how to capture objectives.

Victory Gains

If the Imperium win they gain the Hold at All Costs Strategic asset in Battle 8.

If the Orks win they gain the Da Big Waaagh! Strategic asset in Battle 8.

DEATH SKULLZ WARBOSS SKALK BLUETOOF ..... 95 POINTS

The undisputed scrap-king of Mekkslag-Ikks is old Skalk Bluetoof. Skalk arrived shortly after the invasion of Kastorel-Novem and his Death Skullz have been hard at work ever since, gathering scrap and plunder and buying and selling it to the Meks and mobs that come to build stuff.

Ork Warboss Skalk is very old and a bit unhygienic, but he is wily and his mind is still wickedly sharp when it comes to wheelin' and dealin' – he always seems to come out on top. Amongst da Boyz he is rumoured to have amassed a huge fortune of teef from his dealings, the (flimsy) evidence of this being that he has recently purchased a Gargantuan Squiggoth (at a bargain price) from some passing Snakebite Pigdocs. Called Bonemuncha, the massive Squiggoth is currently used to haul scrap about.

Several times Skalk's loota boyz have come to blows with Grotbing's bullies and the two warbosses have never liked each other. Grotbing only continues to tolerate Skalk because the old Death Skull seems ever able to find and supply Buzzgob with whatever parts he needs.

During his time on Mekkslag-Ikks, Skalk has become enamoured by Buzzgob's Dredheadz. All those shoota Dreads and Big Stompas have seriously impressed him. Skalk now craves building his own mobs of Dreadz, and a Stompa, and already has his own Meks working on it. Once he has completed his mighty Dred Mob, Skalk plans to ship out for Forsarr and see how much good plunder he can gather on a new planet.

	WS	BS	S	T	W	I	A	LD	SV
Skalk Bluetoof	5	2	4	5	3	4	4	9	4+

Unit Type:
- Infantry (unique)

Wargear:
- 'Eavy armour
- Kustom mega-blasta
- Choppa
- Stikkbombz
- Bosspole
- Ammo runt

Special Rules:
- Independent Character
- Furious Charge
- Mob Rule
- Waaagh!
- Luck of Gork!

Options:
- Skalk and a Nobz mob may be mounted upon Bonemuncha, a Gargantuan Squiggoth for ..... 600 pts.

HQ:
- Skalk is a HQ choice for an Ork army. As a Death Skullz scrap-king, a single Loota Mob may be taken as a Troops choice if Skalk is leading the army.

Luck of Gork!
- Skalk has survived a hundred battlefields and innumerable tribal squabbles (most brought about when his wheelin' and dealin' has left a lot of the other mobs feeling ripped off). Many rivals have tried to kill him, but all have miraculously failed. Being a highly superstitious Death Skull, Skalk puts this down to lots of blue tattooes. His blue tattoos gives Skalk the Eternal Warrior special rule.

CAPTAIN THANSTADT ..... 75 POINTS

The commander of Shield Force is Captain Thanstadt. A veteran and acknowledged expert in mobile airborne operations, Thanstadt's battlefield experience makes him the foremost battlefield commander in his regiment, and the natural choice to take charge of the largest deployment in the raid. Wounded in battle on eight separate occasions, Thanstadt has fought on battlefields across the Imperium. He has refused promotion several times in order to remain a battlefield commander, fighting alongside his men.

To the rank and file of the regiment, Thanstadt is something of a legend. An inspiring hero who can always be found where the fighting is thickest, driving his men on to greater heroics. Unlike other captains he prefers to operate alone, unencumbered by his command squad, moving about the battlefield and joining squads wherever the need is greatest.

	WS	BS	S	T	W	I	A	LD	SV
Thanstadt	4	4	3	3	3	3	3	10	5+

Unit Type:
- Infantry (unique)

Wargear:
- Flak armour
- Refractor field
- Laspistol
- Lasgun with auxiliary krak grenade launcher
- Close combat weapon
- Frag and Krak grenades
- Melta-bombs

Special Rules:
- Independent Character
- Senior Officer
- Inspirational Leader

Senior Officer: Captain Thanstadt can issue up to two orders each turn. He has a command radius of 12". Thanstadt can use the Bring it Down!, Fire on my Target! and Get Back in the Fight! orders, as well as the First Rank FIRE! Second Rank FIRE!, Incoming! and Move! Move! Move! orders.

Inspirational Leader: Thanstadt's reputation within the regiment means many of his men regard him with awe. Any Elysian unit that Thanstadt joins gains the Fearless universal special rule and all Elysian units within 12" of Thanstadt become Stubborn.

BATTLE 6 – PURSUIT OF DAGGER FORCE

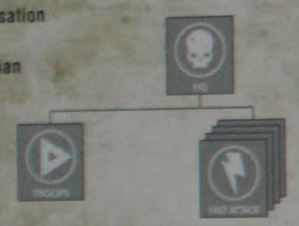
Size

Elysians: 400 points chosen from the Elysian Drop Troop army list.

Orks: 500 points chosen from the Ork codex.

Force Organisation

Elysian



HQ (may only take Captain Gerek)
Troops (may only take Veterans mounted in a Valkyrie)
Fast Attack (may only take Tauros or Tauros Venator squadrons or a maximum of one Vendetta gunship)

Orks

HQ (may only take Zhadsnark)
Elites (may only take Nobz in a Trukk or Nob Bikers)
Troops (may only take Ork Boyz in a Trukk)
Fast Attack (may only take War Buggies, Warbikers or Deffkoptas)

All the units used in this battle must be 'fast'. Units on foot and any vehicle that are not 'fast' cannot be used, as they will have been long left behind by the chase.

Although vehicles are bought in squadrons from the army lists, in this scenario each vehicle can be deployed and acts as an individual unit during the game.

Special Characters

- The Elysians may use Captain Gerek
- The Orks may use Zhadsnark da Rippa
- No other special characters may be used

Background

The battle was turning against the Elysians. Sword and Shield Forces were already withdrawing after fierce fighting. Dagger Force received the order to pull out from their positions in the north and make all speed for the rendezvous point. Captain Gerek ordered his squadrons to move out, but the Orks were not far behind. A helter-skelter race began. Ork bikers and buggies in close pursuit as the Tauros sped across the ruined landscape. Running battles between Dagger Force and the Evil Sunz continued all day.

Terrain

This is a 'rolling road' scenario, where the terrain will move (and change) throughout the game. For this battle, randomly generate six terrain pieces and scatter them across the table. This will soon change as it 'drops off' the baseline and terrain pieces can be re-used as new terrain is generated. Turning pieces around will help avoid too much repetition.

ROLLING ROAD

This scenario uses a system called 'rolling road', which involves the terrain moving rather than the models. This represents the distance covered and the speed at which the chase is happening far better than moving models over static terrain.

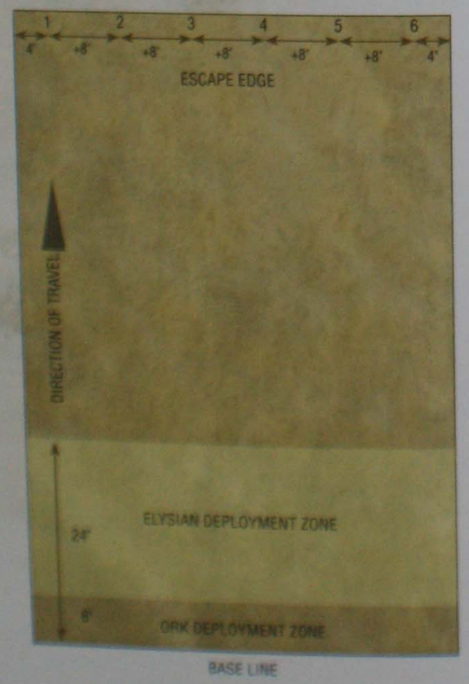
Do this as follows:

The table has a base line and a direction of travel, as shown on the map. In their Movement phase each vehicle or bike is able to move D6" in any direction, using the normal movement rules. Bikes may move D6" in the Assault phase. Units can still Shoot and Assault using the normal Warhammer 40,000 rules.

At the end of each player's turn, move each piece of terrain, infantry squad and wrecked or immobilised vehicle 12" directly towards the base line. Any units that are stationary, due to damage or from a collision are also moved 12" directly towards the base line along with the terrain.

Random Terrain

At the start of each player's turn generate some more terrain. First roll for how many terrain pieces. Then roll for what each terrain piece is. Finally, roll to position each piece.



D6	Number of Terrain pieces
1	Clear. No new terrain this turn
2	1 Terrain piece
3	2 Terrain pieces
4-6	3 Terrain pieces

Rolling Road Random Terrain Generator.

Roll a D6 twice.

1st D6	Terrain	2nd D6	Terrain Type
1-2	Debris	1-2	Crater (up to 6" in diameter. Difficult terrain, can be jumped)
		3-4	Barrels (up to 6" x 6" area. Can be destroyed or jumped)
		5-6	Wrecked Vehicle or gun
3-4	Scrap Pile	1-4	Small Scrap Pile (up to 6"x6" area. Can be destroyed or jumped)
		5-6	Large Scrap Pile (up to 12" x 12". Cannot be jumped)
5	Ruins	1-2	Ruined Wall (up to 6" of low wall and rubble. Can be destroyed or jumped)
		3-4	Small Ruined Building
		5-6	Large Ruined Building
6	Special	1-2	Chem Barrels (up to 6" x 6" area. Can be destroyed or jumped)
		3	Chem Pit
		4	Ork Shack
		5	Gretchin Mob (3D6 Gretchin. They cannot move, but can fire their Grot Blastas)
		6	Ork Mob (2D6 Ork Boyz. They cannot move, but can fire their Shootas)

Placing Terrain

The map has six points marked on the Escape edge. Roll a D6 and place the new piece of terrain at this point. If more than one piece of terrain rolls the same point, roll again until you can position it.

D6	Distance from table edge
1	4"
2	12"
3	20"
4	28"
5	36"
6	44"

Destroying Terrain

Small scrap piles, barrels and the Ork Shack can be targeted just like an enemy unit – so units can blast them out of the way rather than dodge them. Each piece of terrain (regardless of what it actually is) has a Toughness of 6 and 2 wounds. If it takes two wounds remove the terrain piece from play – it's vapourised!

Jumping Terrain

Some terrain can be avoided by jumping over it. A vehicle or bike can jump a piece of terrain when they come into contact with the model and is facing the direction of travel. Roll a D6. If the result is 1-3 they take a single Strength 5 hit on landing. On a 4+ the jump is successful. Whatever the result immediately place the vehicle D6" beyond the terrain piece being jumped.

Skimmers and jetbikes do not have to jump terrain. They are assumed to be able to fly over it without a collision.

Collisions

It is likely that vehicles will collide, either with other vehicles or with a terrain feature. This is treated as ramming. All buildings, large scrap piles, walls, etc. are treated as having an Armour value of 12. All vehicles are treated as travelling at 18" per turn (maximum speed) regardless of how far they actually moved on the tabletop.

Deployment

Deploy the Elysian forces first. They can be placed up to 24" from and not within 6" of the base line. They take the first turn.

Next deploy the Ork pursuers. They can be placed on the table up to 6" from the base line.

Reserves

There are no Reserves in this game. All the forces start the game on the table.

Victory Conditions

The game lasts six turns. Any model which leaves the table (via any board edge) is removed from play. Only models that manage to exit the table via the escape edge count towards the victory conditions.

Each Elysian vehicle that is still 'alive' at the end of the game or exits is worth 1 Victory point. Any vehicle that leaves the table via the escape edge is worth 2 Victory points. Each Ork vehicle that is destroyed is also worth 1 Victory point.

To win the game the Elysian player needs 9 Victory points. If he scores less than 9, he loses.

Victory Gains

The side that wins the battle gains the following forces for the final battle, arriving via Flank March.

Elysian Flank March forces

- A Company Command Tauros
- Tauros squadron – 3 vehicles
- Tauros Venator squadron – 3 vehicles

Ork Flank March forces

- Biker boyz – 6 Warbikers
- Biker boyz – 6 Warbikers

Designers' Note

The terrain in this game is going to move a lot (12" at the end of each player's turn, so 24" each full turn). It might be useful for the players to have a third person who is the 'terrain master'. He can then move the terrain 12" towards the base line at the end of each player's turn, and generate and place the new terrain at the start of each player's turn. This will save time and allow the players to worry about moving their models and shooting, etc.

BATTLE 7 – RAVEN'S SWOOP

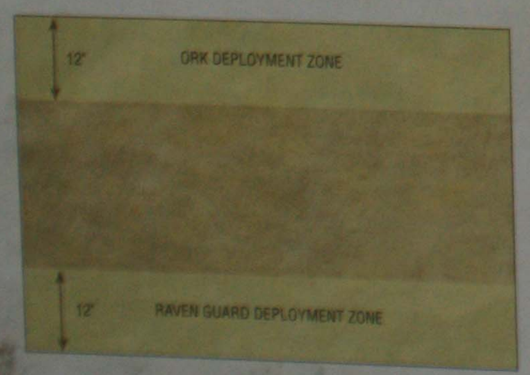
Size
Raven Guard: 2,000 points chosen from the Space Marine codex.

Orks: 2,000 points chosen from the Ork codex.

Force Organisation

Special Characters
- Raven Guard may include Shadow Captain Korvydae
- Orks may include Warboss Grahkrag
- No other special characters may be used

Background
Raven Guard Scouts detected the approach of a large Goff warband. Warboss Grahkrag and his boyz had come, lured by the prospect of a pitched battle to get stuck into! The Elysians were already desperately holding out, and the arrival of the Goffs would swing the battle decisively in favour of the Orks and surely see the Elysians annihilated. Shadow Captain Korvydae decided that he must intervene, so the majority of his strike force was re-called and rapidly re-deployed to block the vanguard of the Goff warband.



Korvydae planned to inflict a swift defeat upon the Goffs, thereby delaying them long enough for his forces to re-embark upon their Thunderhawks and race to the Elysians' aid, where, even as the Raven Guard fought, the drop troopers were being surrounded.

Terrain
Korvydae's Scouts had to quickly pick the ground to fight on. They choose a fairly open area, with good lines of fire. As ever there are a few areas of scattered scrap pile and a few ruined buildings.

Deployment
Deploy the Raven Guard first. Place any Fast Attack units a single Troops unit and a single HQ unit in the Raven Guard deployment zone. All the units not deployed at the start of the game are in Reserve.

Next deploy the Orks. Place any Fast Attack units and a single Troops unit and a single HQ unit in their deployment zone. All the units not deployed at the start of the game are in Reserve.

Any units with the Infiltrators special rule may now be placed as normal. Any Infiltrators which are not placed on the table at the start of the game are also in Reserve.

The Raven Guard take the first turn.

Reserves
Raven Guard Reserves enter from their table edge.

Ork Reserves enter from their table edge.

Victory Conditions
This is a pitched battle with both sides trying to destroy the other. At the end of the game each player receives 1 kill point for each enemy unit that has been completely destroyed.

If a character has a retinue, the character and his unit are worth 1 kill point each.

The player with the highest total of kill points wins. If the players have the same total, the game is a draw.

Victory Gains
If the Orks win they may include Grahkrag's Bully Boyz in Battle 8 (see Battle 8 for details).

If the Raven Guard win, they gain the Trophy Kill strategic asset for Battle 8. The Trophy Kill asset must be targeted at Buzzgob.

In the event of a draw neither side gets any Victory gains.

BATTLE 8 – LAST STAND ON KASTOREL-NOVEM

THIS IS AN APOCALYPSE BATTLE

Size
Army of the Imperium: 3,000 points chosen from the Elysian Drop Troop army list and 3,000 points of Raven Guard chosen from the Space Marine codex.

Orks: 6,000 points chosen from the Ork codex and the Dread Mob army list.

If the Orks won battle 7, they also gain an additional 1,000 points of Grahkrag's Bully Boyz.

Force Organisation
Army of the Imperium
May use the following Battle Formations:
- Elysian Drop Infantry Platoon
- Imperial Shield Infantry Company
- Carrion Claw Vulture Strike Wing
- Strike Eagle Drop Pod assault force
- Skyhammer Orbital Strike Force
- Space Marine Scout Company
- Thunderhawk Interdictor Strike Force

May include the following Legendary Units:
- Thunderhawk Gunship
- Thunderhawk Transporter

Orks
May use the following Battle Formations:
- Kult of Speed
- Dred Mob
- Tanka Mob
- Loota Wreckin' Krew
- Da Green Tide
- Deffkopta Choppa Skwadron
- Ork Mega Rippa Krew

May include the following Legendary Units:
- Gargantuan Squiggoth (if it was not killed in Battle 4)
- Big Squiggoth
- Dethrolla Battle Fortress
- Fighta
- Fighta-Bommer
- Kill Krusha
- Stompa (any variant)

Special Characters
Elysians may include Captain Thanstadt, Captain Gerek and Captain Xhyst.
The Raven Guard may include Shadow Captain Korvydae.
The Orks must include Buzzgob.
Orks may include Skalk Bluetoof and Zhadsnark da Rippa.
They will also include Grahkrag if they won battle 7.
No other special characters may be used.

Background
The Elysian forces had fallen back before the ferocity of the Ork assaults. Fighting rearguard actions and laying ambushes as the two remaining captains guided their survivors to a rendezvous point, the Elysians gathered their remaining strength and formed a new defensive position based around a wrecked chemical works. The Orks moved in for the kill, eager to finish the job and loot the remains. Buzzgob's Dredheadz, Skalk's warband and Zhadnark's Evil Sunz were all there and Grahkrag's Goffs were also rushing to join them.

But the Elysians were not alone. The Raven Guard were already airborne and inbound. The scene was set for the final battle of the raid.

Terrain
Play the game on a 6'x12' table. This can be made from three 6'x4' tables. The Elysians have rallied to establish their new position in a long abandoned chem-refinery. The battlefield should be littered with ruined buildings, pipe farms, craters, chemical spills, wrecked vehicles and piles of scrap. Use as much as you can!

Deployment
Do not use the standard Apocalypse set-up rules. Instead, both sides have their own deployment zones, as shown on the map. For the Elysians this is a 4'x 3' section in the centre of the northern board edge.

Deploy the Elysians first. Any Elysian forces not placed on the table at the start of the game are in Strategic Reserve.

Next deploy the Orks. For the Orks there are two deployment zones. These are within 18" of either of the eastern and western table edges. The Ork forces can be divided between the two zones in any manner the Ork players like. Any Ork units not deployed at the start of the game are placed in Strategic Reserve.

Infiltrators cannot be used and must be deployed with the other forces or placed in Strategic Reserve.

After deployment both players should roll a dice. The player that rolls highest takes the first turn.

Objectives
After deployment, but before you start the game, each player must place three objectives. Take it in turns, starting with the Ork player.

Each player must place one objective in their own deployment zone, one objective in their opponent's deployment zone and one objective in no-man's land. These can be placed anywhere, but not within 12" of a table edge, and not within 12" of another objective.

Strategic Reserves
Any Elysian forces not deployed at the start of the game start the game in Strategic Reserve. They enter the table from the Elysian table edge, or using Deep Strike if they have the Deep Strike special rule.

All the Raven Guard forces must start the game in Strategic Reserve. They may enter the table from any table edge, or via Deep Strike if they have the special rule.

Any Ork forces in Strategic Reserve enter from either of the Ork table edges.

If the Orks won battle 7 then, in addition to the forces listed above, they may take Grahkrag's Bully Boyz. These are extra units taken in addition to the forces chosen above. The Bully Boyz start the game in Strategic Reserve. They enter the table from the central 4" of the southern board edge, as shown on the map. The Bully Boyz all arrive on turn 3 of the battle.

Grahkrag's Bully Boyz
If the Orks won battle 7 then they may include Grahkrag's Bully Boyz. Treat Grahkrag's Bully Boyz as a second Ork army chosen from the units below. The Ork player may take up to 1,000 points from this sub-list. Use *Codex Orks* to create Grahkrag's Bully Boyz.

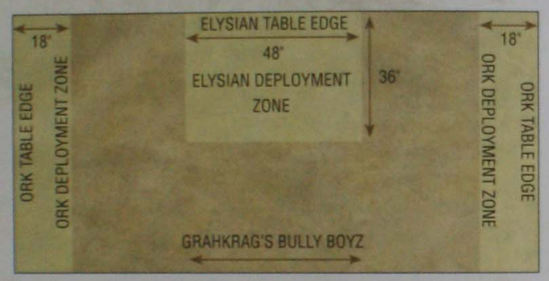
1	Warboss Grahkrag
0-1	Mega-Nobz Mob
0-1	Nobz Mob
1+	'Ard Boy Mob (the maximum of 1 'Ard Boyz unit is ignored in this game)
0+	Battlewagons
0+	Kill Krusha tank
0-1	Battle Fortress

Strategic Assets
Both sides only have the Strategic Assets they have won in battles 4, 5, 6 and 7.

Any Strategic assets from using Battle Formations may also be added to each side's Strategic assets for this battle.

Victory Conditions
At the end of the game, the side that has captured the most objectives is the winner. See the *Apocalypse* rulebook for full details of how to capture objectives.

Victory Gains
This is the campaign's grand finale. The side that wins this battle wins the campaign!



WARBOSS GRAHKRAG, DA OVERSEER OF MEKSLAG-IKKS ..... 120 POINTS

Warlord Garaghak's appointed overseer on Mekslag-Ikks is one of his trusted Goff Nobz – Grahkrag. Grahkrag has been with Garaghak since he first rose to power and led a warband of Goffs throughout the Tallarax campaign. As a reward for his efforts (or was it a punishment; Grahkrag can't work out which!) he was given this planet to oversee. Part of his job is to make sure that stuff gets made – fast! He has also been told to make sure Buzzgob is kept happy and that the Mek Boss doesn't get any ideas about wandering off or that his Dredheadz don't become a threat to Garaghak's rule. For Grahkrag his 'promotion' is dull. As a proud Goff he craves the excitement of battle. He wants 'dumb humies' to stomp and kill. On Mekslag-Ikks he only has other Ork clans to bully and grots to beat up on.

For a Goff warboss frustration and boredom are a dangerous combination, it makes Grahkrag angry, unpredictably violent and vindictive. He constantly takes this out on the other Orks, sending his Goff 'ardboyz round to harass and bully the scavenging mobs to work faster and harder, whilst the liberal use of punishment beatings keep all the boyz in line.

To keep himself entertained Grahkrag has had his boyz construct a crude amphitheatre, in which he holds gladiatorial fights, bike and buggy races, grot lobbing competitions and sometimes pitched battles (which are more like all-in brawls), that the Goffs invariably win.

Away from these distractions Grahkrag's current plan is get back into Garaghak's favour by building a mighty Gargant. Buzzgob and his two pesky interfering grots have agreed to build it. Grahkrag believes that when Garaghak sees him riding in a mighty Gargant, the warlord will have no choice but to let him (and his boyz) join the fighting on Forsarr – where the real action is.

	WS	BS	S	T	W	I	A	LD	SV
Grahkrag	5	2	5	5	3	4	4	9	2+

Composition:
- 1 Grahkrag (Unique)

Unit Type:
- Infantry

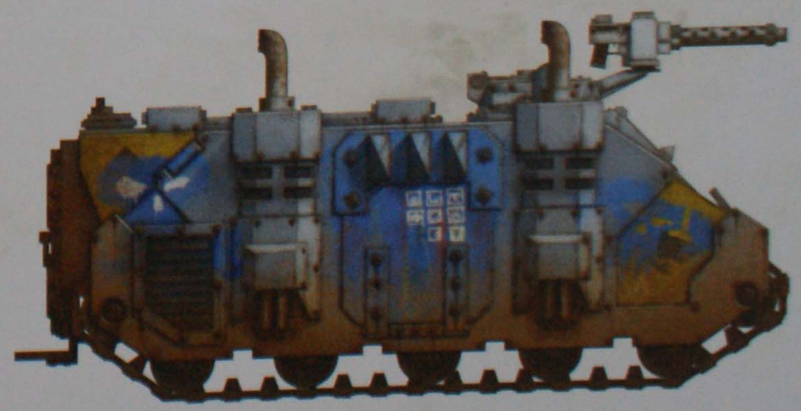
Wargear:
- Mega Armour with
- Powerklaw and shoota/skorcha kombi-weapon
- Bosspole
- Ammo runt

Special Rules:
- Independent Character
- Furious Charge
- Slow and Purposeful
- Mob Rule
- Waaagh!
- Bully Boyz

Bully Boyz: As 'da Big Boss' on Kastorel-Novem, Grahkrag allows one Nobz mob or Mega-Nobz mob to be taken as a Troops choice. Also, Grahkrag leads a warband full of Goff 'Ardboyz. The limit of one 'Ardboyz mob is removed if Grahkrag is leading the army.

APOCALYPSE RULES APPENDIX

This section contains a condensed reference of the rules for Warhammer 40,000 Apocalypse, updated where relevant to the 5th edition of the Warhammer 40,000 rules.



Looted Rhino of the Death Skulls clan. The hasty over-painting and glyphs bearly disguise its former owner's markings.

ORK KILL TANK SMASHA MOB

POINTS: 75 + MODELS

Ork Kill Tanks are heavily armoured war machines that more than live up to their names. These slab-sided monsters are used en mass by the Orks of Smasha mobs for heavy assaults, relying on their speed, durability and massive firepower to plough into the middle of enemy armies, crashing bodily into fortifications and smashing their victims to bloody paste. Kill krews are often wildly enthusiastic about their jobs as their Orkish love of mechanized violence and loud noses keep them firing their guns in the general direction of the enemy come shot or shell, and more insane yet are those Orks who choose to hang on outside for the ride!

KILL KRUSHA

Battle Boss Tank 'Thog's Kill Kart'

KILL BLASTA

'Pile-driva'

KILL BLASTA

'Slamma'

KILL BURSTA

'Towercrusha'

FORMATION

Three to seven Kill Tanks, (these may be Kill Krushas, Kill Blastas or Kill Burstas, etc,) one of which must be designated as the Battle Boss Tank.

SPECIAL RULES

Battle Boss Tank: One Kill Tank in the formation must be designated as the Battle Boss Tank and is (nominally) in charge of the formation. All other Kill Tanks in the formation must be deployed within 18" of the Battle Boss at the start of the game, or if coming on from Reserve, enters play from within 18" of the point on the table where the Battle Boss enters.

Keep Firin': The mob specializes in driving straight into hellish fire and letting fly with its guns at all comers, until they, the enemy or both of them are no more than smouldering wreckage. All Kill Tanks in the formation may ignore Gun Crew Shaken damage results.

SKY-SLASHA ATTACK SKWADRON

POINTS: 150 + MODELS

Given the envy some Ork pilots have of the 'fun' that Imperial Vulture and Valkyrie squadrons can have wheeling above the battlefield and raining down death, it's not surprising that a few of the more crazed kopta-kaptains would want a piece of the action. Those warkopta pilots skilled or lucky enough to survive to perfect a few tricks of the trade with their ramshackle and largely unstable flying machines will often form so-called Sky-Slasha Skwadrons with others of a similar daredevil temperament. In battle they generally show off by screaming high above the footslogging sons of Gork, bomms before plunging manically down guns blazing, some savaging the enemy enough even to use the spinning rotor blades of the machines as offensive weapons! Suffice to say, there are very few old Ork Sky-Slasha kaptains.

WARKOPTA

WARKOPTA

DEFFKOPTAS

WARKOPTA

DEFFKOPTAS

'Krukguts murda-crews'

FORMATION

A Sky-Slasha skwadron consists of a single unit of 3+ Warkoptas and 0-2 Deffkopta mobs

SPECIAL RULES

Slasha Attack: Not to be outdone by their smaller deffkopta pilot competition, Sky-Slashas can also make a perilous but highly amusing dive angling their warkoptas' whirling blades in close sweeps of the ground in an effort to chop enemy soldiers into a gory spray. This is hardly safe for the machines and the risk of simply ploughing them into the ground is high, but to the screaming pilots the risk is well worth it to 'Get da goggles red!' This attack may be carried out individually by the warkoptas just like a Tank Shock, with all the usual rules applying (including death or glory attacks, etc,) and any unit affected or forced out of the way suffers 2D6 Strength 6 attacks allocated exactly like shooting attacks. After executing such a manoeuvre, the Warkopta must immediately take a Dangerous Terrain test.

Flyin' High: At the beginning of their Movement phase, you may declare that all the models in the Sky-Slasha squadron will operate as flyers this turn, however if you do so, the Sky-Slashas may not embark or disembark transported models this turn and may not fire their weapons (but the formation's warkoptas may use their Bommerz Blast as detailed below).

Bommerz Blast: In order to maximise the destruction they can cause, Sky-Slasha squadrons festoon their warkoptas in extra bombs and heavy (and often sharp) objects to unleash on the unsuspecting enemy in a hail of death. Once per game, when the formation is using its 'Flyin High' move, you can opt to unleash the storm of bommz attack on a target the formation passes over. Note this does not use up any other bommz the warkoptas have been armed with.

	Str	AP	Type
Look out below!	5	5	Apocalyptic Barrage (X*)

*X equals the number of surviving warkoptas in the formation

Hanging on for Grim Death: Friendly Ork mobs without their own dedicated transports may be carried in or on the warkoptas as normal.

APPENDIX I: SUPER-HEAVY VEHICLES

From the lumbering Baneblade tanks of the Imperial Guard to the clunky Gargants of the Orks and the elegant Revenant Titans of the Eldar, all war engines that fall into this category are huge armour-clad constructs, carrying enough firepower to vaporise, smash or incinerate an entire army. Super-Heavy vehicles behave on the battlefield like all other vehicles, with the exceptions given below. The main difference is that they have Structure Points, which work similarly to wounds for other models.

MOVEMENT PHASE

Super-Heavy vehicles are slower than normal vehicles – they can only move up to 6" in the Movement phase, unless specified.

Super-Heavy vehicles are affected by difficult and dangerous terrain like other vehicles, but can always re-roll a result of 1.

In addition, if their second roll is another 1, they are not immobilised, but suffer a Drive Damaged result, as described in their Damage tables later.

SHOOTING PHASE

Super-Heavy vehicles may fire all of their weapons, regardless of how far they moved. Each weapon may be fired at a different target (each target must be within the weapon's fire arc).

Because Super-Heavy vehicles vary greatly in size, for the purposes of establishing line of sight from a Super-Heavy vehicle, use real line of sight as normal, working this out from the barrel of the weapon they are firing. The rules for area terrain apply normally.

In the same way, always use the real line of sight when enemy units are targeting Super-Heavy vehicles. Again, the rules for area terrain apply as normal.

ASSAULT PHASE

Super-Heavy vehicles follow the same rules as normal vehicles, depending on their type (see Vehicle Types later).

STRUCTURE POINTS

To represent the greater amount of damage a Super-Heavy can withstand before being destroyed, in their datasheets they are assigned a number of Structure Points (sometimes shortened to 'SP'). Glancing and penetrating hits have a chance of inflicting the loss of Structure Points, and only by reducing their Structure Points to 0 can a Super-Heavy vehicle be destroyed.

Against Super-Heavy vehicles, enemies roll to hit and to penetrate armour exactly as with normal vehicles. If a Glancing or Penetrating hit is scored, the player must then roll a dice and consult the Super-Heavy Damage table. If a glancing hit is scored, subtract -2 from the dice score, and when a Destroyer weapon scores a hit (see page 96 of the *Apocalypse* rulebook), add +1 to the dice score.

If a result reduces the target Super-Heavy vehicle to 0 Structure Points, it is destroyed. Immediately roll one dice on the Catastrophic Damage table and apply the result.

It is a good idea to record the damage results suffered by each Super-Heavy vehicle on a sheet of paper (a photocopy of the datasheet is fine!) as these huge war engines can accumulate a great amount of secondary damage before finally being wrecked.

SUPER-HEAVY VEHICLE TYPES

All Super-Heavy vehicles belong to one (or more) vehicle type, just like normal vehicles. Super-Heavy vehicles can be: open-topped, fast, tanks, skimmers and walkers. These vehicles follow the rules attached to their vehicle type given in the *Warhammer 40,000* rulebook, with the exceptions below for each type.

SUPER-HEAVY OPEN-TOPPED VEHICLES

No extra clarification needed.

SUPER-HEAVY FAST VEHICLES

These vehicles may move up to 12" and fire all of their weapons in the ensuing Shooting phase, or they may move up to 18" and fire no weapons.

SUPER-HEAVY TANKS

A unit that is tank-shocked by a Super-Heavy tank takes its Morale test with an extra -1 to its Leadership.

SUPER-HEAVY SKIMMERS

No extra clarification needed, note that Super-Heavy skimmers with Structure Points are still destroyed as normal if Immobilised while moving Flat Out.

SUPER-HEAVY WALKERS

Instead of following the movement rules for Super-Heavy vehicles, Super-Heavy walkers move 12", exactly as if they were Gargantuan Creatures (see appendix IV), except that their maximum movement may be reduced by Drive Damaged results, as normal for Super-Heavy vehicles.

In the Assault phase, Super-Heavy walkers once again follow the same rules as Gargantuan Creatures (including ignoring armour saves, extra armour penetration, dealing ordnance-level damage, stomp special attacks, the 'Terrifying' special rule, etc.)

SUPER-HEAVY TRANSPORTS

Some Super-Heavy vehicles have a transport capacity, often allowing them to transport multiple friendly units and even other friendly vehicles!

These vehicles' transport capacity is expressed as a number of models (30 for example) and friendly infantry models normally count as one (so the vehicle in the example could carry up to 30 infantry models). Larger friendly models will take up proportionally more space (Terminators count as two, a Dreadnought counts as ten models, for example), as shown in the Super-Heavy Transport chart on page 198 of the *Apocalypse* rulebook.

Unless otherwise specified, each access point on a Super-Heavy transport vehicle allows a separate unit to embark/disembark in a turn. If the vehicle is open-topped, all transported units may disembark at once.

Transported models are forced to disembark from a Super-Heavy transport only if the enemy reduces the vehicle to 0 Structure Points and is treated just like any other unit whose transport vehicle is destroyed (see page 67 of the *Warhammer 40,000* rulebook). In this case, transported units must immediately perform an emergency disembarkation. Any units that may not disembark (not enough access points, for example), are destroyed.

Units being transported on Super-Heavy vehicles which suffer an Apocalyptic Explosion result on the Catastrophic Damage table however, are automatically and immediately destroyed, with no saves or invulnerable saves allowed.

SUPER-HEAVY DAMAGE TABLE

D6	RESULT
1 or less	Gun Crew Shaken
2	Driver Stunned
3	Weapon Destroyed
4	Drive Damaged
5	Structural Damage
6+	Chain Reaction!

MODIFIERS

Glancing hit:	-2
Penetrating hit:	0
AP 1/Destroyer hit	+1

(See special rules)

Modifiers are cumulative, so a Destroyer hit that has been downgraded to a glancing hit would have a total modifier of -1 when rolling on the table.

DAMAGE RESULTS

Gun Crew Shaken: One weapon (chosen by the attacker) cannot fire in the next turn. If all gun crews have been shaken, treat this result as a Driver Stunned result instead.

Driver Stunned: Until the end of its next turn, the vehicle may not move, has its Attacks reduced by 1 (to a minimum of 1) and may not use its Stomp special attack. If the driver is already stunned, treat this result as a Gun Crew Shaken result instead.

Weapon Destroyed: One weapon (chosen by the attacker) cannot shoot for the rest of the game. If all weapons have been destroyed, treat this result as a Drive Damaged result.

Drive Damaged: The vehicle's maximum movement is permanently halved (normally to 3", but Walkers are reduced to 6", and Fast vehicles are reduced to either move 6" and shoot or move 12" and cannot shoot). If a second Drive Damaged result is suffered, the vehicle is immobilised. An Immobilised Super-Heavy walker has its Attacks reduced by 1 (to a minimum of 1) and may not use its Stomp special attack. If already Immobilised, treat this result as Weapon Destroyed.

Structural Damage: The vehicle loses 1 Structure Point.

Chain Reaction!: The vehicle loses 1 Structure Point and the enemy rolls again on this table (applying the same modifiers).

Note: If a vehicle suffers a Weapon Destroyed or Drive Damaged result, and is already Immobilised and has no weapons left, it suffers a Structural Damage result instead.

CATASTROPHIC DAMAGE TABLE

D6	RESULT
1	Wrecked
2	Wrecked
3	Wrecked
4	Explosion
5	Explosion
6	Apocalyptic Explosion!

CATASTROPHIC DAMAGE RESULTS

Wrecked: The vehicle is destroyed. The model is left in place and will count as a wreck from now on.

Explosion: All models within 2D6" suffer a wound on a 4+. Saves apply as normal. Vehicles are unaffected. The Super-Heavy vehicle is removed from the table and replaced with a crater or area of rubble of a roughly appropriate size, if such a terrain piece is available.

Apocalyptic Explosion!: All models within 3D6" suffer a Strength 9 AP 2 hit! Vehicles within range are hit on their side armour. The Super-Heavy vehicle is removed from the table, along with any removable terrain feature touched by the blast and replaced by a crater or area of rubble of an appropriate size, if such a terrain piece is available.

PSYCHIC POWERS

Because of their sheer size, large crews and multiple back-up systems, Super-Heavy vehicles are less susceptible to psychic powers. Just like Gargantuan Creatures, they are not affected by psychic powers (either friendly or enemy) with the exception of those that have attacks with a given Strength value, which affect them normally.

DAMAGE CONTROL

At the beginning of any of his turns, the controlling player may announce that a Super-Heavy vehicle is diverting all resources to damage control. This means that the vehicle is doing absolutely nothing for the duration of the turn (no moving, shooting or assaulting). This cannot be attempted by a Super-Heavy walker that is engaged in combat with another Super-Heavy walker or a Gargantuan Creature.

In return, the player immediately rolls a dice for each Structure Point the vehicle has left. For each result of a 5+, the player can repair one weapon that suffered a Weapon Destroyed result or repair a drive, cancelling the effect of the Drive Damaged result.

Note that this cannot be used to restore Void Shields (see page 96 of the *Apocalypse* rulebook), which are rolled for separately.

APPENDIX II: FLYERS

Flyers were introduced in Apocalypse because normal games of Warhammer 40,000 represent too small an area for these incredibly fast-moving units. Rather than dealing with high-level bombers that are flying way out of range of any weapon on the battlefield (such things are better represented by strategic assets), we decided to concentrate on attack craft that are employed in close support of friendly troops on the battlefield.

A flying model follows the normal rules for its unit type given in the *Warhammer 40,000* rulebook, with the following exceptions:

MOVEMENT
Flyers always begin the game in Strategic Reserve.

When the flyer arrives from Reserve, it can be placed anywhere on the table except on top of other models. It can be placed over any piece of terrain, but never counts as being inside it. Note that this is not a Deep Strike, and the model does not scatter.

In each of its subsequent Movement phases, the flyer can be placed anywhere on the table, facing any direction, but the new position must be more than 36" away from its former position.

A flyer may disengage instead of moving, and is removed from the table. It may return in any following turn, and is placed anywhere on the table. If, at the end of the game, the flyer has disengaged and is not on the table, it is not considered destroyed.

Flyers do not block movement for other models (unless using Hover mode).

FLYERS SHOOTING
Flying models always count as stationary for the purposes of firing their weapons. When hitting a non-flyer vehicle, flyers always attack the target's side armour, regardless of the relative positions (representing hits against the top armour of the target). When shooting at other flyers, armour aspects are used as normal.

When determining line of sight from flyers, always ignore all intervening terrain and models, as the flyer will be higher up than anything on the battlefield. The only exception is area terrain occupied by the target, which is not ignored.

SHOOTING AT FLYERS
When shooting at a flyer, all models need a 6 to score a hit, regardless of their Ballistic Skill. In addition, when measuring the range to a flyer, all weapons' maximum range are reduced by 12", to represent the elevation of the shot (this means that weapons with a maximum range of 12", such as pistols, cannot hit flyers).

Weapons using any teardrop-shaped template cannot hit flyers.

Weapons that do not roll to hit using Ballistic Skill (such as weapons which use blasts) cannot hit flyers, unless these weapons also have the anti-aircraft mount special rule (see the Special Rules section on page 96 of the *Apocalypse* rulebook for more details).

When shot at, flying vehicles follow the same rules as skimmers moving Flat Out and counts as Obscured (gaining a cover save of 4+) when fired at.

However, against flyers, Stunned results always count as Shaken, and if flyers are Immobilised, they are automatically destroyed.

A flyer that suffers a Destroyed result or worse (explosions, etc,) is always removed from play and does not damage models on the ground.

When determining line of sight and cover to flyers, always ignore all intervening terrain and models as the flyer will be higher up than anything on the battlefield.

ASSAULTS
Flyers may never assault nor be assaulted.

VICTORY
Flyers never count as scoring units.

SUPER-HEAVY FLYING VEHICLES
Flyers that are Super-Heavy treat Driver Stunned results as Gun Crew Shaken, and Drive Damaged results as Chain Reaction. Super-Heavy flyers cannot use the Damage Control rule.

HOVER MODE
Some vehicles combine the features of a skimmer and a flyer, having the ability to land vertically, hover very close to the ground or fly at high speed and height. These extremely flexible vehicles have the Hover Mode special rule on their datasheet.

When you are about to move such a vehicle, you must decide to move it either as a skimmer or as a flyer for that turn. The model will follow all the rules for either flyers or skimmers (depending on how you chose to move it) until the beginning of your next turn. For example, if a vehicle moves as a skimmer that turn, transported troops can disembark normally, the vehicle may not execute a bombing run, and the vehicle counts as a scoring unit if it is the last turn of the game!

Vehicles with the Hover Mode special rule can start the game in Strategic Reserve or be set up normally as a skimmer during deployment. If kept in Strategic Reserve, when they become available they can choose to enter the game either moving as a flyer (appearing anywhere on the table) or as a skimmer (moving onto the table from the appropriate table edge).

FLYING TRANSPORTS
Models transported in a flyer may disembark only if they are jump infantry, in what is called a 'drop run'. This is worked out in the same way as a bombing run, but instead of dropping bombs, any number of transported jump infantry units may Deep Strike, choosing a target point anywhere along the bombing corridor (much in the same way as a bomb), and then rolling for scatter. Normally infantry may only embark or disembark from a flyer using the Hover Mode rule (see page 94 of the *Apocalypse* rulebook).

Needless to say, if a flying transport is destroyed, all transported troops are also destroyed!

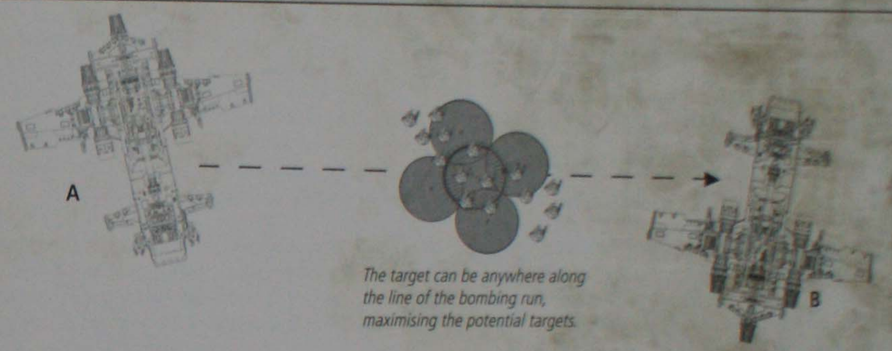
BOMBING RUNS
In order to use a weapon with the Bomb special rule, a flyer must execute a special manoeuvre called a bombing run. The player must announce this when he moves the flyer. Flyers on a bombing run are always moved at the end of the Movement phase, so that their bombs hit the ground immediately at the beginning of the ensuing Shooting phase.

Leave a marker in the original position of the flyer and then move the flyer as normal.

Draw an imaginary line between the marker and the flyer's final position. This is the flyer's bombing run corridor.

At the beginning of the Shooting phase, pick any one point along the bombing corridor as the target point. If the flyer just entered the table, the target point can be anywhere on the table.

Place the Apocalyptic Barrage template (see page 97 of the *Apocalypse* rulebook) centred on the target point, and then resolve the hits as described in the appropriate model's datasheet.



The target can be anywhere along the line of the bombing run, maximising the potential targets.

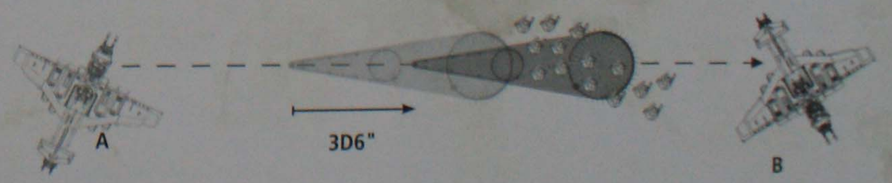
The flyer can end its move facing in any direction, and can go on to fire any other weapons.

BOMBING RUN – *The flyer in the diagram moves from position A to position B at the end of the Movement phase. Immediately afterwards, at the start of the Shooting phase, the player places the Apocalyptic Barrage template on the point shown. Finally, he rolls the appropriate number of dice to determine where each bomb hits the ground (as explained overleaf).*

INFERNO!
Some bombs are not designed for precision bombing, but saturate an area with incendiary liquids or lethal gases. If a weapon has the Inferno! special rule, it uses the Hellstorm template.

Execute a bombing run as described above and then place the Hellstorm template anywhere along the bombing corridor, with the large end towards the flyer (see diagram). The template is then moved 3D6" forward along the bombing corridor towards the flyer. Once the template is in place, hits are determined as described in the flyer's datasheet (no cover saves apply).

If a model is a flyer with Hover Mode, it may only make a bombing run and use its bombs on a turn it moves as a flyer rather than as a skimmer (it needs the altitude to drop the bombs).



INFERNO! – *The flyer in the diagram moves from position A to position B at the end of the Movement phase. Immediately afterwards, at the start of the Shooting phase, the player places the Hellstorm template on the point shown. Then, they roll 3D6 and moves the template that many inches towards its final position along the bombing corridor to determine where the template ends.*

Remember that the template will be moved forward from its initial position, so you will have to judge carefully in order to cause a direct hit.

APPENDIX III: SPECIAL RULES

ANTI-AIRCRAFT MOUNT

These weapons are designed to track fast-flying targets. Weapons with this special rule on their profile (often shortened to 'AA mount') can hit flyers using their normal Ballistic Skill, rather than needing a 6. If a weapon that normally does not roll to hit (like a blast weapon) is mounted on an anti-aircraft mount, it will now roll to hit against flyers, hitting them on the roll of a 6. If it misses, do not work out any scatter – just discard the shot.

Note that all weapons that are described as pintle-mounted also automatically have the AA mount special rule.

BOMB

See Bombing Runs on page 94 of the *Apocalypse* rulebook for details.

CO-AXIAL WEAPON

These weapons share their mount with a larger gun, and are designed to fire tracer rounds against the target, making the main gun's fire more accurate. Weapons that are defined as co-axial in their description must be fired at the same target as the main weapon (ie, the weapon they are attached to), and any Damage result that affects the main weapon affects them as well. On the other hand, if the player fires the co-axial weapon before the main weapon and scores at least one hit on the target unit, he may re-roll missed rolls to hit with the main weapon (or re-roll the Scatter dice in the case of ordnance).

DESTROYER

Also known as Titan-killers, weapons with this special rule on their profile deliver an immense amount of damage to their target. If a weapon has a 'D' instead of a Strength value in its profile, it means it is a Destroyer. If a Destroyer weapon hits a vehicle (including partial hits from a Destroyer weapon using a blast marker), there is no need to roll for armour penetration – it automatically scores a Penetrating hit.

This hit can still be downgraded to a Glancing hit by rules that have that effect with the exception of cover, which cannot obscure the vehicle as the Destroyer weapon just blasts its way right through.

In addition, when rolling on the appropriate Vehicle Damage chart, add +1 to the result (note that this is the equivalent bonus to that AP 1 weapons have).

If a Destroyer weapon hits a non-vehicle model, there is no need to roll to wound – it automatically scores a wound. If the target fails to save this wound (no cover saves are allowed, as described above, but Invulnerable saves do apply) the weapon always inflicts Instant Death, regardless of the target's Toughness. If the target is immune to Instant Death, then the Destroyer will cause one wound as normal.

HOVER MODE

See the Flyers section on the previous page for details.

INFERNO!

See the Flyers section on the previous page for details.

PRIMARY WEAPON

This is a weapon characteristic of very large guns, often carried by Super-Heavy vehicles and Gargantuan Creatures.

Primary weapons always count as ordnance for the purposes of rolling for armour penetration and on Vehicle Damage charts.

In addition, because of the extra shielding and powerful back-up systems, whenever a Primary weapon is affected by a Gun Crew Shaken or Weapon Destroyed result, the controlling player must roll a dice. On a result of 1-3 the Primary weapon is shaken/destroyed as normal, but on a 4-6 the hit has no effect.

TITAN CLOSE COMBAT WEAPON

Some Super-Heavy walkers have the option of exchanging one of their arm's long range weaponry with a gigantic close combat weapon, often surrounded by a crackling energy field.

Titan Close Combat weapons confer three extra close combat attacks to the profile of the Super-Heavy walker. They also confer the Destroyer rule to all of the walker's close combat attacks. Note that the Stomp special attack is not affected by either of these bonuses as it is carried out with the vehicle's legs.

The enemy may apply a Weapon Destroyed result against a Titan Close Combat weapon, which counts as a Primary weapon. If the roll to avoid being destroyed is failed, the Titan Close Combat weapon is destroyed – the walker loses the three extra Attacks and the Destroyer rule in close combat.

POWER FIELDS

Some Ork Super-Heavy vehicles are protected by a number of energy barriers called power fields. Each hit scored against such vehicles from a distance of 12"or more will instead hit a power field. Close combat attacks, and ranged attacks from a distance of less than 12", come from inside the field and therefore are not stopped at all. Power fields are the equivalent of Armour 12. Each Glancing or Penetrating hit scored against the fields causes one field to collapse. After all of the fields have collapsed, further hits are resolved against the vehicle's real Armour value as normal.

VOID SHIELDS

Certain Super-Heavy vehicles of the Imperium are surrounded by a number of protective energy fields called void shields, which utilise warp technology to displace incoming attacks. These work exactly like power fields, with the exception that collapsed void shields can be raised again. This process is slow and requires vast quantities of energy, supplies of which can be quite erratic in combat conditions. To represent this, at the end of any of its turns, roll a dice for each Structure Point the vehicle has left. Any result of 5+ immediately restores one collapsed shield.

ELDAR TITAN HOLO-FIELDS

Eldar Titans have holo-fields that are even more effective than the ones the Eldar use on its smaller vehicles. Every time a hit is scored against an Eldar Titan that moved in the previous turn, the Eldar player rolls a dice. On a result of 4 or more, the hit is discarded. If a Titan did not move in the previous turn, it does not get this holo-field save.

NEW BLAST MARKERS AND TEMPLATES

Apocalypse uses some new (and much bigger!) blast markers and templates, whose names and rules are presented here. Be aware that to save space in the datasheets, we normally do not use their full name, but instead refer to them (as well as to the normal Large Blast) with their size in inches. So, for example, the 'Massive Blast' is referred to as the 7" Blast, etc.

HELLSTORM TEMPLATE

Weapons with the Hellstorm template rule use the large teardrop-shaped template and the same rules as template weapons to determine which models are hit (no cover saves are allowed).

APOCALYPTIC BLAST MARKER

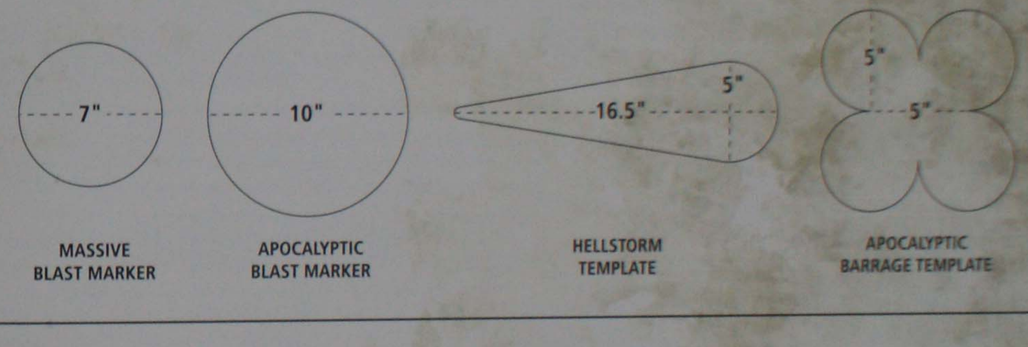
Weapons with the Apocalyptic Blast rule use a 10" diameter round blast marker and use the same rules as other blast weapons to determine which models are hit.

MASSIVE BLAST MARKER

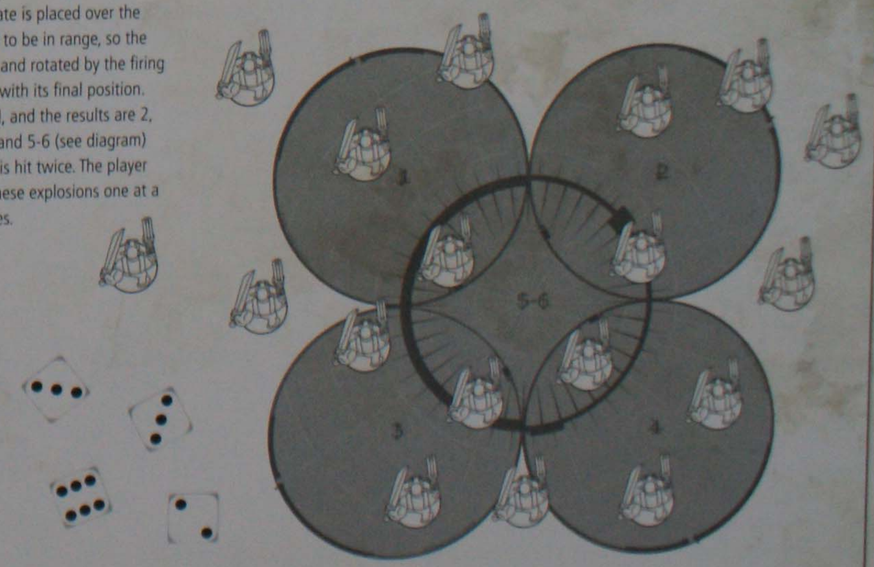
Weapons with the Massive Blast rule use a 7" diameter round blast marker and the same rules as other blast weapons to determine which models are hit.

APOCALYPTIC BARRAGE TEMPLATE

Weapons with the Apocalyptic Barrage rule use the special multiple blast template. To use this blast template, place it with its centre on an enemy model anywhere in line of sight of the weapon firing and then measure the range (if applicable). If the centre is in range, the weapon has hit and the barrage is left in place, otherwise it is removed. The player may rotate it around its centre to any final position he wishes. Once this is done, roll a number of dice equal to the number in the brackets and compare the results with the numbers on the template. Each dice result indicates which one of the round areas making up the template has been covered by the explosion. Models completely or partially under the area covered by an explosion are hit at full strength (much in the same way as template weapons, except that cover saves apply as normal). Resolve the explosion on each area in turn, in any order chosen by the firer.



A weapon with Apocalyptic Barrage (4) is fired. The centre of the template is placed over the target model and found to be in range, so the template is left in place and rotated by the firing player until he is happy with its final position. Now four dice are rolled, and the results are 2, 3, 3 and 6. The areas 2 and 5-6 (see diagram) are hit once and area 3 is hit twice. The player resolves the effects of these explosions one at a time, in any order he likes.



APPENDIX IV: GARGANTUAN CREATURES

Creatures of this immense size can take on entire enemy armies, devastate cities and lay waste to continents. Normally only Tyranid beasts grow this large, as organisms native of this galaxy struggle to cope with such impossibly heavy organs and limbs. There is, however, one known exception to this: Ork Squiggoths, whose bodies, according to the Imperial bio-magi, should not even be able to move (not that this has ever stopped them from ravaging entire worlds of the Imperium).

Gargantuan Creatures follow the rules for monstrous creatures in the *Warhammer 40,000* rulebook, with the additional rules and exceptions given below.

MOVEMENT PHASE

Gargantuan Creatures may move up to 12" in their Movement phase. They are slowed for difficult terrain as follows – roll for the distance they can move just as you would for a monstrous creature (i.e. you can re-roll the dice), but double the result.

If their path is blocked by enemy models that are not Gargantuan or Super-Heavy walkers, Gargantuan Creatures can Tank Shock them, as described in the *Warhammer 40,000* rulebook, counting as a tank with a frontal Armour value of 14. Enemies affected by this must test their Morale with an extra -1 modifier to their Leadership, and can execute Death or Glory attacks as normal (models doing this can survive only by killing the Gargantuan Creature, as they cannot immobilise it).

SHOOTING PHASE

Gargantuan Creatures can fire all of their weapons every turn, and they can fire them at different targets if they wish (creatures of such enormous size normally have more than one brain – or even crew – controlling different parts of the body).

Because Gargantuan Creatures vary greatly in size, for the purposes of establishing line of sight from Gargantuan Creatures, always use real line of sight, working this out from the barrel of the weapon being fired. Area terrain rules apply as normal.

By the same token, always use real line of sight when enemy units are targeting Gargantuan Creatures. The rules for area terrain apply as normal.

If a Gargantuan Creature is hit by a weapon that uses a blast marker, the normal rules for determining if the creature is hit by the marker are not used (as the marker may be smaller than the creature's base, and so it could never score a direct hit). Instead, the Gargantuan Creature is automatically hit if the hole in the centre of the marker is over the Gargantuan Creature's base (or its body, if it does not have a base). If the hole is not over the base, but the rest of the blast marker covers part of it, the creature is hit on a 4+, as normal.

ASSAULT PHASE

Gargantuan Creatures can assault any unit within reach, not only one that they shot at.

Remember that, like monstrous creatures, close combat attacks from Gargantuan Creatures count as power weapons and roll 2D6 plus Strength for Armour Penetration. In addition, when rolling on the Vehicle Damage table, close combat attacks from Gargantuan Creatures count as hits from ordnance!

When attacking in close combat, a Gargantuan Creature can choose to either fight normally or to execute a Stomp special attack. A Stomp allows a Gargantuan Creature to make one attack against every enemy model engaged in combat with it, instead of using its normal Attack value (no bonus attack for charging applies, roll to hit once separately against each model attacked).

Gargantuan Creatures never roll for sweeping advance – retreating enemies always manage to disengage safely.

If, at the end of an assault, enemy models that are not Gargantuan or Super-Heavy walkers are still engaged with a Gargantuan Creature, they must immediately make a consolidate move in order to get at least 1" away from the Gargantuan Creature. Gargantuan Creatures may not consolidate.

Other Gargantuan Creatures and Super-Heavy walkers remain engaged as normal.

SPECIAL RULES

All Gargantuan Creatures are Fearless.

Because of their massive bulk (and sometimes multiple brains!) Gargantuan Creatures are less susceptible to psychic powers. They are not affected by psychic powers (either friendly or enemy) with the exception of those that have a Strength value, which may affect them normally.

All Gargantuan Creatures are immune to the Instant Death rule. In addition, because they are so large and powerful, they are not affected by any attack that would normally kill a model automatically (like a Force Weapon, an attack that kills as a result of a failed Characteristic test, etc.) Such attacks cause D3 wounds instead.

All Gargantuan Creatures have the 'Terrifying' special rule. This means that enemy units wishing to assault a Gargantuan Creature must first pass a Morale check. If the test is failed, the unit may not assault that turn.

All sniper weapons and poisoned weapons wound Gargantuan Creatures only on a roll of 6 (rather than their usual rule).

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In the dark future of the 41st Millennium, Mankind must fight for survival in a hostile galaxy full of dangerous alien threats. The galaxy-spanning Imperium of Man is the greatest empire in human history, but it must battle for its very existence. Wars rage across every planet in the Imperium, by land and now – in the skies, as the Imperial Navy, the Aeronautica Imperialis, joins the battle for Mankind's survival.

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Details of the Typha-IV campaign are provided, including background, a campaign system and historical scenarios. You'll also find hobby articles, a battle report, rules questions and answers, tactics articles and designer's notes.

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Heavily illustrated with over 120 colour and black and white pictures, 200 full-colour vehicle profiles, over 120 technical drawings, plus organisation charts, combat formations, battle reports and tactics, to add depth and character to the Warhammer 40,000 universe.

In addition to all this, there is a new army list for Imperial Guard Armoured Battlegroups, background and rules for variable ammunition types and rules for four of the Imperial Guard's most famous tank aces.

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This book provides detailed information on the war engines and weapons of the 41st Millennium. From Land Raider battle tanks, Rhino armoured personnel carriers and Whirlwind missile launchers, to Tarantula sentry guns, Dreadnought armour and Super-heavy aircraft, like the Thunderhawk gunship, this book describes them all in superb detail.

It contains information, in exacting detail, on 30 vehicles, weapons and aircraft with background, interior details, technical specifications, illustrations, colour schemes and rules for using all these vehicles in games of Warhammer 40,000.

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This 320 page hardback book provides information on Tau vehicles, aircraft, their allies and the Tau fleet. Also covered are new fighting machines of the Imperium. There is background, interior details, technical specifications, illustrations, colour schemes and rules for using all these vehicles and aircraft in games of Warhammer 40,000. Heavily illustrated with 120 colour and black and white pictures, 110 full-colour vehicle profiles, over 80 technical drawings, plus organisation charts, tactics and scenarios to add new depth to the Warhammer 40,000 universe.

VOLUME FOUR – THE ANPHELION PROJECT

When Ordo Xenos Inquisitor Solomon Lok receives orders to investigate the loss of astrogathic communications from a moon in the Anphelion system, he begins a journey into darkness, horror and treachery. Assisted by Space Marines of the Red Scorpions Chapter, Elysian Drop Troops of Special Detachment D-99 and Cadian Guardsmen of 266th regiment, Lok's forces are faced by mist-enshrouded swamps and a deserted laboratory facility. They set about discovering the secrets within. Unknown to the Imperium's forces they are not alone. Soon Lok and his men encounter the horror of the laboratory's escaped subjects – the Tyranids. Amongst the ammonia-swamps of Beta Anphelion IV, and along the corridors of the Anphelion base, Lok must fight to recover the lab's secret data and escape before being overrun by the Tyranids lurking outside.

Inside this book you'll find information on new Tyranid creatures spawned by the Hive Mind. Also covered are new fighting machines of the Imperium. There is also an army list for the Elysian Drop Troop veterans of Detachment D-99, new background and rules for the Red Scorpions Space Marine Chapter and details of Inquisitor Lok and his retinue.

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The Siege of Vraks is an epic three volume Imperial Armour campaign detailing the brutal struggle to control the vital armoury world of Vraks. The nightmarish forces of Chaos descend on Vraks as it succumbs to treachery and heresy from within, and in response the Imperium seeks to crush the rebellion with the armoured fist of the Imperial Guard and the deadly Space Marines. But all is not as it seems and dark powers are moving in the shadows to decide the embattled world's destiny, and the fate of millions hangs in the balance.

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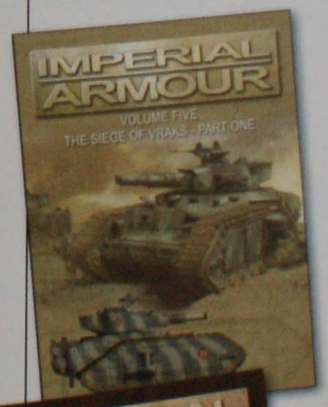

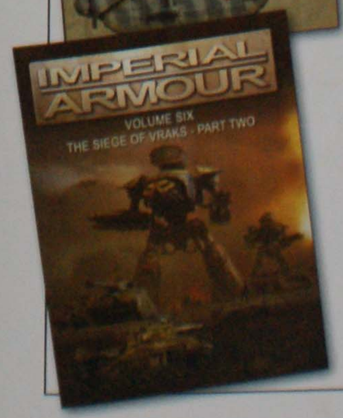

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Once an impregnable fortress, the Citadel of Vraks has fallen into the hands of the renegade forces of Apostate Cardinal Xaphan and the Death Korps of Krieg and Dark Angels lay bloody siege to the traitor forces. This volume includes army lists for the Death Korps of Krieg Siege Regiment and the Vraksian Renegades, and a large campaign poster map.

VOLUME 6 THE SIEGE OF VRAKS PART 2

The bitter fighting for Vraks rages on and ever more armies are pulled into its whirlpool of destruction as the Chaos Space Marines descend on Vraks in relentless fury. This volume includes the Servants of Slaughter army list, the rules for the mighty Reaver Titan, the Red Scorpion Space Marines and more, along with a large campaign poster map.

VOLUME 7 THE SIEGE OF VRAKS PART 3

The third and final volume of the trilogy depicts the climatic conflict of the Siege of Vraks as daemons stalk the ravaged world and the forces of the Inquisition are called in to do battle against them. This volume includes army lists for the Krieg Armoured Battle Group and the Heretics and Renegades of Nurgle, as well as rules for the Chaos Reaver, new daemons, tanks and armoured vehicles as well as new Apocalypse formations and a large colour poster.

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ADDITIONAL RULES FOR WARHAMMER 40,000 AND WARHAMMER 40,000 APOCALYPSE

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Imperial Armour Apocalypse covers war machines and monsters for all the armies, from the crushing power of Imperial Guard super-heavy tanks like the Shadowsword, Macharius and Malcador, to the awesome power of the Chaos Warhound Titan and the mighty Daemon-Lords, as well as gargantuan Tyranid creatures like the Scythed Heirodule and Trygon, as well as many new battle formations such as the Eldar Guardian Serpent Rider Host, Winged Tyranid Swarm and Tau Pathfinder Search & Destroy Cadre to the Necron Undying Legion and Daemon Engine Coven.

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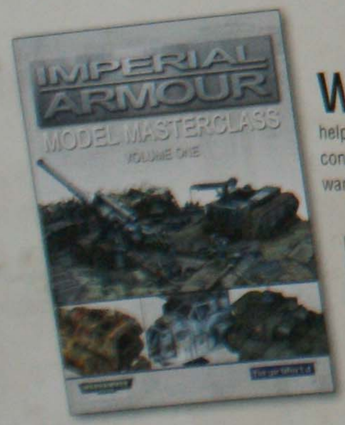
IMPERIAL ARMOUR – MODEL MASTERCLASS

VOLUME ONE



Whether you are building and painting a centre piece model for your army or constructing a detailed diorama for display, this book is packed with innovative techniques for construction and painting to help you create stunning models. All the techniques are demonstrated in step-by-step detail in extensive construction and painting sections that range from painting tanks to constructing a diorama, to building wargaming scenery and terrain.

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IMPERIAL ARMOUR

VOLUME EIGHT

RAID ON KASTOREL-NOVEM

Waaagh! Garaghak is gathering pace across the Forsarr sector. Several of the Imperium's worlds have already fallen to the rising green tide of Orks, and now the sector's primary hive world has been invaded. Garaghak's hordes seem unstoppable, except that the Raven Guard's Scouts have discovered a secret behind the Goff Warlord's unending warbands – an Ork technical genius called Mek Boss Buzzgob who has created his own factories on the former Imperial refinery world in the Kastorel system.

The scene is set for a daring raid deep into Ork held territory. Planned and executed by the Raven Guard Chapter, with the assistance of the 181st Elysian Drop Troop Regiment, in order to save Forsarr they must take the war to the Orks, destroy their main manufacturing base and find and kill Buzzgob.

You'll find in this book, a detailed history to the Raid on Kastorel-Novem and the rise of Warlord Garaghak. There is a complete Elysian Drop Troop Imperial Guard army list, including the Vulture gunship, Valkyrie Sky Talon and the Tauros and Tauros Venator rapid assault vehicles. There is also background information on the Raven Guard Space Marine Chapter, along with a new special character, Shadow Captain Korvydae.

For the Orks there is a complete Dread Mob army list, including all of the Forge World range of Ork models. Included are background, technical data and rules for: Warbikers and Nobz Bikers, War Buggies and Wartrakks, Trukks and Scrap Trukks, the Big Trakk, Grot Tanks squadrons, Battlewagon variants (including the fearsome Supa-kannon and Lifta Wagon), Gunwagons, Dreads and Kans (including the massive Mega-Dread and the Mekboyz' crazy Meka-Dread), Battle Fortresses like the Dethrolla, Skullhamma and a Kustom Battle Fortress builder, three Kill Tanks: the Kill Krusha, Kill Blasta and Kill Bursta, Ork Fightas, Fighta-Bommers and Bommers, Warkoptas, Looted Wagons and Junkas, Stompas (including Mekboy Stompas and a Kustom Stompa Builder) and Squiggoths, both large and gargantuan!

There is a campaign system to re-fight the Raid on Kastorel-Novem over the course of eight games, including two Apocalypse battles and a Planet strike mission, plus a rules appendix for all the Apocalypse rules for Super-heavy vehicles, Aircraft and Gargantuan creatures, plus two new Apocalypse Battle Formations for the Orks.

This book is heavily illustrated with over 50 colour pictures, 60 full colour vehicle profiles, over 30 technical drawings, plus colour profiles for the Elysian Drop Troops, Raven Guard and the Orks of the Goff, Evil Sunz and Death Skullz clans, all to add new depth and detail to the Warhammer 40,000 universe.

Also included in this book is a large Ork poster featuring artwork by Paul Bonner.

ISBN 978-1841549774

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