









WAR ZONE: PANDORAX

CONTENTS

Format	
INTRODUCTION	
THE REPORT OF TH	
THE PANDORAX INCURSION	
TIMELINE	
BATTLE REPORT: RESCUE THE REVENCE	
Description THE REVENCE 960, MI41	
THE HORDES OF CHAOS	28
REPEL BOARDERS.	
MINIATURES SHOWCASE	
RULES OF ENGAGEMENT	
PANDORAX TERRAIN	
PANDORAX MISSIONS	
Debug stronghold	
Daemonic Apocalypse	
The Underground War	
PANDORAX STRATEGIC ASSETS	
PANDORAX FINEST HOURS	
DATASHEETS	
CHAOS SPACE MARINES	
CHAOS DAEMONS	
Lummun Curren	53

CHAOS SPACE MARINES		
Chaos Daemons		1
MPERIAL GUARD		
MPERIUM	5	
DARK ANGELS		
GREY KNICHTS		
PENDIX	6	
NDEX		

Written by: Jervis Johnson

Cover Art: Kevin Chin

Art, Design, Production and Reprographics by the Games Workshop Design Studio

S Complete Datases Neukalapi Jawase Neukalapi, dana Neukalapi, dan Ganese Werkalapi Jawa, C.N. Washannere Workannere (Motor Markan and Motor Markan and Markan and Markan and Markan and Markan Andrea (Markan Andrea) (Markan Andrea)

No part of this publication may be reproduced, tored in a retrieval system, or transmitted in any form or by any means, electronic mechanical, photocopying, recording or otherwise, without the prior permission of the publichers.

In a work of foreign AL the characterization of the second near Charles for the second The Charles of the second seco

www.games-workshop.com

UK Workshop Ltd, low Rd, Lenton, Nottingham, NG7 2WS

(AP I

> NORTHERN EUROPE Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS

NORTH AMERICA Games Workshop Inc, 6211 East Holmes Road, Memphis, Tennessee 38141

AUSTRALIA Games Workshop 23 Liverpool Str Ingleburn, NSW 2565

in mit

19 0 0 0 0

INTRODUCTION

All across the Imperium, massive campaigns are fought to control vital planets or annihilate hated enemies. These vast conflicts are so momentous that they shape history itself, as armies clash for years or even decades to secure victory.

Some of those campaigns have become synonymous with war on a scale unimagnable; planets whose names have become a litany of dissater – Armageddon, Medusa V, Dannos, Skalathras, Terrai stelf – the list stretches into the annals of the Imperium for ten thousand years and more. Such campaigns turn the planets and systems where they are fought into rawaged war zones, where the only thing the battle-hardrenet inhabiturts knows is death and destruction.

29

H

41

5

61

This book describes the Pandorax War Zone, and the deperate hatter that were fought there between a Chaos incursion force field by Maddon the Despoiler, and the forces of the Imperium led by Dark Angels Commander Arrael. The campaign was fought all across the Pandorax finitiset surface of the death world known as hydnos, beneath the surface of which lay a dormant Warp portal known as the Damnation Cache, and used it to unleash hordes of Daemas to world known as hydnos, for a company, Cache, and used it to unleash hordes of Daemas to cache, and used it to unleash thereds of Daemas to carerun the planet. At the height of the campaign, Chaos Space Marnes and Daemons battled Gaard army, bolstered by the arrival of the entire Dark Angels Chapter and a brotherhood of Grey Knights.

APOCALYPSE WAR ZONES

Each Apocalypse War Zone is a self-contained supplement to the Apocalypse rules, based on a famous campaign from the history of the Warhammer 40,000 galaxy. Each War Zone starts off with a detailed history that describes the course of the campaign, the famous battles that were part of it, and the combatants that waged the war.

The background is followed by special rules, Strategic Assets, missions and Apacalypse formations, all of which are based on the history and background of the War Zone. You can use all of these thrugs when you fight a battle set in the War Zone, and with a little bit of common sense they can also be used for Apocalypic battles set in similar Zone Apocalypse Formations can be used in any Apocalypse battle that you fight, even those set elsewhere.

Last but not least, each Apocalypse War Zone includes a gatefold that unfolds to show a 'battle report' of an Apocalypse game set in that War Zone. We hope that it will serve as an example of what can be achieved with time and effort, and as an inspiration for the games of Apocalypse you take part in yourself.









THE PANDORAX INCURSION

The Pandorax Incursion took place between 959 M41 and 961.M41, when a Black Legion warfleet invaded the Pandorax System and captured the Imperial planet of Pythos. Hidden beneath the planet's surface was a portal to the Warp known as the Dannation Cache, which Abaddon used to unleash a datemoin legion upon the world. A ferotious campaign was fought by Imperial forces to recenpture Pythos and close down the Dannation Cache, first in the depths of space, and then on the daemoninfested surface of Pythos isself.

THE INVASION OF PYTHOS

In 959.M41, a Black Legion incursion fleet invaded the Imperial planet of Pythos, in the Pandorax System. The fleet was commanded by Abaddon the Despotier himself, and consisted of half a dozen massive battleships, each one with enough firepower to lay waste to an entire planet, supported by numerous secort craft.

The incursion fleet contemptuously swept aside Pandorax's system defence craft, and moved into orbit above the planet of Pythos within hours of entering the system. What Abaddon could possibly want from Pythos was by no means clear at this time. The planet was an inhospitable death world, home to a colony of hardy Imperial citizens. Most of Pythos is covered in dense jungle, which is home to massive saurian creatures happy to cat anything that moves. The oceans are inliabited by equally large predators.

Because of the dangers of moving through the lowlands and across the occars, the human sciences of Pubos settled in mountantop mining colonies known locally as debrestrongholds. From these, they derived a precarious and meagre existence mining the precious minerals found in the planet's mountain chams. Hundreds of these strongholds were scattered over the planet, each home to oppulations of only a few thousand Imperial citzens.







ABADDON THE DESPOILER

Abaddon took command of the Black Legion following the Horus Heresy and has led it in innumerable bloody campaigns since then. He secured the favour of all four of the Ruinous Powers, who have rewarded him with the arcane blade Drach'nyen, to use alongside the Talon of Horus, the legendary weapon of the Warmaster himself. With the Dark Gods behind him, Abaddon is determined to avenge Horus and destroy the Imperium. Should his armies triumph, a tide of Chaos will pour from the Eye of Terror to engulf the galaxy

Pethos' only major city was the Elive-port of Adaka, which was located on the coast of the planet's largest occan, and surrounded on its landward side by the apily named deutlgidase. Atika was a small spirer city with its main habitation zones located in the dom-like upper levels of the city, high above the surrounding swamplands. Travel between Atika and the delver-strongholds was carried out in dilapidated lighterthan-art dingibles known as sky harges, humbering through the skkes light above the forcious creatures that inhabited the lookands in relative safety.

This, then, was the bleak environment which Abadon found at Pyluos. Within moments of entering orbit, his waffeet unleashed a purpoint barrage, quickly desibling Atha's defences and balasing the city's defence forces. Blood ref rain started pointing from the skies, and the massive capiting for the skies of the skies of the skies the defenders in a machermon for gore. Surprised, demoralised, and having alreads suffered heavy casulates. Atta's decident broke almost at first contact. The only formation able to organize any kind of effective resistance was the 188m Cataba Jungle Fighter regiment, stranded on the phanet while en route to the Maclismoand even they were only able to hold on for a few hours before being forced to conduct a fighting retreat and ecope into the surrounding awaplands. Walan thity-six hours of Abaddon's arrad, and

THE BLOOD MARCH

The Catachan Jungle Fighters that had escaped the city were forced to batch ther way through Phythos' prediatosinfcared lungles, harried all the way by Black Legion murder squads. It is unlikely that any other Imperial Guard troops coal have survived such a march, and even the Catachans suffered dreadfully through the ordeal. Battling their way past anabashs fighting off attacks by master repulan monsters and voracions man eange plans the Catachans finally reached the relaxer safety of the Olympax mountain range Jon 150 miles to the east of Atla.

WAR ZONE: PANDORAX

Here, they braced themselves for an all-out attack by the Black Legion. Mysteriously, however, they were allowed time to regroup. Although the Black Legion continued to harry the Catachans, no serious attack on them was undertaken, and this gave the Imperial forces time to link up with each other.

Although the largest concentration of Imperial troops had been located a Atuka, all of the deleverstrongholds had their own garrisons and, in aggregate, these moops numbered in the tens of thousands. Colonel 'Death' Strike, commander of the 158'd regiment, and now del-stato Imperial Governor of Pythos, quickly began to organize these wheely scattered forces, using commandecred sky barges to gather a sizable army at his base camp in the Olympax mountains. Within a fortinght, the began planning offensive operations against the Chaos invaders of what he now considered to be his planet.



in this in

wart Thear

the section

1. STILLER

the Maine

half a bit a

bergint's

CIT'DE

Chink is

Hidden beneath the surface of Pythos, the Damnation Cache was a portal to the Realm of Chaos itself.

THE DAMNATION CACHE

What Golonel Strike could not possibly know was that Abaddon had been far from afte. Unbeknownst to any of the Imperial citizen on the planet, Alaka was built atop a hellish gateway known as the Dannaton Cache. This gateway was a small but terrifyingly sable portal into the Warp, through which dacmonic legions found travel into the material realm. Once was capared, Ahaddon would be able to Summon forth a tide of wrathful Daemons of werschielm the remaining defenders of Imperial alamest nearby. In the dark days of the Horns Heresy, was numbers of Daemons had emerged from the Damnation Cache to fight against those who had remained loyal to the Emperor Following Horns' defeat, the Damnation Cache was sealed, and in the centuries that followed, it disappeared from history. Only the Daemon-hunting Grey Knights retained any knowledge of the portal.

So it was that when Pythos was reclaimed as an Imperial colony in M33, none but the Grey Knights, the Chaos Gods, and the few surviving Chaos Space Marines that had fought there in the Heresy knew of the horrors hidden beneath the planet's surface. However, Abaddon was one of those Trainet Legion vectorans, and immediately upon his arrival on Pythos, he began the task of breaking through the wards that had been set on that infernal gateway thousands of years before.

Disabling the wards was no easy task; dozens of Abaddon's most powerful sorcerers struggled to weaken the seals, as scrifticing hundreds of Atakis si citizens in bloody rituals of unbinding as they did so. One by one, the ancient bindings broke, until finalb, just over; a month after Abaddon's warflee thad first appeared in the system, the last ward was broken and the Damnation Cache was unsealed.

Immediately, the portal into the Warp reopencia and a die of Daemony gushed through, nampaging out of Auka, across the planet, and surging towards Colonel Strike's composite armw. This time, the Catachans and their DPT allies were at least at combat readiness, but nothing could have prepared them for the dial wave of destruction that the opening of the Dammation Catache had released.

A desperate struggle crupted on the lower slopes of Mount Olympax, as wave after wave of daemonic creatures crashed against the bastons and defence lines of Colonel Strike's camp. Only great heroiss and terrible sacrifice prevented the base from being overrun in the first assault been so, it was cleate to Colonel Strike that defending the newly established base camp ould only result in the destruction of his entire command. Huddled together in a single location, her were an easy a target for the overshelming hordes of Daemons pouring forth from the Dammation Cachte



- CON

COLONEL DEATH STRIKE

Colonel Strike was the commander of the 183rd regiment of Catachan Jungle Fighters at the start of the Pandorax Incursion. He earned his nickname when still only a squad Sergeant, fighting against insurgents in the dense forests of Burlion VIII His opponents said that fighting against Strike and his men meant only one thing - certain death. The 183rd regiment was en route to the Maelstrom war zone when catastrophic engine failure on their transport craft resulted in them being stranded on Pythos just before Abaddon's invasion began. Commander Azrael later said that were it not for Colonel Strike, Pythos would have been completely overrun.



183rd Catachan Jungle Fighters tattoos



183rd Catachan Jungle Fighters Regimental Banner

A MORE WIDERLY PERFORT WILL MADER IN DALK PLACE

WAR ZONE: PANDORAX



ADMIRAL

Lond Admiral Orson Kranstean came from a renowned line of naval officers that had served the Emperor for millennia. He distinguished himself as a young midshipman, and was quickly promoted. Although personally brave, his tactics were predictable and lacked imagination - a trait exploited by his opponents during the space battles for the Adamantium Fields. He died leading a counter-attack when his flagship, the Revenge, was boarded by Abaddon's Chaos Space Mannes.

Bitterly, Colonel Strike ordered the troopsunder his command to split up and retreat to the hundreds of delverstroopsholds that were located all across Pythos. He knew that while no single settlement could resist attack, the sheer number of stroogholds and their scattered locations offered the best chance of some Imperial forces surviving until reinforcements arrived. If, that was, reinforcements arrived at all...

BATTLEFLEET DEMETER

Although Abaddon's initial attack had been terrifyingly swift, he could not to an lensage calling for aid from being transmitted. High atop Atika, the desperate defenders had been able to hold out long enough for an astropathic distress signal to be sent streaking through the Immaterium. Despite the efforts of coverns of Chaos Sorreers aboard Abaddon's flagship, the Black Legton were unable to block all of these signals, which continued to be broadcast until bloodthinsty assault able to smash their way into the astropathic chamber in Atika's central spire. The Pandorax System lies a short dinance to the galactic south of the Machuron, in the Demeter Sector. Lyng with the Huron Blackheart's realm meant that the Demeter Sector was in a high sus of battle-readiness and could react to the attack quickly. Immediately upon receiving the distress call, the closest rever level attack quickly. Immediately upon receiving the distress call, the closest rever level system Meanwhile, transport was arranged for the 19th and 27th Imperial Caud armies, as the massive resources of the Imperium swing into operation to repel Abaddon's invasion.

Baitelieet Demeter's reserve fleet was under the command of Lord Admiral Orson Krauswar, aboard his flagship, the Reenge. He was highly experienced having fought numerous actions against Red Corsairs raiding fleets, though his background would offer little benefit against the overwhelming force of battlescarred opposition he would be benefit in the Pandorax System. Over the coming weeks and months, his fleet would fight an some of the largest pace battles since he Gothic campagn.



()-united ()

The first omen of what Battleffeet Demeter would have to endure in the coming months occurred as soon as the fleet entered the Pandorax System. The 129th Imperial Destroyer Squadron war ranging alread of the main fleet, and had jush legun to pick its way through the asteroid belt that fringed the outer reaches of the star system. As they did so, leve ver subjected to a lightimizing fast attack by toonoLast destroyers hidden in the belt. Two Imperial ships were lost, and the Chaos Quadron escaped unharmed, disappearing amids the dense asteroid belt just minutes after launching their attack.

Kranswar first established a base on the tiny planet of Gaea, located on the edge of the Pandorax System. With his lines of communication secure, he then began to mount a series of raids and attacks into the asteroid field, intent on clearing a path to Pythos. In the following weeks, a series of increasingly brutal conflicts were fought in and around the asteroid belt, earning it the nickname of the 'Adamantium Fields' due to the myriad hulls of wrecked ships that floated there. At first, the ships of Abaddon's fleet held the upper hand, inflicting heavy losses on the Imperial flotillas as they repeatedly attempted to pick a way through the asteroid belt. However, in the long run, this was a campaign Abaddon could not hope to win, as the material superiority of his adversary - and the willingness of the Imperium to accept stunning losses to break through to Pythos - slowly but surely eroded the strength of the Chaos fleet.

ters tores

and his man



Slowly the tide began to turn, and Abaddon was forced to commit ever more ships to holding Kranswar in check. It was at this point that Abaddon received vital assistance in the form of a raiding fleet of Red Corsairs.

None can say if this came about because Abaddon and Huron Blackheart had agreed to aid each other, or simply because the Red Corsuits were drawn to the Pandorax System by the lure of conflict, just as the giant megaloshark of the Phythosian occans is drawn to injured prey by the seent of blood in the water.



WAR ZONE: PANDORAN

IMPERIAL BATTLE

Revenge, Emperor class battleship

Stalwart, Dictator class cruiser

Steel Anvil, Dominator class cruiser

Leviathan, Lunar class cruiser

Lord Solar, Lunar class cruiser

Courageous, Dauntless class light cruiser

Banshee, Dauntless class light cruiser

Myrmidon, Endeavour class light cruiser

Gamma Squadron, three Sword class frigates

Jaguar Squadron, two Firestorm class frigates

129th Destroyer Squadron, six Cobra class destroyers

89th Escort Squadron, five Falchion class escorts

la & Ib. The Imperial advance flotilla engages Chaos fleet.

2. Chaos Space Marines and Daemons board the Revenge.

3. The Might of Huron is destroyed by the Stalwart and the Dark Angels Battle Barge Unrelenting Fury.

4. The Dark Angels fleet joins forces with the Imperial advance flotilla. The Chaos fleet is forced to retreat.

5a & 5b. The Chaos fleet is cought between the two Imperial forces, who inflict terrible damage to the Chaos ships before they can finally reach the safety of the Adamantium Fields. The Imperial victory is complete. In any case, the outcome was the same: combining their strength, the Chaos fleets wolfdy alrow the Imperial ships out of the Adamantium Fields, and back towards their base at Gaea. As they did so, the dispersed squadrons of ships belonging to the two sides gathered for a final space batte of such scale that it would be remembered for a hundred generations.

THE BATTLE FOR PANDORAX 960.M41

Lord-Admiral Kranswar knew that he was in a dangerous position. Although the number of escort vessels under his command roughly matched those in the combined Chaos fleets, he was heavily

'Our actions upon this day will determine if our names will live in glory or be despised. Launch all attack squadrons and prepare to engage the enemy! Let us win glory!!'

- Admiral Kranswar, Battle for Pandorax

outgunned and outnumbered in terms of capital ships. The only real advantage he held lay in the number of fast attack ordihe had, the launch bays on the *Revoge* ad Stalavart gave him a two-to-one advantage over those carried by the Chaos ship.

In order to maximize this strength, Kranswar decided to hold the *Recoge* and *Stalent* block, while the rest of his ships advanced to engage the Chaos fierthe Chaos fleet at arm's length, his no carriers would launch successful and attack craft, tasked with overwhelming the squadrons defending the Chaos ships and inflicting as much change as possile Hopfully, by the time the two fleets cards the defending the craft would have wreaked enough destruction to even the odds in the ensuing gam batte

Unfortunately for Kransvar, while his plan was strategically sound, it lacked pule Although Abaddon was sull on Photo commanding the ground campagn, his chosen hieutenant, Chaos Wanford Magge Irongrasp, was a veteran of hundreds of space battles and had guessed what Kranswar's strategy was likely to be even before his sensors picked up the positosi of the ships in the Imperal battleftee.

10 0 0 0 0



Irongrasp's ships tore forth from the Adamanium Fields like a battering ram, striking straight towards the heart of Kranswar's leading flotillas. Smashing through the screen of Imperial attack craft, through the screen of Imperial attack craft, they gave Kranswar's ships no time to carry out the dainty manoeuvres that he had transmitted to his command.

A funious clove range battle erupted, as the Chaos fleet ploughed in amongst the shaps of the Imperial advance guard, their immense, ripping broadsides illuminating their flanks. Hundreds of attack craft swirled and battled around the mileslong capital ships, while squadrons of secont vessels engaged in deally close range gumnery battles.

Stalles

Soc which is

Thisley.

al alto

el m fe pai

Kranswar desperately ordered his ships to discnape, a Mhough they had suffered heavy dunage, they had given as good as they d gotten, and if he could just buy enough time to rearm and refuel his now depleted attack craft, the battle could still be won. The Imperial ships executed Kranswar's orders with a storicism bought through many long hours of careful training. The Imperial capital ships, screened by their escorts, broke away from the Chaos fleec, while the surviving attack craft headed back to the *Resnge* and *Sukeart* to rearm.

However, Irongrasp had forescen this reaction too. Unnoticed at the back of the Chaos warfleet, the Might JHuon, a Shughter chase cruiser, fired up the huge thruster arrays which define ships of that infamous chass, and powered full speed ahead towards the Imperial carrier ships to the rear of the Imperial formation. Mysternously, its tractors dragged a huge asteroid along behind it.

The purpose of the asteroid was revealed as the Might of Hum closed with the Rewag and Salawar: the interior of the massive rock was hollow, and unside were hidden scores of Black Legion and Red Constris boarding parties, supported by Dreadchaw assault pods and short-ranged orbital lyters. As it neared the Rewags, the Might of Human released the asteroid, which dirtled directly towards the Imperial craft.

As soon as it was close enough, tractor beams inside the asteroid grappled the Imperial battleship, and chanting covens of Chaos Sorcerers loosed a barrage of psychic attacks that tore down the Imperial ship's defensive shields and blinded its short-range batteries.

As soon as the *Breings*'s energy shields went down, hundreds of assault pods were launched at the now defenceless craft, and a massive boarding action erupted anidst the launch bays and corndros of the ship. The Chaos Space Marines in the boarding pattes were queckly reinforced by hosts of horrifying Daemons, which poured from Warp portals that began appearing all across the ship. Within moments, the *Reroge* was engulfed in a furious battle.

Leaving the boarding parties to deal with the Raverage, the Might of Humow went after the Stathwart, which was all-suited to a closerange gun battle with the heavily armed Chase craft. At a stroke, Waterol Irongrasp had turned the tables on the Imperial ficet, negating any advantage the Imperial attack craft might have given them, and leaving them faculty split.

Meanwhile, the rest of the Chaos flect was able to concentrate on crushing the ships of Kranswar's advance guard. Once these ships were destroyed, Irongrasp could finish off the *Revenge* and *Staluant*, if anything remained after the brutal pummelling each was sustaining.

As Admiral Kranswar took personal command of one of the security battalions, he knew that his command was almost certainly doomed to destruction. He offered his soul to the immortal Emperor, for it would take a miracle to save his fleet. CHAOS FLEET Relentless Ire, Desolator class battleship

Divine Corruption, Repulsive class grand cruiser Vine.

Heartless Destroyer, Styx class heavy cruiser

Helspite, Carnage class cruiser

Purgator Squadron, three Idolator class raiders

Savage Squadron, four Iconoclast class destroyers

Black Death Squadron, three Iconoclast class destroyers

RED CORSAIRS Might of Huron, Slaughter class cruiser

Deathblade, Murder class cruiser

No Redemption, Murder class cruiser

MIGHT OF HURON Slaughter class cruiser

Battle for Pandorax

Red Fury Squadron, three Infidel class raiders

Sanguine Slaughter Squadron, two Iconoclast class destroyers





COMMANDER AZRAEL

Commander Azrael is the present Supreme Grand Master of the Dark Angels Chapter. Azrael is a dynamic leader who knows and speaks his mind and is utterly convinced of the rightness of his cause. He fearlessly leads the Chapter in battle, commanding one of the mightiest, and most enigmatic, fighting forces in the galaxy. Azrael is also the guardian of the secrets the Dark Angels have locked away within the dark chambers hidden miles below the surface of The Rock, where only the Watchers in the Dark dare to tread.

A ROCK AND A HARD PLACE 960.M41

It was at this stial juncture that the maxigators in both Ideets began picking up signs of an opening in the Warp, indications that one or more ships were up at about to jump into the system. The navigators could hardly believe their senses – appearing this close to a planetary body was almost suicidal. Nonetheless, the sensors didn't lie: where one moment there was nothing, in the next moment four capital ships and half a dozen escort craft binked into existence.

Seconds later, an eleventh, impossibly vast, craft appeared; one that dwarfed even the asteroid Irongrasp had used to attack the *Revenge*. This mighty vessel was the Rock. At the moment of darkest despair, the Dark Angels had arrived.

As the Rock and its escorting craft moved to engage the main strength of the Chaos fleet, the Dark Angels Battle Barge Unrilenting Fury and three Hunter class escorts wept towards the stricken Revenge. Closing quickly, Unrilenting Fury launched a volley of boarding torpedoes towards the Chaos asteroid. Just as they struck a phalanx of Terminators teleported onto the rocky surface of the phanetoid, their pale armour a beacon against the dak bulk – this was one of those rare tunes when the Deathwing deployed at their full strength, an event unlikely to occur more than once in a century.

They tore into the covens of Chaos Sorcerers on the asteroid with rightous fury, inflicting docens of casualnes even before the Chaos forces knew what had hit them. Moments later, the Dark Angels' boarding torpedoes struck, and with incredible swiftness, the asteroid was engulied in a batte.

NOTABLE DARK ANGELS VESSELS

- The Rock
- Unrelenting Fury, Battle Barge
- Sword of Caliban, Strike Cruiser
- Fortitude Squadron, three Hunter
- class destroyers

40 0 0 0

- Terminatus Squadron, three Hunter class destroyers Help was also at hand for the Revings A subjected Strike Crusier arrived alongaide the Dark Angels fleet, and a full brotherhood of Grey Knights materialized within the Reving's hull to cut a wathle through the Daenon legions swarming through it. They were soon joined by contingents of Dark Angels, adding the defenders and stemming the title of the defenders and stemming the title of the



LION'S CLAW SQUADRON These Hunter class destroyers were the first Dark Angels ships to enter battle at the Adamonium Fields, and provided vital orbital support to Imperial ground forces throughout the reconquest of Pythos.

As the coverse on the asteroid died, the portals through which the Daemons were appearing closed one by one. Hunting parties led by spunds of Grey Kuights wiped out the last of the Daemons lurking whin the ship. Within hours, no taint of the incursion remained. Although she had been dreadfully damaged, the *Revenge* was saved, and would continue her vital role in the Pandoras campaign.

to sizesit

Ting's

ises a

Stran

Dil.

in in

1000

CILES

All around Gaca, the story was the same. The arrival of the Dark Angels wirfly turned the ide against Chaos. The first to feel the Dark Angels' avenging fury was the *Might of Humm*, which was blasted into oblivion by the combined firepower of the UmrMenting Fury and the attack squadrons Jaunched from the Statioart.

Meanwhile, Warlord Irongrapp found his ships trapped between the battered but still combateworthy ships of Battlefleet Marine Strike Cruisers and escort synadrons. Surrounded on all sides, irongraps attempted to break through to the relative safety of the Adamantium Fields, but his fleet, already damaged in the earlier battles around Gaea, could not succeed. Only half of the ships in the chans fleet survived the battle, and those that did were so badly damaged that it would take years to repair them all. Tragically, Admiral Kranswar was slain when he led a defence detail against the renegades that had invaded his flagshing, and he did not live to see the fruits of his victory. The triumph of the Imperial forces in space was almost total, leaving Abaddon and his Black Legion trapped and cut off on the surface of Pythos.

THE RECONQUEST OF PYTHOS, 960.M41

If Abaddon was worried by this turn of events, he showed no sign. In the months since Pythos had been invaded, the planet had become a Daemon-infested hell. Greater Daemons revelled in batle against the saurian monsters that inhabited the planet, and hordes of lesser Daemons marched on the delver-strongholds.

Whenever this glibbering army reached one of the monitani fortresse, it launched a furnous attack, aded by contingents of Black Legion warriors and Red Corsains sent by Hirono Blackheart to aid Abaddon's forces. Although the defenders of the strongholds put up a valant resistance, they could not hope to hold out for very long. One by one, the strongholds were overrun, and any survivors were marched back to Attak as slaves.



KREATOR REX

Kreator Rex became one of the first members of the mysterious Chaos machine cult known as the Obliterators. He took part in all of the bloodiest battles of the Horus Heresy, building machines that combined the arts he had learnt with the twisting power of the Chaos. He now fights at Abaddon's side, building massive Chaos war engines to carry out the Despoiler's bidding. The Brass Scorpions, Towers of Skulls, Plaguereapers and Lords of Skulls he constructed proved vital in the attacks on Pythos' delver-strongholds during the Pandorax campaign, quickly breaching their walls and spear heading every assault.

ORDER OF BATTLE: THE PYTHOS INCURSION, 785960.M41

- Pythos Planetary Defence Force
- 183rd Catachan Jungle Fighters regiment
- 100 Delver-stronghold Militia battalions

Pythos Reconquest Force

- The Dark Angels Chapter
- · One Brotherhood of Grey Knights
- 4th, 15th, 22nd, and 99th Cadian regiments
- . 5th Mordian regiment
- One regiment Cadian Whiteshields
- . 116th Death Korps of Krieg regiment
- · 3rd, 8th Cadian Recon regiment
- · 10th Cadian Armoured regiment
- · 116th Vostroyan Armoured regiment
- . 1st, 5th Cadian Artillery regiments
- · Thunderers' Super-heavy Company
- Demeter 1st 3rd Imperial Navy Fighter wings
- Demeter 1st 2nd Imperial Navy Bomber wings

Chaos Incursion Force

- Abaddon's Black Legion: 26 warbands
- Kreator's Chaos War Engines: 7 Great Engines, 12 Lesser Engines
- Corpulax's Plague Zombie Horde. 100,000 Plague Zombies
- Vassal Warbands: Chaos Space Marine warbands owing service to Abaddon the Despoiler

Hosts of the Damnation Cache

- Graknor's Legion: 18 Cohorts of Khornate Daemons
- Plaguetoad's Host: 21 Cohorts of Nurgle's Daemons
- The Nefarious Brethren: 8 Cohorts
 of Tzeentchian Daemons
- Vangorian's Host: 9 Cohorts of Tzeentch Daemons
- Exstatix's Legion: 13 Cohorts of Slaaneshi Daemons



PYTHOS RECONQUEST FORCE BATTLE STANDARDS



Army Standard, Pythos Reconquest Supreme Command Pythos Planetary Defence Forces were subordinate to the Reconquest Subreme Command.



Army Badge, Pythos Reconquest Force A number of ad-hoc variations of this badge were used by military units during the campaign, and it was not universally used by all formations taking part in the campaign.





Army Standard, 27th Imperial Guard Arms



Army Standard, 19th Imperial Guard Army

inder to

mothla

100

ALC NO

100

alut a

What the slaves returned to was not the ciri they one base Located so close to the corrupting force of the Damaiao Cache, Anka had changed beyond all recognition Strang, hideously mutated structures had sprouted from the one elegant spire walls. Most of the ciry had been abandoned and the population now lived in the network of nstred underground tunnels and cazers that surrounded the Damaion Cache. Vile smoke and purit ayour file aris in the tunnels and belended out through crack and crevices into the surrounding atmosphere. Most terrible of all, the ensked population of the ciry had been smoldown by a terrible plague that reduced them to shambing creatures, more dead than alive.

It was this grim scene of devastation and despar that greeted the victors of the space battles in the Adamanum Fields. Finally arriving in orbit above the planet, the Imperial fleet immediately began orbital bombardnens on the daemonic armies that were assauling the devasurongholds. Squadrons of Marauder Bombers mension the bombardnenst, aided by Acress Airborne Support Wings, and Dark Angels Thunderhead and Talon of Vengeance squadrons.

Abaddon's forces were driven back by the overshelming aerah barrages, allowing companies of Space Mannes and regiments of Imperial Guard to relieve the defender, may of whom had been fighting continuously for over a con In a brief ceremony. Colonel Strike officially handed over command of the planetary defence force to Commark Arrael. Colonel Strike afficially the distribution high commanders in the orbiting battefleet, prefering return to the fray in his specially modified Baneblade *Traitor's Bane*, so that he could fight against the invaders who had cost him so many men.

However, although the tide was naming, the Chaos armics continued their relentes assaults on the delverstrongholds. No sooner was one strike dreven off, than a new one would begin Abaddon's tactics changed; instead of making overwhelming and methodical ataneks against the strongholds closest to Anka, his legions, supplemented by Hounds of Huron raiding parties, attacked wherever the defenders were weakest.

No matter how well Azrael organised his forces to react to these attacks, he could not always arrive in time. Many smaller auropholds were overrun and their populations endaved. It quickly became dear to Azrael that fire-fighting in this way was leading nowhere. He had to strike at the source of the problem: the Damnation Cache ineff would need to be recaptured and resealed.

In truth, the Grey Knights accompanying the Dark Angels had been arguing for just such a strike ever since the fleet had arrived over the beleaguered world. Although the Dark Angels harbour a bitter hatred for Abaddon and his allies Azrael argued that the first priority of the Emperor's armies on Pythos was to shield and protect the planet's citizens; therefore, the delver-strongholds should be saved before Atika was attacked. It was only when it became clear that Abaddon's forces would continue to launch sporadic attacks against the strongholds, no matter how well protected they were, that Azrael was forced to change his tactics.

re of the Dame

coni dane

rime's

total

Celler

in teles

ASSAULT ON ATIKA, 961.M41

Once the decision was made, the Imperial forces acted quickly to bring the Emperor's withit to their daemonic focs. The assault of thild bombardment. The once-glearning apprecisit oppled to the ground, and the surrounding area was pounded into wasteland by the combined firepower of the Imperial fleet. In the wast of the bombardment, Thunderhank Gunships and Drop Pods crashed onto the rawged battlefield, disgorging the full strength of the Dark Angels Chapter, supported by the Grey Knights who had saved the Revenge Even the Black Legion and the hordes of Daemons at Abaddon's command could not resist such a hammer blow, and they were quickly driven underground by the fury of the Imperial attack.

The second wave of the assault switty followed. Scores of orbital transporters landed around the bridgehead the Space Marines had established, disgorging regiment after regiment of Imperial Guand onto the steaming mire left by the orbital attack. Colonel Strike was one of the first to land amidst the ruins of the city the hoary survivor had been given command of the Imperial Guard assault army by Arrael humself, and was determined to see the campaign to its brutal conclusion.

The Imperial Guard regiments arrived not a moment too soon, at wave after wave of vite Daemons poured forthfrom the ravaged underground numels, having scented blood. Many Imperial Guard platoons and their accompanying armoured support had only just mustered in their positions at the perimeter of the bridgehead when the daemont horde struck. Lasguns and battle-cannon tore gaping holes in the charging ranks of Daemons, but as one infernal creature feld, Daemons, but as one infernal creature feld,

Soon the whole Imperial frontline was engulfed in a terrible melee, as Guardsmen and Space Marines battled furiously against creatures spawned by the Warp. Bayonets were fixed and chainswords activated in a desperate defence against the talons and blades of the daemonic host. Then, the guns of the orbiting Imperial fleet fired into the Warp-spawned horde, the massive macro cannon shells and strikes of their lance batteries smashing into the ground dangerously close to the hand-tohand combats being fought all around the bridgehead. Each titanic blast lifted scores of bodies into the air to fall amongst the swirling combatants.

Even the warp-spawned Daemon horde could not withstand auch hammer blows, and against the massed firepower of the fleet, the attack faltered and finally stopped. Around the implacable Space Marines, the weary, wounded guardsmen mouths empty and quiet. All around the bridgehead, the ground was covered in



2nd Company Vehicle Pennant, 1st Cadian Artillery Regiment



The Mk19c Jungle Pattern camouflage scheme was adopted by the 1st Cadian Artillery Regiment at Pandorax.



Kreator Rex marks all of the war engines he creates with his personal rune of forging.



Battle Standard borne by Graknor's Legion.

WAR ZONE: PANDORAX



CORPULAX, THE PLAGUE LORD

Corpulax is a Plague Marine and Chaos Warlord. He was originally a member of the Consecrators Chapter, but was infected with the Zombie Plague when battling against the foetid forces of Typhus. Left for dead on a devastated planet, Corpulax awoke as a reanimated corpse. However, unlike so many of the plague's victims, Corpulax retained his intelligence and cognitive powers. Over the last three hundred years, he has orchestrated an inexorable rise to power, finally becoming one of Abaddon's most trusted warlords. He has fought in dozens of battles, either at Abaddon's side or carrying out his bidding. Whenever he appears, he spreads the terrible plague with which he is afflicted, and is single-handedly responsible for disseminating the disease that wifed out every inhabitant of the city of Atika.

the slowly dematerialising remains of more than 100,000 Daemons. Within an hour, the bodies were gone, returned to the Realm of Chaos that had spawned them. They left the battlefield cerily barren, stresm only with Imperial corpses and the blackened shells of wrecked tanks.

THE UNDERGROUND WAR

With the bridgehead established, Azrael began the grim task of clearing a path to the Dannaton Cache itself. The underground tunnels and caverns were defended butterly by newly summoned Daemons and Chaos Space Marines under Abaddon's command, but the Imperial attackers were implacable.

The cave system was vast, and incredibly complex. Tunnels branched and intertwined, some of them narrowing so that even infantry could only advance in single file, while others were so massive that they formed vast underground caverns large enough to allow Deathstrick Vortex Missile batteries and huming packs of Warhound Titans to bring their long-gange wagnons to bear. Unnumbered battles and firefights were fought widhin the Sygan darkness below Atla, but slowly, yard by yard, the Imperial forces battled their way horough the darkneed tunnels.

As they closed in upon the Damnation Cache, the Daemons and Chaos Space Marines were joined by shambling hordes of mutant zombies. These were the surviving remnants of the onceproud citizens of Anka, ensiaved ever since Abaddon had captured the plane, and now hortifically transformed by the warping effects of the Chaos poral Gritting their teeth, the Imperia attacker forged on through their focs, every sap taking them closer to the Dannation Cache itself

Even though the situation around the cache was becoming increasingly desperate, Abaddon continued to launch raids on the delverstrongholds, even leading several of the attacks personals, leading several of the attacks personals, ararel, however, no longer allow this to distract thim from his purpose Spearheaded by the Dark Angels and Gresever further back until the Damnation Cache was almost in Imperal bands.

However, just as Abaddon seemed defeated, a fresh flotilla of Red Corsure raiders suddenly appeared in the system Breaking through the Imperial cordon. they rendezvoused with Abaddon in the jungle, and their orbital transport craft quickly evacuated the surviving Chaos Space Marines from locations scattered all over Pythos, Although the Imperial fleet was able to destroy some of the Red Corsairs' transporters, the majonty made it to the ships hidden in orbit, and escaped. Hours later, an Imperial assault seized the Damnation Cache, and the Grey Knights began the arduous process of re-establishing the wards that would seal it once again. The Pandorax Incursion had finally been defeated, but at huge cost.

Train Cal

- Maller

Sec. 10

and of

Pagini

RECE

tel sel



PYTHOSIAN CRYSTAL

Pythos' main exports are high quolin ruby crystals, found in abundance in the cave systems that homeyroub the plane's mountains. The crystals are a viol component in many types of Imperial laser waeporry. Cathering the crystals is frangle with perif, as the caves are also home is a frightening array of deadly crastanes, using of which are semi-intelligent and perferit

willing to hunt down the delvers that enter their territories. Barges transport the crystals from the strongholds to Atika, where they are transported off-planet.

100000



AFTERMATH, 961.M41 - PRESENT

dina cenal dia dilation pranta tana ke lapata tana tal tangata ke sarang da ke sarang da

anata

Hinton

azhda

a laza

Thuma

1215 Date

huthe

VERS

In the wake of Abaddon's secape and the resealing of the Domainton Carbe, the Dark Angels and Grey Knights left Pythos. Colonel Strike was left in command of the two Imperial Guard armies that had taken part in the recomputer, and has been fighting a decades/long campaign to cleanse the planet of any lingering daramonic infestation ever since. Although the Dammation Carbe was rescaled, the damage it inflicted was severe, and many minor Warp missill need to be closed. The war carries on to this day.

Why Abadoon attacked the Pandorax System remains a mystery However, there are recurring rumours that his aim was not one of conquest, but of discovery. It is said that the Rumous Powers sent Abaddon a vision which revealed that, hidden among the population of Pythos, he would find a powerful psyker whose latent abilities would ensure victory in his coming crussde against the Imperium.

Decades later, the Dark Angels heard shispers that a mixterious poyler of prodigious power had ordered the capture of an artifact known only as the Hellfire Stone. These rumours were confirmed when a Dark Angels force clashed with choose renegades searching for the artifact on the Imperial planet known as Bane's Landing. In his suctum, Azzel remembered the campaign the had longht spainst Abaddon all those years before. Perhaps, he thought whe made the connection, Abaddon was not deficiented on Prthos at all. Perhaps he had left because he had acquired esady what he had heren looking for .

DARK PINION

Deathlord Blackfire's Heldrake, Dark Pinion, destroyed more Imperial aurcraft than any other flyer in the campaign. Left behind when Abaddon retreated, he harries Imperial forces to this day from a secret lar in the Hollowfal mountains.



766960.M11: A major battle takes place around the Imperial base at Garn. At the height of the battle, an Adeptus Astartes fleet led by the Roch dramatically arrives insystem. The Alons fleet is crushed, and surviving ships are scattered and driven off The way to Pythos hes open

785960.M41: Impend force a mrice over Pythes. The planet is now unfeeld with Dansmons, and many of the dedresstempholic blane leven captured. A terrible plague has/moden out in Athla, turning Imperial primous min multiss authis shows. Several major battles are fought as Impenal forces start to cleanse the planet of Dansmons, but the Blank Legion's attacks on the remaining spendholds are relatives.

299960.MHI: In an unholy alliance, four Groater Daemons belonging to each of the Chaos powers materialize ussile the walls of the major dilever stronghold known as High Peok. The four rampage through the highly protected stronghold, killing admost nine tenths of the fopulation before vanishing back to the Readm of Chaos.

847960.M41: Contact is mysteroauch lost with the three delverstrapholds located on Glazer's Plateau. Dark Angels Scouts find that the populations of all three strongholds have been turned into plague combies overright. Arred is left with no choice but to cleanse the zombie-infested plateau with a massive combardment delivered by the Imperial flort.

968960.M41: The Grey Knights finally convince Commander Azrael that the Damnation Cache must be captured and resealed.

085961 M41: A mayor orbital invession is undertaken to recepture Atka and the Damnation Cache. The initial landings are successful, but then the zonbie hordes are unleashed and almost overrun the Imperial Independent. The zombies are only stopped by the massed firepower of the orbiting Imperial fleet.

099961.M41: Imperial forces clear a path from the landing sight to the entrances of the tunnels that lead to the Damnation Cache. Despite suffering heavy casualities, the combined Imperial army drives back Abaddon's forces, and secures the tunnel entrances. 102961.M41: Imperial attack teams start clearing the tunnels which access the Damnation Cache. The Daemon and Black Legion. defend the tunnels furiously but the Imperials, led by the Dark Angels and Grey Knights, are implacable.

129961.M41: Mount Blizzard, the second largest delverstronghold on Pythos, is almost completely overnin by asurprise attack from Chaos Space Marine forces led by both Abaddon and Khäri the Betrayer.

153961.M41: The Bettle of Emerald Carse. Imperial forces fight the largest battle of the underground war in a huge career known as Emerald Cave. The eavern it so vast that both side, are oble to employ aircrift and super-kensy user machines in a massure engagement lasting several days. It is only the direct intervention of commander Azach that secures an Imperial Inumph.

188961.M41: Victory is within the Imperium's grasp when the Black Legion suddenly retreats, breaking through the line with support from a surprise attack by the Red Corsairs' naval forces.

190961.M41: The remaining daemonic forces in the cave network are swept aside by a final Imperial assault, and the Damnation Cache is finally recaptured and resealed.

961.M11 to present: After the Dark Angels and Grey Knights lower Pythos to deal with more pressing watters, Imperiol Guran forces are left to cleanse the planet of Daemons. Although the Dammation Göthe has been metalisted, the damage inflicted is severe, and there are many minor Warp rifts that still need to be closed. The year carris on to this day.

999.MH: The circumstances of the war fought to defeat the Traitor Marines in the Pandorox system were recorded in the Dark Angels' archives on their return to the Rock. These reports are uncarthed and brought before the masters of the Chapter's Inner Circle again, decades later, during the Dark Vengeance comparism...





RESCUE THE REVENCE, 960.M41

Determined the second s

Outwatted by the admiral of the Chaos fleet, the Imperial Itagship Rewage quickly became isolated and found itself under assault from Black Legion and Red Consairs boarding partics hidden within a large asteroid, which had been pulled into position near the Rewage by a Chaos battle eruser. The Rewage's shields and protective batteries were disabled by a barrage of powerful peychic attacks, allowing boarding parties mounted in Dreadclaw assault pods to attack the ship from close quarters. Once on board, Chaos Sorceres were able to open portals to the Warp, summoning waves of Daemons to aid them in overrunning the Imperial ship.

A furious battle crupted on the exposed flight decks of the Revenge. Her crew sprang into action, fighting desperately to repel the Chaos Space Marines and Daemons that now swarmed through their beloved ship. Lord-Admiral Kranswar ordered the Imperial Guard troops being transported in the Revenge to help clear the flight decks, before taking up arms himself and leading a squad of naval combat troops against the invaders. Meanwhile, just outside the ship, squadrons of short-range Imperial flyers attempted to battle their way to the Chaos asteroid, in a bid to kill - or at least distract - the covens of Chaos Sorcerers that were doing so much damage to the Revenge. The Imperial fighters and bombers were engaged by great flights of Chaos Space Marine Heldrakes launched from hidden chambers within the asteroid, and a swirling zero-g dogfight began in the airless void that lay between the asteroid and the Revenge.

On the Imperial ship, the forces of Chaos were starting to get the upper hand. Hordes of Daemons rampaged along its corridors and across the blood-spattered flight decks.

REVENCE Emperor class battleship Admiral Kranswar's flagship, Battlefleet Demeter

In a desperate hid to stem the tide, Adimral Kransuz ordered the Imperial Guard to use it a smourch whichs within the confines of the ship. Leman Russ batte tasks within the confines of the ship. Leman Russ batte tasks allow their passage, and massive transport life carried Baneblades and Statedowsords up to the larger flight decks. It was a futile gesture: the Imperial Guard whelle could not make effective use of their long range weapons within the narrow confines of the ship, and were quickly surrounded and overrun. Before long, the ship was latego with the remains of tasks from which the Daemons had torn the hatches and swept inside to butcher the unfortunate crews trapped within.

Kranswar did his best to rectify the dreadful situation The Revenge was completely isolated, and what remained of his battlefleet could not come to his aid - indeed, it looked likely that the entire fleet was facing a swift, vicious destruction. Determining that his position was hopeless, the fatalistic Kranswar ordered his personal guards to accompany him as they battled their way through to the nearest of the Revenge's main drives. If he could reach the engine room, he could set the ship's engines to overload. This would lead to the ultimate destruction of the Revenge, but would at least ensure she would not fall into Abaddon's hands. The naval ratings snapped to attention and prepared to carry out their Admiral's bidding without hesitation. They knew that death was nothing compared to the dishonour the Imperial fleet would suffer if the Recenge was captured.

TEC

a have

int in

批》

and in

in the

It was at this moment of depair and doomed valour that help arrived. Unbeknown to the Lord-Admin, the Grey Knights had learned of Abaddon's presence, and more specifically of his re-opening of the Dannaton Cacher, sealed millennia before. The Grey Knights did not hat the strength to halt Abaddon on their tow and had been forced to approach the Dark Angels for aid. How each the Grey Knights were able to convince Suprem Grand Master Arrael to give them the help they needed is not known, but aid them he did, ordering his entire Chapter the Pandoras System in order to foil Abaddon's scheme.

In responding to the Grey Knights' urgent request for aid, the Dark Angels arrived in the Pandorax System at the height of the battle for the Reverge. The Dark Angels Battle Barge Unriehning Fary swooped towards the smeker Imperial battleship. Once within range, the Deathoung ere dispatched to the Chaos asteroid, and the brotherhood of Grey Knights accompanying them were teleported to the heart of the fighting within the Reverge itself. Thunderlaw Gunships and Drop Pools followed in their wake, and the fact of the Reverge Imag in the balance.

RESCUE THE REVENCE

We used the following mission, and the orders of battle on the following pages, when we refought the battle on the Reverge.

THE ARMIES

The armies that were used are listed on the following pages. Each side must select one of their Warlords to be their Warmaster.

DEPLOYMENT

Each side's deployment rules are shown on the following pages. Infiltrators and Scouts may not use their special deployment rules in this mission.

FIRST TURN

aic.

100

Inder a

and to

shipin

Dortz

DIA

(Come)

Theing

120

alan alan

The Chaos side gets the first turn.

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (Apoc. pg 22). If both sides have an equal number of points then the battle ends as a draw.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, Unnatural Disasters (Warpstorm Breach) (Apoc. pg 22-41).

Asteroid Hopping: Models on one asteroid can move to another, as long as their move allows them to 'clear the gap' between the two asteroids. Deep Space: Areas of deep space are impassable terrain for all units except Flyers, Flying Monstrous Creatures, Jump units, Jethikes and Skimmers. Flyers and Flying Monstrous Creatures treat it as open ground.

Defence Battery Control Room: If only one side has models in the Defence Battery Control Room at the start of their Shooting phase, then they have control of the emplaced wcapons on the outside of the *Revenge's* hull.

Pandorax War Zone: The Strategic Assets from the Pandorax War Zone are used for this battle (pg 40).

The Warp Portal: This is the Warpstorm Breach – do notgenerate one separately. It also has the following rules:

- Daemonic units that enter play through the Warp Portal are allowed to charge on the turn they deploy.
- Rolloff for each Imperial unit within 12° of the portal at the start of each Chaos turn. If the Chaos side wins the roll-off, they corrupt the Imperial unit, and it is part of their army for the rest of the battle. Grey Knights units add +4 to the score of their dice in the roll-off.
- Roll a D6 at the start of each Chaos turn if the Coven has been destroyed or has left the Temple of Skulls. If the dice roll is greater than the number of Chaos Sorcerers left in play, then the portal is removed, and the Imperial side scores 34:D5 bonus Strategic Victory Points.

Zero-G Manoeuvres: All Flyers are allowed to make an additional 90 degree turn at any point during their move.



THE FORCES OF THE IMPERIUM

The battle for the Revenge is about to reach its height. The forces of the Imperium must halt the Chaos attack, and then drive them from the Revenge.

At the start of the battle, the Imperium is on the back foot. Outnumbered and out-manoeuvred, they must fight with cunning and finesse until the bulk of the Dark Angels reinforcements arrive. Fortunately, they are aided by an extremely powerful advance guard, in the form of the Deathwing and a Brotherhood of Grey Knights. These elite formations are vital if the Revenge is to be saved. They must be used to deliver concentrated hammer-blows at crucial points of the Chaos attack. In both cases, their primary targets need to be the covens of Chaos Sorcerers that are providing vital support for the Chaos Space Marines. If they can destroy the covens, it will become impossible for more Daemons to arrive from the Warp. With their supply of new troops stopped, the forces already on board the Revenge can be hunted down and destroyed.

Meanwhile, in the depths of space, the Imperial Flyer squadrons need to battle their way through the squadrons of Heldrakes arrayed against them. They can then aid the Deathwing as they battle for the asteroid floating just off the prow of the Revenge. If it proves impossible to break through, the very least the Imperial aircraft need to do is stop the Chaos squadrons from joining the attack on the Revenge.

IMPERIAL DEPLOYMENT

The Imperial side can deploy any Imperial Guard Infantry units and up to two Imperial Guard Armoured Squadrons in the Imperial deployment zone on the Revenge. Kranswar and his escort deploy in the Imperial deployment zone in the Defence Battery Control Room. The Imperial Guard Flyers deploy in Deep Space within 12" of the Revenge. All other Imperial Guard units start the battle in Strategic Reserve, and may enter play through the doors at the back of the hold or by being placed on the cargo lifts.

All Deathwing units with the Deep Strike special rule must Deep Strike onto the Revenge on the first Imperial turn. All Grey Knights with the Deep Strike special rule must Deep Strike onto any of the asteroids on the first Imperial turn. All other Grey Knights and Dark Angels units start the battle in Strategic Reserve, and must enter play using Drop Pods or from the Imperial Reinforcements board edge (see map).

IMPERIAL STRATEGIC ASSETS

-50

The following Strategic Assets must used by the Imperial army: Defy the Daemon, Intractable, Replacements, Supreme HQ.

IMPERIAL BATTLE PLAN

The Imperial players decided their forces would do their best to contain the Daemons and the Traitor Boarding Force until the Grey Knights arrived they would then join forces to drive the Chaos Daemons and Traitor Legions from the ship. Their Flyers would attempt to wrest control of the space outside the ship before joining the larger battle. The Dark Angels would concentrate on taking out the Chaos Space Marines on the asteroids, especially those in the Temple of Skulls; eliminating the Chaos Sorcerer Covens would be key.

Standing of - Ober On On One alon - Say march

IMPERIAL ORDER OF BATTLE The forces used in the Imperial army are listed below

Admiral Kranswar

· Company Command Squad

Imperial Guard

- · 'Emperor's Mercy' Commissariat Sauad
- Primaris Psyker
- · Psyker Battle Squad
- Tech-Priest Engineseer
- with Servitor retinue · 2 Company
- **Command Squads** Assassinorum Murder
- Sauad
- · 2 Storm Trooper Squads
- · Ratting Squad
- · 'Imperial Shield'
- Infantry Company
- · 2 Infantry Platoons
- · Ogryn Squad
- · 2 Baneblades Shadowsword
- 3 Leman Russ
- Tank Squadrons · 'Emperor's Talons' Recon Combany
- · 2 Scout Sentinel Squadrons
- Imperial Guard Flyers
- Xerxes Airborne
 - Support Wing

1

line

- Dark Angels · Sammael
- Techmarine
- Talon of Vengeance · 3 Deathwing
 - Terminator Squads
- · 3 Deathwing Knight sauads
- · 4 Ravenwing Attack Sauadrons
- · 2 Land Speeder Vengeances
- . Thunderhawk Gunship
- · Company Master
- · Company Veterans
- Squad
- 4 Tactical Squads
- · Devastator Squad
- · Assault Squad
- · 3 Dreadnoughts

Grev Knights

- · Lord Kaldor Draigo
- Castellan Crowe
- Terminator Librarian
- · Paladin Squad
- · 2 Strike Squads
- · Interceptor Squad
- 4 Terminator Squads
- · 2 Stormraven Gunships
- · Dreadknight Brethren
- · 2 Dreadnoughts



KRANSWAR'S LAST STAND Training that his idep one dooned, Loid Admiral Kransvar took personal command of part of the Informal Gaust difference fore and led there against the energy. Deep in the booched of his ship, he came across a Black Legion making party and a formos bath bogon. Kransvar toos kann in the ensuing conduct, but his actions stopped the Chain Space Mornion from taking control of the Revenge's point definer batterne.



The area of the ship where Kranswar made his last stand was modelled as a 'board within a board' by the Studio's holo's team. Note the semi-circular column behind the Chaos Space Marines, where the cargo lift descends to the cargo by lying behav, and the Chaos Dreadclaw assault pod that has melted through the Resenge's hull. -GETKI



THE GREY KNIGHTS STRIKE

The Chaos army was unprepared for the arrival of the Grey Knights and suffered terrible losses when they first arrived. However, the Daemons and Chaos Space Marines quickly recovered and launched a series of desperate counter-attacks. Horribly outnumbered, it was only the supreme skill and heroism of the Grey Knights that prevented them from being overwhelmed.

THEY MUST BE STOPPED

Large numbers of Chaos Space Marines were hidden in the caverus that lay below the asteroid's surface Orginally intended as follow-up waves for the attack upon the Revenge, the bulk of these reserves were quickly mobilised to fight back against the Dark Angels attack force that had landed on the surface of the asteroid. Emerging from caves and concealed entrance-ways, the Cluos army drove headlong at the Dark Angels, uncaring of any casualties they suffered just as long as they could protect the Chaos Sorcerer Covens - these were vital if the attack on the Revenge was to succeed.





DARKNESS FALLS

Chan Space Marine Scorers on the attended auxilia the Reverge via dhice combined psychic lowers to tore down the Reverge via dhice combined psychic lowers to tore down the Reverge via dhice works to the this and rest view virial that these Scorers to destroyed. To this end, the full might of the Davk Angels Chapter was sent to attack the asteroid. Throughbank Quanty and Davies and the state of the Davk Angels Chapter was sent to attack the asteroid. Throughbank the planetod, while Douthways Terminators ideported into the state of the Chart of the Chart of the Chart of the charts of the Charts Branking and the corers of Chaos Space Marine Scorerses, Killing or distancing them. Such was wite furg of the Davk Angels' attack that the Scorers could no longer connenting the they are any any and the scores.

> The waves of attacking Dark Angels seemed to march out of the blackness of space itself, as the Darkshrouds that hovered above denied the Chaos forces on the asteroid many of their targets.

RESCUE THE REVENGE 960.M41

THE HORDES OF CHAOS

Victory lies within the grasp of the Chaos army. One last push is all they need to overrun the Imperial flagship!

A cunning ruse by the Warlord of the Chaos fleet has opened the way for Chaos forces to board the Imperial flagship. However, with the Revenge almost overrun, the cursed followers of the false Emperor are starting to turn the tables. Ships belonging to the Dark Angels, one of the most intractable foes the servants of the Chaos gods have ever faced, have appeared nearby, and are rushing to save the Revenge from the Chaos boarding parties. This counter-attack must be stopped in its tracks, but without jeopardising the continuing battle against the Imperial forces trying to defend the

A Company Bridge Brand Brand Brand Brand

CHAOS ORDER OF BATTLE The forces used in the Chaos army are listed below.

- Traitor Boarding Force
- · Maelstrom of Gore
- · Legionnaire Warband
- · Daemon Engine Pack

Asteroid Defence Force

- Thousand Sons War Conen
- . Helbrute
- · Chaos Terminator squad
- · Possessed squad
- Khorne Berzerkers
- squad
- · Raptors squad
- · Wart Talons squad
- . Thousand Sons squad
- 3 Chaos Space Marine
- squads
- · 4 Defilers

Chaos Flyers

· 2 Heldrake Fear Squadrons

Asteroid Reserves Force

- · Cult of Destruction
- · Legionnaire Warband
- 2 Lords of Skulls
- · Maulerfiend
- · Forgefiend

- Khorne's Daemon Horde
- · Bloodthirster
- · 2 Daemon Princes of Khorne
- Daemonic Forgehost
- · Cohort of Blood

Treentch's Daemon Horde

- · Lord of Change
- . Flaming Host of Tzeentch

Nurgle's Daemon Horde

- · Great Unclean One
- . The Tallymen of Nurgle

Slaanesh's Daemon Horde

- · Keeper of Secrets
- · Herald of Slaanesh
- The Great Promenade of Exquisite Excess



ship. This will require that the attackers split their strength, allocating just enough troops to each task to ensure its success

In addition to attacking the hated foe on these fronts, care must be taken to protect the covens of Chaos Sorcerers that breached the Revenge's defensive screens and are maintaining the portals to the Warp from their asteroid temple. Victory is assured if the Sorcerers can be protected from the vengeful Space Marines who have been sent to destroy them.

CHAOS DEPLOYMENT

The Asteroid Defence Force deploys on the surface of any of the asteroids outside the Revenge, and the Traitor Boarding Force deploys in the Chaos deployment zone on the Revenge. One unit of up to ten models and one attached character must deploy in the Chaos deployment zone in the Defence Battery Control Room. Finally, the Chaos Flyers deploy in Deep Space within 12" of any asteroid. None of these units start in Strategic Reserve

The remaining forces start in Strategic Reserve. The Asteroid Reserves Force must enter from the Chaos board edge (see map) or by moving onto the board through the Warp Portal, treating it as a friendly board edge. The Daemon Hordes do not use the Strategic Reserve table: instead, at the start of each Chaos turn, the Chaos players must pick one god's Daemon Horde. This horde must arrive that turn, either by Deep Striking or by moving onto the board through the Warp Portal, treating it as a friendly board edge Any units from the chosen god's Daemon Horde that do not enter play on the nominated turn are lost.

CHAOS STRATEGIC ASSETS

The following Strategic Assets must be used by the Chaos army: Death to the False Emperor!, Time of Vengeance, Blood Thirst, Grand Pavane, Lies of Tzcentch, Plaguestorm.

CHAOS BATTLE PLAN

The Chaos players knew that they must take maximum advantage of their first turn superiority. To this end, they called on Khorne's Daemons first, as they were the most effective assault force. The boarding force would spearhead the first attack, stepping aside as the waves of Daemons arrived. They would fight a defensive battle on the asteroid, holding the Temple of Skulls and keeping the arriving Dark Angels from the Revenge,

REPEL BOARDERS

The Chaos assault is unstoppable at first, but the arrival of the Grey Knights and Dark Angels turns the tide.

At first it proved impossible for the Imperial Guard forces on board the *Reverge* to contain the Chaos boarding parties. Black Legon warbands and packs of Khorne Daemons tore into the Guardsmen, awamping them in a ide of great. A Khorne Lord of Skulls rappled into existence through the Warp portal, adding its punishing fire to that of the Chaos Space tharmes. It looked as if nothing could stop the forces of Chaos from overrunning the ship. Imperial Guard reserves were hurled onto the first, quickly jourded by the first Gree Kanght Terminator squads to teleport onto the ship. The battle hung in the Balance, as both sides fought to gain the upper hand.

Meanwhile, outside the ship, the superior numbers of Imperial Flyers managed to slowly but surely establish control of the space lanes, and were able to provide support for the Dark Angels as they attacked the Chaos Sorcerers on the astroid. Deprived of support from outside, the Chaos boarding parties could not maintain the momentum of their attack, which started to faller, and then be driven back. The Imperium had secured a victory bit the xey narrowset of margins. The battle for the Revenge was but a precursor to the carnage that was to unfold upon Pythos. Bidding his battle/brothers leave the war-blasted Revenge and reconvene upon the surface of the planet, Grand Master Azrael prepared for the next phase of the war of fort.

Though the Chaos Space Marines had been forced to withdraw from the Revenge, Abaddon swore that the ground war would be bloodier still.




Grand Master Sammael led the Raverwing against the Chaos Sorcerers on the asteroid in defence of the Revenge, and was at the forefront of many lightning assaults on the surface of Pythos.



Anathrax Blackmace boarded the Revenge in his Dreadclaw, cutting straight into the control room.



Admiral Kranswar made a heroic last stand in the belly of his flagship.





A cabal of Chaos Sorcerers kept the Warp rift open wide, allowing tides of Daemons to spill through.



Behal led the Deathwing's mass teleport onto the Chaos asteroid base



Draigo, of the Grey Knights, slew a Daemon Prince atop the comms tower.



Garaagh'tkalla, Herald of Khorne, called upon the Blood God to blind the Grey Knights around him with insatiable bloodlust.

·Cor





Deathwing Terminators teleported exactly where needed, striking across Pythos' surface.



Deathwing Knights fear no foe





Interceptor Squads were used to counter Chaos surprise attacks.



Grey Knight with Warding Stave



()-united

WAR ZONE: PANDORAX

Castellan Crowe



Rating Snipers proved especially deadly in the cave-fighting beneath Atika.



Camouflaged Scout Sentinels stalked the jungles of Pythos.



Several Cadian regiments took part in the Pandorax campaign, earning great honour.



Veteran Catachan Jungle Fighters



STRACTOR IN

Bloodletters from Graknor's Legion



Pink Horrors of Tzeentch belonging to The Nefarious Brethren



An Icon Bearer and Champion from Plaguetoad's Host



Daemoneite Icon Bearer A Sceher of Slaanesh from Exstatix's Legion



....... E-1/L



Raptors attacked the defenders of the delver-strongholds from above

849 0

WAR ZONE: PANDORAX

- Our - Chi





The Black Legion fought throughout the campaign.

The Khorne Lord of Skulls 'Crushing Death' wreaked bloody havoc within the Revenge's hangar deck and was later involved in the last defence of the Damnation Cache itself upon Pythos.



Khorne Berzerkers from Kharn the Betrayer's warband

PANDORAX Rules of Engagement

37 Stanforte

The Pandorax campaign included some of the largest and most bitter battles fought by Imperial forces in the last 100 year Any of these battles will make an excellent subject for a game of Apocalypse.

On the following pages we have included additional Environmental Rules, Apocalypse Missions, Strategic Assets and Finest Hours, and Apocalypse Formations.

The missions and environmental rules presented here have been designed to represent the various environs of Pythos, as well as the unique battles the combatants engaged in during the campaign.

The Assets and Finest Hours allow you to recreate the strategies and heroics of Pandorax's champions and villains.

The additional Apocalype Formations presented in this War Zone portray legendary units that fought in the war for the Pandoras System. Many of these units have fought a bitter, continual war since the time of the Horus Heresy, so they may be used in any Apocalypes game. FORGING A NARRATTVE The planet of Pythos is a death world; just one of many planets scattered across the Imperium that are inhabite by deadly local flora and fauna. If that wasn't bad enough, hidden beneath

the surface of Pythos is a portal to the Warp. You should feel free to use the death world themed rules in this War Zone for baules set on other such planets, and the Daemonthemed rules to represent other incursions by the forces of Chaos. In addition, the rules for the baule for the spaceship *Reenge* can be used in space baules you fight.



WAR ZONE: PANDORAX TERRAIN

PYTHOS FLORA AND FAUNA

Pythos, the focus of the Pandorax campaign, is a death world home to a plethora of deadly flora and fauna. Some of the more commonly encountered creatures and types of unique terrain found on Pythos are described below.

DEATH WORLD JUNGLES

The jungle covering much of Pythos is a truly deadly environment. Most of the plants are toxic, and just brushing agant their can be fatal. Other plants spec forth spores that can suffocate a man in a heartbeat if they are inhaled. Even worse are the swarms of insects flitting between the trees. Most of them have deadly stings and blites, however, the most horrific are those that lay their eggs in the living, shich lark into larva and consume the host from within.

Death world jungles are mysterious terrain. Roll on the following table to determine what rules apply to it.

PYTHOSIAN PIT-TRAP GLADE

Photoann pist-tap plants appear at first glanne to be relatively someless patches of fessers sphese-arts, but each encodes a tamploos bounds which lurks the semi-sentient pist-tap plant. Tendris ense when a living centure approaches subling a few fee of he trap, a studich point the trapholog files open and up to a doen link' vines spring out, enveloping the victim, and dagging them min to be pist-tap. Uncle the ground list a small pit filled with deadly digestive acid, they proy is first ensheld to deadly.

Any Infantry model within the glade at the start of their Shooting phase must pass a Strength test. If the test is failed, the victim is destroyed with no saving throws of any kind allowed.

C.S.C.T. DEATH WORLD JUNGLE MYSTERIOUS TERRAIN TABLE Sister. 2D6 **JUNGLE TYPE** 2.5 Just Plain Dangerous: The jungle is dangerous terrain. Catachan Jungle Fighters treat it as difficult terrain instead 6-8 Carnivorous Jungle: See the Mysterious Forest terrain table in the Warhammer 40,000 rulebook. 9 Pythosian Pit-trap Glade: See below 10 Deathglades: See below. 11 Pythosian Land Dragon Lair: See page 36. Gargantor Herd: See page 36.



DEATHGLADES

Many arass of Pythos are covered by its notronous deallighteds. What makes the deallighteds so diargeous are the numerous bools of by convex numerals that leak from the planet's core through varies in the behavior. Anything that enters such a pool is almost instantly dissolved by the vurtuent acid, dying an agonizing dath in second. Fythos' capital city, Anka, is located on the edge of a varia and behavioration, an area of deadly swampland so indisplatible that for kinema city will write with the The displatible that for kinema city and will be allowed to the This offers a measure of protection for Atika, shadking the city from the measure productor industing the source board and the addiged

One randomly determined model in the unit that triggered the mysterious terrain roll is destroyed, with no saving throws of any kind allowed, and all other models treat the terrain feature as lethal terrain.



PYTHOSIAN LAND DRAGON LAIR

Land drugons are huge sourian predators, and the main reason Fythos is designated a death world. They are aggressive hunters, and will stalk arything that moves. There main per year aggrantens, but a land drugen is more than happy to consume monsized constitutions. The land drugen's bluck hide makes it very difficult to harm, while its dense, recordsharpf fangs are perfectly capable of bluing through all but the thickest arrowner.

One randomly determined model in the unit that traggered the roli on the Mysteronic Terrain table and all infantry models within 3° of the terrain feature are destroyed, with no swing throws of any kind allowed. The terrain feature is lethal terrain undi the land dragon is eliminated. In addition, any infantry model which ends a move within 3° of the terrain feature is destroyed, with no saving throws of any kind allowed. In order to eliminate the land dragon, a unit must make a shooting attack, treating the terrain feature as the tanget. Roll To Hit as normal. The land dragon is eliminated if at least one weapon with a Strength of 8 or more soores a hit.



GARGANTOR HERD

The gargantor is a massive creature that feasts on the jungle's plants and trees. Although a herbivore, the gargantor has a viccous temperature. The charge of a herd of gargantors is almost unstophable – each creature becomes a living battering ram, and is perfectly copable of flipping wore a Leman Russ battle tank.

One randomly determined model in the unit that triggered the roll on the mysterious terrain table is immediately destroyed, with no saving throws of any kind allowed. Then make two rolls on the following table; one for the unit that triggered the roll, and one for the unit nearest to them (friend or foe). The herd then sampedes off the table and has no further effect on play.



GARGANTOR	STAMPEDE	TABLE
-----------	----------	-------

Tom		
D6	UNIT IS NOT A VEHICLE	UNIT IS A VEHICLE
1	No Effect: The unit being attacked gets out of the way of the lumbering herd. The attack has no effect.	No Effect: The unit being attacked gets out of the way of the lumbering herd. The attack has no effect.
2.5	Look Out: Each model from the unit must pass an Initiative test or suffer a Strength 6 AP4 hit.	Smash1: Each vehicle in the target unit suffers a penetrating hit.
6	Overrun: The target unit is destroyed.	Flipped: Each vehicle in the target unit scatters D6" and then suffers an Explodes! result

Castia la

LAST REPORT, BIOLOGIS SURVEY ON PYTHOSIAN XENOS MEGA FAUNA

Pythen is home to innumerable predators, ranging in size from the tiny to the gargentuan. The smallest predator we encountered was the orifice weap, which entire the weathin through an open arging, and once encounced within influtes visions and quickly their strug. It there feed a leisure on the cospec. The largest heasts were the leand dragon and megalashark, both capable of smallnowing a new nodele.

Soldy, our survey will have to be called to a prematur bill, of the 100 batechnologists that accompanied me to Pythos, I am now the only ones that remains alice. Hall your number died on the jirst field trip, before we had catalogued a single restarter. Even now I can hear the approach of a pack of spood howledrosasts and know that my chances of leaving this found heat are nit.

Summer (

Delver-stronghold

Abaddon set about capturing the delver-strongholds, one by one. Black Legion warbands and hordes of dacmonic creatures would capture the nearby mountain peaks, from where they could pour fire on the defenders, before making a final assault.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocahyse Battle section (Apoc. pg 18). One army must be composed only of Imperial units, and the other composed only of Chaos Space Marines and Chaos Daemons units. Each side must select one of their Warlords to be their force's Warmaster.

DEPLOYMENT

T

120

enordite

suche

and and

The Imperial side deploys their entire army. Imperial units may be deployed on any table at least 18[°] from a Chaos able edge, or held in Strategic Reserve. At least one unit must be deployed on each table, and no more than a quarter of the units in the army may be deployed on a single table.

The Chaos side deploys second. Units must deploy with all models within 12" of a Chaos table edge, or be kept in Strategic Reserve. No more than half of the units in the army may deploy on a single table. Chaos units that Deep Strake can do so on any table.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRSTTURN

The Chaos side has the first turn, unless the Imperial side Seize the Initiative (Apoc. pg 22).

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (Apoc. pg 22). If both sides have an equal number of points then the battle is a draw.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (Apoc. pg 22-37).

Capture the Stronghold: One Strategic Objective (Apoc. pg 20) must be set up on each table. In an exception to the normal rules, they may be set up within 12° of a table edge.

Firing between Peaks: Units may fire from one table at targets that are on another table.

Moving Between the Peaks: Units may move from one table to another table during a break. In order to do so, the table the unit is moving from must not contain any enemy models. The unit will enter as if from Strategic Reserve, on the connected table edge.

Pandorax War Zone: All of the rules of engagement from the Pandorax War Zone apply to this battle.

THE BATTLEFIELD

The battle is fought on six tables as a multi-table game (Apoc. gg 54:5). Three tables must be 6 by 4' (mountain-peaks). The white arrows show where and how units can move from table to table. The smaller tables are where the deliver-stronghold setdements are located, and must have suitable terrain to represent the strongholds. Trially, Strategie Objectives are placed (see Capture the Stronghold above).



DAEMONIC APOCALYPSE

It quickly became apparent to Commander Arrael that he would need to assault the seat of Abaddon's regime at Atika and reseal the Damnation Cache if he was ever to halt the Chaos invasion of Pythos. The initial stages of the offensive went well but then, suddenly, a massive horde of Daemons pourcel forth to attack the Imperial landing site.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocaltype Batle section (Apoc. pg 18). One army must be composed only of Imperial units, and the other composed only of Chaos Space Marines and Chaos Daemons units. Each side must select one of their Warlords to be their force's Warmster.

DEPLOYMENT

The Imperial side deploys first. Imperial units can be deployed anywhere in their deployment area, or may be kept in Strategic Reserve (Apoc. pg 37).

The Chaos side deploys second. Chaos units may deploy anywhere in their deployment area that is more than 12" away from any Imperial deployment zone, or may be kept in Strategic Reserves.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRST TURN

The Chaos side has the first turn, unless the Imperial side Seize the Initiative (Apoc. pg 22).

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (Apoc. pg 22). In the case of a tie, the Imperial side wins the battle.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, (Apoc. pg 22-37).

Attack-defence: Strategic Objectives in the Imperial side's deployment zone are worth double Strategic Victory Points throughout the game (Apoc. pg 22).

Death From Above: The Warmaster of the Imperial side may use one Orbital Strike shooting attack in each of their turns.

125-2

Sec.

	Range	S	AP	Туре
Orbital Strike	Infinite	10/8/6	1/4/-	Ordnance I, Apocalyptic Mega-blast

Pandorax War Zone: All of the rules of engagement from the Pandorax War Zone apply to this battle.

Daemonic Apocalypse: The Warpstorm Breach Unnatural Disaster must be used when playing this mission (Apoc. pg 39). A player from the Chaos side is always the Master of Disaster (randomly choose which one each game turn).

THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two roughly equal halves. The border between the two halves does not have to be a streight line. The opposing side decides which half of the table each side will deploy in. Finally, Strategic Objectives are placed (Apoc. pg 20).





THE UNDERGROUND WAR

The Damnation Cache was hidden far below Pythos' capital city, Atka, and could only be reached through a network of numels and caverns. When the Imperium recaptured Atika, Imperial forces were forced to battle their way through the numels in order to reseal the Cache.

THE ARMIES

Select two armies using the rules found in the Fighting an Apochype Batle section (Apoc. pg 18). One army must be composed only of Imperial units, and the other composed and/of Chaos Space Marines and Chaos Daemons units. Each adde must select one of their Warlords to be their force's Warmaster.

DEPLOYMENT

The Chaos side deploys first. Chaos units can be deployed anywhere on the table that is more than 30° away from a marker placed by the Imperial side (see The Battlefield, below), or may be kept in Strategic Reserve (Apoc. pg 37).

The Imperial side deploys second. Imperial units must be placed within 18" of one of the markers they placed, or may be placed in Strategic Reserve.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRST TURN

- list

The Imperial side has the first turn, unless the Chaos side Seize the Initiative (Apoc. pg 22).

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (Apoc. pg 22). If both sides have an equal number of points then the battle is a draw.

MISSION SPECIAL RULES

Chaos Deployment Zone

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (Apoc. pg 22-37).

Pandorax War Zone: All of the rules of engagement from the Pandorax War Zone apply to this battle (mutated forms of jungle terrain are found in the tunnels and caverns.)

Reached By Tunneks: Both sides' Strategic Reserves must enter play through the tunnel markers their side set up at the start of the battle (Deep Strike may not be used). Measure the unit's first move from the marker. In addition, Pipers must pass a Dangerous Terrain test before they deploy. If the test is failed, the Flyer losses D3 Hull Points instead of being Immobilised. Then, the Flyer enters the table through one of their side's tunnel markers. Any Flyer forced to move off a table edge is destroyed.

Stone Sky: Attacks delivered by orbiting spacecraft or longrange (off-table) artillery batteries may not be used.

THE BATTLEFIELD

The battlefield represents one of the large caverns below Atika, best represented by a gaming table covered with appropriately subterranean scenery. The edges of the table represent the cavern walls.

Set up a marker at the centre of each table edge. Rolloff to see which side places the first marker, and then alternate placing them. Each marker typresents a large tunnel entering the cavern, and determines where each side can deploy. Finally, Strategic Objectives are placed (Apoc. pg 20)

A STATE !!



States in

PANDORAX FINEST HOURS

The following special characters are included in an army, and are one of the army's Warlords or its Warmaster, then they use the following special rules when they take their Finest Hour. These special rules are in addition to the normal benefits of a finest Hour (Apoc. pg. 26).

HORUS' SUCCESSOR ABADDON THE DESPOILER

In the minds of the Chaos Space Marines, Akaddon's many successes are an undeniable sign of the Chaos Gods' favour, and he is seen by many as the natural successor to Horus.

If Abaddon The Despoiler calls his Finest Hour at the beginning of any turn that the opposing side has less Strategic Victory Points than Abaddon's side, the following applies.

In addition to the usual effects, he and all friendly units from *Codex: Chaos Space Marines* within 24ⁿ of him have the **Zealot** special rule.

CERTAIN DEATH COLONEL 'DEATH' STRIKE

Colonel Strike's opponents said that fighting against him and his men when their backs were to the wall meant only one thing – certain death to whoever dared the Colonel's wrath.

If Colonel Strike calls his Finest Hour at the beginning of any turn in which the opposing side has more Strategic Victory Points than Colonel Strike's side, the following applies.

In addition to the usual effects, he and all friendly units from *Codex: Imperial Guard* within 12" of him have the **Shred** special rule.

A BEACON OF HOPE Azrael

Whenever he take to the field of battle, Supreme Grand Master Azrael stands as a shining beacon of hope to his comrades and a daunting vision of holy terror to his foes.

If Azrael is within 18" of a model from either Codex: Chaos Daemons, or Codex: Chaos Space Marines when he calls his Finest Hour, the following applies.

In addition to the usual effects, Azrael has the Fear special rule. Furthermore, he and all friendly units within 24" of him have the Counterattack and Fearless special rules.



CHAOS SPACE MARINES THE CHOSEN OF ABADDON

The Chosen Chaos Space Mannes that accompany Abaddon into battle incluide Traitor Legionnaires that are amongst the most deady warriors in the galaxy. Each want of the Chosen of Abaddon is teld by a champion who is in his own right a Lond 9 Chaos, and who has found the favour of the Chosen Gods. Amongst their awals are warriors whose names strike terver arcss the limperium, such as Dercann found the favour of the Chosen Gods. Amongst their awals are warriors whose names strike terver arcss the limperium, such as Dercann found the favour of the Chosen of Abaddon in return for the vace Kords, the favour of Sarona, and the Chose Sarcerer Ygethnor the Derever. These chosen of Abaddon in return for the vace force that only his favourage can bring. Bound together by their lead's win will, the Chosen of Abaddon include warriors that were one hald returns, but news gift (arcsiss) to protect the Deepoler and do his bidding.



1 unit of Chosen or Chaos Terminators for each Chaos Lord or Sorceror

And Service

alling a wright

WAR ZONE

PANDORA

FORMATION RESTRICTIONS

The units of Chosen and Chose Terminators do not include a Champion, and therefore may have a maximum of 9 models each Each Chaos Lord or Sorcerar maximum a different unit of Chosen or Chose Terminators and may not leave that unit during the battle - in effect, one character take the place of each win's champion. The character and the place may have how Sork of Chosen.

THE INDUCES OF THE SEA

SPECIAL RULES:

Blessed By The Chaos Gods: Each Chaos Lord or Sorcerer starts the battle with one Chaos Boon. Roll separately for each character when they are deployed on the battlefield.

Protect The Despoiler: Any unit from the formation within 12" of Abaddon The Despoiler has the Fearless special rule



In Insurance Character

CHAOS SPACE MARINES DAEMON ENGINE PACK

The Forgifiends and Maulerfiends created by Chaos Warpsmiths are amongst their most prized possessions, and they only rardy commit new than one to a specific built. Sometimes, though, when the researds are great mough, they are willing to choose all of their carright handful Darmon Engines as a single force. A Darmon Engine Pack's salmost choosys tasked with exploring an artifact that the subpoint desires for his own use. The pack is given the seriel of the artifact's owner and are sent to hunt him down. The Warpsmith's unbody contains thandfor across the battleful, charging headlong towards the surfortunate individual, before riphing him think from their order to possess the artifact the Warpsmith covers.



SPECIAL RULES

Hunting Pack: After deployment, but before the first turn, nominate one character model in the enemy army All vehicles in the spearhead have the Preferred Enemy special rule when attacking this model. In addition, if the nominated enemy model is destroyed, the side this formation belongs to scores 1 Strategic Victory Point.

Prized Possessions: At the start of the battle, you may nominate one Chaos Warpsmith in the same army to be the Daemon Engine Pack's owner. Any models from this formation that are within 12° of the owner may use his Weapon Skull and Ballistic Skill instead of their own.

Thunderous Charge: If the spearhead is in Rapier Attack Pattern, it may charge even if it Ran in the Shooting phase.

CHAOS SPACE MARINES GREAT BRASS SCORPION OF KHORNE

Brass Scorphons crawl effortlessly over all manner of terrain, unleashing a formidable array of weaponry to scour enemies from defended positions. A Brass Scorpion is nigh unstoppable, with its innate daemonic resilience transmuting an iron and brass body into an unholy substance capable of shrugging off the heavest ordnance. Nor can a Brass Scorpion easily be halted by psychic attacks, for Khorne loathes perfidious sorcery, and powerful runes of warding protect each of his Daemon Engines.



-Armour-WS BS S FSR T A HP 3 10 14 13 10



700 Points Unit Type: Super-heavy Walker Unit Composition: 1 Great Brass Scorpion

WARGEAR:

Demolisher cannon

- · Two hellmaw cannons
- Scorpion cannon
- Daemonic possession

SPECIAL RULES: Dacmon, Dacmonforge, Fleet, It Will Not Die.

Doomsday Reactor: The Great Brass Scorpion suffers a +2 modifier to any rolls made for it on the Catastrophic Damage table.

PANDORAX

e	Described	Range	S	AP	Туре
	Demolisher cannon		10	2	Ordnance 1, Large Blast
	Hellmaw cannon	Template	6	3	Assault 1
£	Scorpion cannon	36"	6	3	Heavy 10
);	1 - 1 age and a				Contractor of the second

Runes of the Blood God: Any Psyker that targets the Great Brass Scorpion with a psychic power automatically suffers Perils of the Warp, regardless of whether or not they pass their Psychic test. If they happen to roll a double 1 or double 6, the Psyker also suffers Terrors of the Warp (Apoc. pg 65).

Reno - 100 - alm - Cale

CHAOS SPACE MARINES THE HOUNDS OF HURON

The Hounds of Huron are the harbingers of Lord Huron Blackheart's dark fury. They use their speed to hunt down pres, lashing out The Hoannes of Forenessents and slashing with scylled blades. Biker squads are ideally stated to hit and run raids, the distruction of with rearing channessents and execution of theory enginess. They are ideally stated to hit and run raids, the distruction of with warning tomore the tracking and execution of flering enemics. Large spindows of Chaos Bikers provide a violent and distruction of solution of the tracking enemics. Large spindrons of Chaos Bikers provide a violent and distructive ielated larges, or several standard of a particular the command of a particularly powerful Chaos Boters provide a violent and destructive fore, although they tend only to group logether under the command of a particularly powerful Chaos Lord. It takes an individual who pere, althous a new production of the second se second seco ean promise mere allegance Huron imposing figures in the Red Corsains' vanguard who answer only to Lord Blackheart humself

Chaos Lord 5+ Chaos Biker squads FORMATION RESTRICTIONS e Chaos Lord must take a Chaos bik PANDORAX

Present Instruct States

SPECIAL RULES: Acute Senses, Outflank.

Lightning Strike: The Chaos Lord, and all other units in the formation within 12" of him, may charge even if they have Turbo-boosted during that turn.

CHAOS SPACE MARINES KHORNE TOWER OF SKULLS

Hammered out of areane brass and iron at the foot of the Blood God's throne and infused with the essence of countless damned soals, each Tower of Skulls is the equivalent of a small and terrible army in its own right. There are sixty-four Towers of Skulls, named for an aspect of Khorn's belowed biodileting. Legend leiks that they roum the great and wastes before the Blood God's entaded, named for an aspect of Khorn's belowed biodileting. Legend leiks that they roum the great and wastes before the Blood God's entaded, named for an aspect of Khorn's belowed biodileting. Legend leiks that they roum the great and wastes before the Blood God's entaded, named for an aspect of Khorn's belowed biodileting. Legend leiks that they roum the great and wastes before the Blood God's entaded, fring their belowing canonis to real the two so greater and the state the source of shulls infuses it with unholy power addineng it to reknit even the most cantaryblic damage.

KHORNE TOWER OF SKULLS

Armour₇ BS F S R HP 4 14 13 12 9

WARGEAR:

- Balemaw cannon
- Two doomfire

San Real

- cannons • Two skullreaper cannons
- Two twin-linked skullshredders

SPECIAL RULES:

Daemon, Daemonforge, It Will Not Dic.

Doomsday Reactor: The Khorne Tower of Skulls suffers a +2 modifier to any rolls made for it on the Catastrophic Damage table.

WAR ZONE

PANDORAX

	Range	S	AP	Type
Balemaw cannon	60*	9	3	Primary Weapon 1, Apocalyptic Blast
Doomfire cannon	24"	4	4	Heavy 2, Large Blast
Skullreaper cannot		6	3	Heavy 6
Skullshredder	24"	4	4	Heavy 5

Ple limits hool - Chtoel

7.

750 Points Unit Type: Super-heavy vehicle Unit Composition: 1 Tower of Skulls

Reknit Form: The Khorne Tower of Skulls recovers one lost Hull Point for every 10 unsaved Wounds it inflicts in a single phase.

Runes of the Blood God: Any Psyker that targets the khorner Tower of Skulls with a psychic power automatically suffers Perils of the Warp, regardless of whether or not they pass ther Psychic test. If they happen to roll a double 1 or double 6, the Psyker they also suffer Terrors of the Warp (Apoc. pg 65).



Renta - 1000- atura and alog

CHAOS SPACE MARINES MAELSTROM OF GORE

Is times of great moment, when the workends of the World Enters Legion are invisited for war, the high priests of Khorne call upon not planns' favour. With a deafering earch of thander ble the warry of Khorne himself, the sites open and blood rams down in great spatisk. A draw of goir spatisk and social all these works works works with an the path of the World Enters ramping. Wene, they can skill block no more, the beracher warrisor of Khorne run versaming into the ranks of ther pro. The ensurelle lightedoit hannereng down from the sites immegnates the postchetic warrisor of the Rived ford and drave them on to ever more catraogenet acts of buckley. Commercian and fall in bloody are as the defenders arrayed against the World Letters are hown and out open in their hindrade

> 1 Chaos Lord or Kharn the Betrayer

8 units of Khorne Berzerkers

PANDORA

FORMATION RESTRICTIONS If a Chaos Lord is taken, he must have the Mark of Khorne. Each unit of Khorne Berzerkers must have at least 8 models.

Contract Contract

SPECIAL RULES: Slick with Ensorcelled Blood: If a unit from this formation is within 18° of the Chaos Lord leading them (or Khárn the Betrayer if he is in this formation), it has the Feet and Move Through Cover special rules and adds 3° to its charge move.

'KILL! MAIM! BURN! KILL! MAIM! BURN!'

The second diversity of the se

- KHARN THE BETRAYER

CHAOS SPACE MARINES PLAGUEREAPER OF NURGLE

The Plaguereaper super-heavy tank is a half-correded bastion amongst the forees of Nurgle – a gurgling, miasma-clouded fortress of pertilence. Huge voits of errulent stame distilled from roting, plaque-ridden corpus are mounted on the back of the vehicle forting through hulging place into the main turnet. The Plaque-product stame syntix out this horeivolosi concortiom, dowing working through hulging place into the main turnet. The Plaque-product stame syntix out this horeivolosi concortiom, dowing working enders, topoly stave are usured a most holowis death as their shin instantly erupts in working boards and their flesh is rater away from of energy topoly stave are usured a most holowis death as their shin instantly erupts in working boards and their flesh is rater away from others. Anyone foolsk enough to assault the sinking behaves the places of Vurglings that infest its internal spaces and drug to its hull. Truch, this is no ed the most unplaceant engines of war an enemy can face.

PLAGUEREAPER OF NURGLE

RANCE

rArmour_٦ BS F S R HP 4 14 13 12 9



575 Points Unit Type: Super-heavy vehicle Unit Composition: 1 Plaguereaper

application of the state of the

WARGEAR:

- Demolisher cannon
- Pus cannon
- Two lascannons (sponson)
- · Three twin-linked heavy bolters (two sponson,
- one hull) • Searchlight
- Smoke launchers
- Smoke fauncher

OPTIONS:

- May take any of the following

SPECIAL RULES:

WAR ZONE

PANDORAX

Nurgling Infestation: Any unit that attacks the Plaguereaper in the Fight sub-phase suffers 3D6 Strength 3 AP- hits at Initiative step 3 (even if the Plaguereaper is destroyed at an earlier Initiative step).

	Range	S	AP	Туре
	Iellstorm	7	3	Primary Weapon 1
Demolisher canno	n 24"	10	2	Ordnance I, Large Blast
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1

Contraction of O CHAOS SPACE MARINES TRINITY OF BLOOD

ANS THE DO MANY

Summed through the exangumation of world's and the offering of skulls beyond counting, a Trinity of Blood is a physical semand through on the semantic models and semantic se models at a Transfer throughout advance to reveal cracks mesh with with semantic addigent of the one of the second of a Truth's thrusherous advance to reveal cracks much with batting blood and jetting flames. A doud of furnous gental general data the Truthy, its inescapable vapours driving those advalued is to shart a to shart of the flames. A doud of furnous and is going a unit of the Trinuty, its inescapable valuants drawing those who breath it is spill blood for the Blood God. Any who dee well embodies before the Trinuty, its inescapable valuants drawing those who breath it is spill blood for the Blood God. Any who die well motion billions series on a pudged worthy, their shulls gathered for Khorne's Throne by the Lords of Shulls themselves,



a series and a series of the s

SPECIAL RULES:

WAR ZONE PANDORAX

Cloud of Fury: All non-vehicle models (friend or foe) within 12" of one or more models from the Trinity of Blood at the beginning of the Assault phase, have the Rage special rule for the remainder of that phase.

Wounds in the World: Once per game, at the beginning of the enemy's Movement phase, the Trinity of Blood may open wounds in the ground beneath the foe. Each enemy model that starts their Movement phase within 24" of a model from this formation must take a Dangerous Terrain test. Units with the Flyer, Super-heavy Flyer, Skimmer, Jetbike, Flying Monstrous Creature, Flying Gargantuan Creature, Jet Pack or Jump unit type are not affected by this rule.

CHAOS DAEMONS DAEMONIC FORGEHOST

The second secon



tille oute

WAR ZONE

PANDORAX

None

2 th TI LITE IN Oral - Hought - hant -

SPECIAL RULES:

Daemonic Guide: The Daemonic Forgehost enters play by Deep Strike. To do so, first Deep Strike the Command Vehicle as normal, then simply deploy all the other Soul Grunders in the spearhead within 6° of the Command Vehicle (do not roll for scatter).

Forge On!: All Soul Grinders in this formation, except for the Command Vehicle, can charge in the turn they deploy.



IMPERIAL GUARD DEATHSTRIKE VORTEX MISSILE BATTERY

Of all the weapons in the Imperial assenal, few are feared as much as a Douthstrake Vortex Mixule Battery. The plasma worknows on the Douthstrake mixules in the battery are replaced with rare vortex worknows. Even a single vortex worknow is capable of destroying a batte formation; there or more can by avoid to an army of destroy on entire its.



the firing of any missile until any future game turn if you prefer. For example, if you do not fire a missile on game turn 2, you may fire two missiles on game turn 3. Vortex missiles have the following profile:

	Range	S	AP	Туре
Vortex missile	12"-960"	D	1	Ordnance 1,
				Highly Volatile,
				Large Blast, Vortex
				One use only

SPECIAL RULES:

Battery Fire: Models in this formation are not equipped with deathstrike missiles and do not use the T-Minus Five Minutes to Launch. and Counting special rule. Instead, one vortex missile may be fired by a vehicle in this formation cach game turn, starting from game turn two. You may choose to delay Highly Volatile: If a vehicle in the spearhead suffers a Weapon Destroyed result before it has fired its vortex mistle then the missle explodes on the launcher. The vehicle is destroyed, and a vortex is created with the profile above centred on the point that the vehicle occupied.



IMPERIAL GUARD 'EMPEROR'S MERCY' COMMISSARIAT SQUAD

(Commissional Squad is deployed when cassially rates are expected to be particularly high. In theory, the presence of an elite codine of is Departmento Munitorium's officers should wrive the men to devels of gerat couring and valour, in practise, the men they accompany are of arful of the Commissional that they thome themselves into the thickest lighting to reviad any surfacion of cowardies



Semi porting

SPECIAL RULES: Fearless.

PANDORAX

Pinpoint Execution: If a friendly Imperial Guard squad fails a Morale test within 12° of this unit, follow the rules for Summary Execution as if a Commissar was in that squad.

Show Them the Emperor's Mercyl: The range of the Lord Commissar's Aura of Discipline is increased to 12°, and any frendly Imperial Guard unit whith this range – including the formation itself – has the Furious Charge and Harred special rules.

IMPERIAL GUARD STORM TROOPER MISSION ELITE

Storm Troopers are one of the most valuable resources available to Imperial Commanders. Their defloyment en masse is res, usually involving the completion of a vital mission that cannot be entrivisted to lesser men. Such formations immerable defloy via fast mering wongs of Valkyres, rehying on bruiled forwary and the dennet of submiss to starm and score their allotted objective.



Frank Thomas C. States .

orm Trooper Squads

Nousembore

SPECIAL RULES:

WAR ZONE

PANDORA

Storm the Objective: In any turn in which a unit of Storm Troopers from this formation disembarks from its Vallyrie, it may shoot, Rum, and then shoot again. This second set of shooting attacks may be at a different target if you wish. In addition, for the duration of this turn, all shooting attacks made by this squad (but not their Valkyrie) have the Ignores Cover special rule.

Vital Mission: At the beginning of the first turn, nominate one Strategic Objective in the enemy deployment zone. At the end of each scheduled session of play, if a unit from the Storm Trooper Mission Elite controls this objective, it is worth an additional Strategic Victory Point.

COLORADON MANA

IMPERIAL GUARD TRAITOR'S BANE

Sinde of the Catachan 183rd has become legendary for two things - his inspirational leadership during the Pandorax cheed Sinke of one consonalised Hellhammer superheavy tank. Irautor's Bane Tired of waiting for armoured reinforcements that articized, and an person of a spin multiple were installed, build a runner Hellhammer they found in the jungle from the ground way and a spin and the spin and th wayfeidd wonw war and ampeners and engrne muffles were installed, hood spretrum and native canoullage systems were applied, synched in house and banded with pressured promethium. The resultant supervision for another systems were applied, synched is lapad dampeters une constructed promethrum. The resultant super-tank formed Strak's command bunker for the rest of the staf faures were loaded with pressure of promethrum. The resultant super-tank formed Strak's command bunker for the rest of the bery famers were tousen and the second of moving unseen through Pandorax's jungle until it was too late for the fost to escape.

- X- X				
		-A	mo	ur 7
	BS	F	s	R
			10	10

TRAITOR'S BANE

S R HP 13 12 9

750 Points Unit Type: Super-heavy vehicle Unit Composition: Traitor's Bane

SHALF ISS THE STATE

her-st-		Range	s	AP	Туре
WARGEAR: Autocannon Demolisher cannon	Hellhammer cannon	36"	10	1	Primary Weapon 1, Massive Blast, Ignores Cover
Hellhammer cannon Foar lascannons (sponson) Tonshinck freasy bolter Foar synched heavy flamers (sponson) Searchighr Sinole Laurchers	Autocannon Demolisher cannon Heavy bolter Lascannon Synched heavy flamer	48" 24" 36" 48" Template	7 10 5 9 6	4 2 4 2 3	Heavy 2 Ordnance 1, Large Blast Heavy 3 Heavy 1 Assault 1, Twin-linked
SPECIAL RULES: Inad-spectrum Camouflage: Traitor's Bane has its Reath spectral rule. Against Flyers, Super- isony Frees, Flying Monstrous Creatures and Fring Garpantuan Creatures, it instead has the Monded special rule.		of fool w		deny I	he Emperor's Will?

PANDORA

IMPERIAL GUARD XERXES AIRBORNE SUPPORT WING

A Series Arborne Support Wing consists of three to five Valkyrie assault carriers that have been specially modified so that they ran lose a forscome barrage of missides with their multiple worket looks. Their cargo bays are filled with additional armamittion for the vecket poids, which allows be Valkyries to reploy for their revelocits, suchting a have gerear of ground with high explorive fire.

> 3-5 Valkyrie Assault Carriers

FORMATION RESTRICTIONS All models in this formation must be equipped with multiple rocket pods.

SPECIAL RULES: Ammunition Stowage: The Valkyr

WAR ZONE

PANDORA

Ammunition Stowage: The Valkyries in this formation have a Transport Capacity of 0.

Fire of Xerxes: Two or more models in the formation can combine their multiple rocket pod attacks into a single attack with the profile below each turn, All participating models must be in range and have line of sight to the target.

 Range
 S
 AP
 Type

 72'
 4+X
 6
 Heavy X, Apocalyptic Barrage, Ripple Fire

Ripple Fire: X is equal to the number of Valkyries that are participating in the Fire of Xerxes shooting attack.

IMPERIUM MARAUDER BOMBER

Such built, and boasting a colosial period of in its vize the Marander is the archetypal heavy bomber of the Imperium. Like all legislation and the second period and second period in the examined space. While a Marander is considered capable of all manine of a duties musuas, it is most command second period in the examined second se

MARAUDER BS BOMBER 3	FSRH 10 10 10 9		_		385 Po Unit Typ Unit Co	Inis Se: Super-heavy Flyer mposition: 1 Marauder Bomber
of the contract of the contrac		and Spin Law	Range	s	AP	Туре
ARGEAR:			36"	5	4	Heavy 3
Two twin-linked heavy bolters Twin-linked lascannon		Heavy bolter Hellstorm bomb	-	7	3	Bomb, Apocalyptic Blast, Ignores Cover, One use only
Two Marauder bomb racks		State Bargar	48"	9	2	Heavy 1
		Lascannon	10-10	6	4	Bomb, Apocalyptic Barrage 6,
PTIONS: May replace its two Marauder bomb		Marauder bomb rack				One use only
facks with two hellstorm bombs	free	Bomb: The rules 40,000 rulebook.	for boml	oing ri	ins are l	found in the Warhammer

WARHOUND HUNTING PACK

Warbound Titans usually hunt in pairs that are known as hunting packs. Dozens of these packs will range ahead of a Titan Legion, scouting out the energy and tracking their movements. Although small by the standards of a Battle Titan, a pair of Warhounds are perfectly capable of dealing with move opponents that they may meet on the battlifteld. One well distanct the memory with lang range pinpinning them down while the second bounds forward. Once the second Warhound is in position, it will unleach a hait of fire that will allow its pack brother to move forward in its turn. Bounding forward in this manner, one after the other, the two Warhounds can easily automaneource may for during the mono over and acatching them in a deadly crossfue.

> SPECIAL RULES: Scouts.

PANDORAX

Covering Fire: If both models in this formation are within 12" of each other, they both have the Shrouded special rule.

Crossfire: If a Warhound from this formation shoots at a unit that has already been targeted by the other Warhound this phase, then any successful cover saves against its shooting attacks must be re-rolled.

2 Warhound Titans

FORMATION RESTRICTIONS

Same Decomos Marshall

DARK ANGELS TALON OF VENGEANCE



1

Magazing is a rapid response force, and because of this, it is the first of the Dark Angels Companies to follow up a rumour of the Markangels Companies to follow up a rumour of the same planet the walk and the same planet The Barmarn B is a number of such individuals muster together on the same planet, they will issuelly have massed armies under same planet, they will usually have massed armies under same planet, they will usually have massed armies under sensor. In such time, the standard standard standard standard standard standard standard standard standard stand standard st standard of orbit at the convert in time, ripe for collection. Though the combined stass field is forcerful, its duration is no longer than a few as faller at the held forcer in time, ripe for collection. Though the combined stass field is forcerful, its duration is no longer than a few as faller at the bound is time enough for the Deathwang to close in an the is fallen are new powerful, its dury and sentences the second starts field is powerful, its dury and yet it provides time enough for the Deathwing to close in on the enemy and complete the job words - and yet it provides time enough for the Deathwing to close in on the enemy and complete the job



What is the terror of death? That we die our work incomplete. What is the joy of life? To die knowing our task is done.

SPECIAL RULES:

Stasis Prison: If an enemy unit is hit by two or more stasis bomb attacks made by Dark Talons from this formation in the same turn, then the unit becomes trapped in a Stasis Prison. Whilst trapped, it is treated as being out of play entirely - it cannot make any actions whatsoever, neither can it be shot at, charged or affected in any way. No other models may approach within 1" of a model in a Stasis Prison

The number of phases the unit is trapped is determined from the table below and depends on the number of stasis bomb attacks that hit the target unit. Once the Stasis Prison has been in play for the appropriate number of phases, it dissipates and the unit(s) within it are free to act as normal

TROMPS	DURATION OF STASIS PRISON
NO. OF BOMBS	DURATION OF SLASIS Fine Until the beginning of the opponent's next
2	Shooting phase Until the beginning of the opponent's next
a designed and a desi	Until the beginning of the Tr
AND REAL DRAM	Assault phase Until the beginning of your next
4	Until the beginning of y
and the set of	Movement phase
Strand Stranger	THE PROPERTY OF THE PROPERTY O

WAR ZONE PANDORA

DARK ANGELS THUNDERHEAD SQUADRON

It is said that the Dark Angels ride to war upon the wings of the storm, and not without good reason. In times of all-consuming war, the Ravenumg will muster is darkest relics and mount them upon a squadron of Land Speeder Darkshrouds. Exorded to war by a fabila of Land Speeder and support variants that only the Ravenung can provide, the Darkshrouds are with rough the trabled stars, the nebulous and gloomy awar of their relics magnified by their proximity to one another. As the squadron flies through hurrinae and storm front, the cloud banks are drawn in their wake, a bulkaning wall of black fog that obscurs the massed Ravenumg assult riding behind. When the Thundendord Spandron takes, the clouds they carry with them brack to reveal their secret – destruction has come!



AT HONORAS () LANS

Inf Config tot

WAR ZONE

PANDORAX

SPECIAL RULES: Scout, Shrouded.

The Thunderhead: Enemy models may not draw line of sight over or beneath a Darkshroud model in the Thunderhead Squadron, or between two Darkshroud models that are within 6° of each other. Note that line of sight can still be drawn to a Darkshroud model, but not beyond it.

Contraction Constant Contraction

GREY KNIGHTS ASSASSINORUM MURDER SQUAD

the manufactor of the



The archive abroad in the galaxy, so dangerous that the High Lords of Terra will imploy every resource they can to bring about their abroadom. In such times, all the major temples of the Officio Association will equip their best operatives with autentia and deadly see and grady them into a single murder squad. Their combined powers are a force as sure as death's soon blade



LEC MELINE CO

SPECIAL RULES: Best of the Best: The Assassins in a Murder Squad each have 3 Wounds, and their synskin confers the Feel No Pain (5+) special rule

Black Frenzon: The Eversor's frenzon confers 2D6 extra Attacks as a charge bonus instead of 1D6.

Exitus Relics: The Vindicare's exitus weaponry has the Soul Blaze special rule (this affects all of their special ammunition types).

Neural Obliterator: The Callidus' neural shredder is

Strength 9. Speculum Majora: The Culexus' animus speculum is

Speculum Majoral And

PANDORAX P





APPENDIX

The Pandorax campaign was a vast conflict, fought all across the surface of the planet Pythos and in the darbs of space in the Pandorax system itself. Providing comprehensive information on all of the combatants would take several dozen volumes at least; instead, this diverse overview concerns some of the most important formations that took part.

AN OVERVIEW OF CATACHAN JUNGLE FIGHTER REGIMENTS AND THEIR COMBATTECHNIQUES

Us Gatadona low our wordt. Ant't mochere der GT downt tok formgelse Gatadona's per da moch hong forthe Esperar- us. An't no minerale, east build a hine world there. But you word user rold angle mon for gener fighting. Gatadona's the piece to as to a line or Gatadona, you're a hore, survivor. Half the disk date before help lemm to such. Half of hose that world world size in year. But you calorite your lends halfedage, you're gone hose and mon.

Catachan is a planet so inimical to life that every day there is a battle for survival. As the most infamous death world in the galaxy. Catachan has a fearsome reputation, and its inhabitants are the deadliest breed of jungle fighters serving the Emperor To do battle with the warriors of Catachan is to fight the very forces of nature itself.

The hardy Catachan people are descendants of the very first settlers who colonised the planet generations ago. By necessity, they are a tough breed well versed in survival amidst planet-wide jungles that swarm with voracious predators, flesh-cating plants, poisonous insects and virulent diseases. Catachan has but one resource of value to the Imperium, their superb regiments of Jungle Fighters. Once recruited they are dispatched to war zones all across the galaxy where their skills in jungle warfare are at a premium. Catachan warriors readily accept the call to arms; in exchange for their loyalty, their families and settlements receive technologies and medicines that are otherwise impossible for them to obtain

The feater of a Catachan company or regimes is always a respected figure amough the men. He worken a renowned hunter or warrior, the beadman of the settlement from which the companywarerunedor-perlapathepathepathep of an extendedfamily which has senten amount inserveful to join the ranks of the Garary Diseptive is maintained through runst and respect rather than by rank and Catachan Jungle Fighters that print on the facts that their officers share with them every danger and handhap.

Catachan infantry squads make up the bulk of a jungle fighting force. Lightly equipped, they can move quickly through thick vegetation but still make use of heavy weapons when the situation demands. The squads that make up a Catachan Jungle Fighter platoon are often more independent than traditional regiments such as those of the Cadian Shock Troops or Death Korps of Krieg; each squad will move autonomously, opening fire at their sergeant's command. Jungle Fighters squads often make long range penetration raids behind enemy lines, scouting out the terrain and locating specific targets. Before the main forces engage in battle, Jungle Fighter patrols will set up ambushes and lay booby traps where they can do the most harm. In the jungle, even the slightest scratch can prove to be fatal as necrotic bacteria swarm in to putrefy it, and Catachan Jungle Fighters take advantage of these harsh conditions by rigging traps from the natural materials covering the battlefield such as vines and tree branches. They also use a variety of purpose-built devices to create 'devil's gardens' - areas where the most innocuous looking mound of leaves or tree root can conceal a shredder mine or plasma charge.

Most Catachan regiments include squads or viceran variors exceptional even by the exacting unadardo of their birth world. Within, the regiment, and beyond, these units are called 'Catachan Denix' in reference to their formowill kinnes and the variacious preclaiors of their world. Formed from the birayet and hardlest of the regiment's variarion, veteran Jungle Fighter squads take the fight direction to the concern their the thran of the blocky combat which deten occurs when fighting an de close confirmed no are heavily, armed with demolsion charges, mers, malegum and plasma vargans.

Compared to most Imperial Guard forces, Catachan regiments have few dedicated heavy weapons squads. The weapons' bulk and the weight of the ammunition they require makes them difficult to transport across a wilderness. Nonetheless, the firepower of heavy boliers and autocannons can be decisive an close fooghjungle battles. Mortanærashogreashy favoared by Canchan regiments, at they have the alability to rain fire upon the fore while the Mortar cress stars far fack anong the enthrounding trees. This makes them an invaluable vargon because, unlike haves baleness and autocannons, mortars can support the widely spread Catachan Veteran squads despite the obser farin III arriges of mortars are also useful for pinning down energy units, enabling ingule Fighter squads to outmanocurve them.

the late

ale in

-HER

an la fer

the make

arte CO

at a

Surger a

stilling of

on G

and a la

Specialized miper quada are considered even the a important for providing supporting the at heavy weapon squads. Catachan regiments recent their own subject from amongst their finest markness. A Catachan surgers will take upportation hours, or even days, before a battafter finding the best spot in trees or among roots, he will concern almost faith before the ensum drawn ear. Concern acid supper frecan thow ensum winits into complete confusion, while the unipers themselves are almost unouslible to post the drawn interference of monobile to post the drawn interference on their spots of the support themselves are almost the interference on the drawn interference on the spots of the support of the spots of the sp

The whicks assigned to support Casckau Jungle Fighter regiments are almost always modified by the camy guardanene to better with fighting in a dense environment. Many bear equipment to cat shrough undergrowth, and almost all are evalued in camo netting embellished with choice presers of local flows. Stantisk are particularly popular among Caschan regiments for heir ability to reavers the most uncent terrain alongaide the inflature North Winter-Kiner group of Stantisk around with heavy filtures and sporting classicas ere uted to oblitzeria kino al or enert resistance.

Ogyma are also used to provide heavy support Some Ogyma are native to Catachan, but where they are not, certain Gatachan regiments will 'acquire' sputs of them, often without informing their previous commanders. Catachan Veterans find Ogyms have the some values of personal lovaly, physical toughness and determiniation as they do thengiches, well well set on famously well.

(1- Call (manual)

WAR ZONE: PANDORAX

C TUNE

CATACHAN KNIVES average into scorpions the size of battle tanks, three are lod joor overet last week. The sweat enough to g a lake, my boots got sucked into a sink-swamp of the trees are so thick in places, you can't squeeze tions then. Emperor help me, I love this place! It's milde home!"

tasie is not only the tool and weapon of a raschan fighter but also a mark of his status. the seel alloy used for these knives is unique wite planet Catachan. A well-honed Catachan use will not nust and its edge will be keen even ther continuous use

Gauchan knives are highly valued and sought after throughout the Imperium. Many conterfeit copies are sold by roaming rogue riders, but the only sure way to get an authentic hade is to take it from a Catachan. This is not user, as the Catachans place a tremendous value at their knives. It is said that a Catachan would rather give up his right arm than his knife.

Each Catachan Jungle Fighter learns the mail of making knives from his parents and making your own knife is considered one of the texts of adulthood. While the basic design of these knives remain the same, there are nikle variations between different family groups and individuals, depending on the leight and preferences of the user.

CONCHAN FANG

Measuring up to twenty inches of steel, the Catachan Fang is the most common type of kaife used by the Catachan regiments. Equally usef al for cutting your way through jungle or a desiant Eldar, the Gatachan Fang is renowned broughout thousands of star systems.

This knife is also used for settling disputes between Catachans, Usually, one knife is placed in the centre of a fighting pit and the condutants must each strive to claim it. The duct ends when one fighter draws blood, though this can often mean death as well

A MARTINE C

NICHT REASER

scaller than other typical designs, the basiened blade of the Night Reaper is rescally mitable for infiltration and night manors when light reflecting from a blade can teran the difference between life and death The blade itself is triangular, so a wound caused hunlikely to clot or heal. Catachans are also

000000

known to poison these knives using one of the many venoms native to their inhospitable planet. making them even more sure of a kill.



DEVIL'S CLAW

Named after the fearsome predator of the Catachan jungles, this is the largest of the traditional knives of Catachan. Anywhere between three and four feet long, the Devil's Claw is closer to a sword than a knife. It is used mainly on the battlefield in close quarters and it has even achieved a fearsome reputation amongst Orks, who call it 'Da Cutta'.

The blade itself is hollow and half filled with mercury to give it greater swinging power The power swords wielded by the more senior members of Catachan regiments are often identical in design to the Devil's Claw.



BATTLEFLEETS OF THE IMPERIUM

The human colonisation of the galaxy owes its accomplishment to two things-the nightmarish alternate realm of Warp space, and the ships that dare travel through it. Warp space lies alongside and around the material universe, a dimension comprised solely of shifting energies and formless consciousness. In the Warp there is no time, no distance, only a constantly flowing stream of Immaterium A starship equipped with Warp engines can break through the barrier separating the real universe from the Warp, thus removing itself from the normal flow of time. Only by traversing the Immaterium can the immense distances between stars be covered within a single lifetime, though even Warp travel is not instantaneous. Aboard a ship in the Warp a single month of perceived time may pass, yet in the material realm anything from a day to many years may have elapsed. The vagaries of the Immaterium mean that it is even posited that a craft could reach its destination before its journey began. This can mean that fleets and armies responding to calls for aid may turn up months, years or even decades too late to help and this further adds to the anarchy and confusion of conducting hundreds of wars across the whole galaxy.

It is sometimes difficult for those born under the claustrophobic sky of a planet to appreciate the antiquity and dignity which is inherent in

all old spacecraft. Most Imperial starships are old - open space, the most hostile environment to man, preserves the plastics and metals that spacecraft are made from Space gifts them with the power to endure through generations of men. Thus starships launched during the Great Crusade are still in service in the 41st Millennium, most have, in their vast lifetimes, been refitted, modernised or reconstructed many times. Barring a major accident or destruction in battle, a ship is immortal like a great city, its population and fabric existing in a constant state of decay and renewal.

THE IMPERIAL NAVY

Almost every ship in the Imperium is part of the Imperial Fleet, the relative handful of yessels that are not belong mostly to a few powerful organisations such as the Adeptus Mechanicus. Space Marine Chapters and the Inquisition. or a small number of honoured and ancient merchant families. Even Imperial Guard regiments must rely upon the Imperial Fleet to transport them between war zones. This fleet is divided into the civilian vessels of the Merchant Fleet and the warships of the Imperial Navy.

The Imperial Navy numbers many thousands of ships, the majority of which are at least a thousand years old. Some are as old as the Imperium itself, a full ten thousand years. A very few claim a pre-Imperial origin. It is not surprising, therefore, that these craft vary tremendously in their appearance, even where they belong to the same general class or type.

To aid organisation, the Imperium is split into five Segmentae Majoris, each of which has its own merchant and naval fleet. The fleet stations for these vessels are on the Segmentum Fortress in each Segmentum - Mars for the Segmentum Solar, Kar Duniash in the Ultima Segmentum, Bakka in the Segmentum Tempestus. Hydraphur in the Segmentum Pacificus and Cypra Mundi in the Segmentum Obscurus. The Segmentum fleet commanders, the Lord High Admirals, are immensely powerful individuals

All Imperial space is further broken down into sectors, most usually 'cubes' of space roughly 200 light years to a side. Each comprises of a number of sub-sectors centred on densely populated star clusters, important worlds, or the meeting points of trade routes. The areas between sub-sectors and sectors - unexplored or uninhabited regions, alien empires and areas inaccessible from the Warp - are known as wilderness space, and make up a far greater proportion of the galaxy than that controlled by Humanity.

For practical purposes, a sector's battlefleet is the largest operational naval organisation, under the command of its Lord Admiral. Each battlefleet is almost always divided into a number of battlegroups at any given time. These are not permanent organisations, but are instead task forces, convoy escorts, patrol flotillas and other fleets that have each been assembled to perform a specific function or series of tasks. A few battlegroups are almost permanent institutions, such as the famous 1st Terran Battlecruiser Armada, but most are gathered and then dispersed as necessity dictates, though due to the scale of the Imperium of Man, a temporary battlegroup may serve together for several decades. Depending on its size and role, a battlegroup may be commanded by an experienced ship's captain, a fleet admiral or admiral, or sometimes even the Lord Admiral himself.

IMPERIAL NAVY BATTLEFLEETS

Each Imperial Navy battlefleet normally consists of between 50 and 75 warships of varying size, although those of some sectors exceed this considerably, according to the importance of the sector and the number of enemies it must contend with. As well as these destroyers, frigates, cruisers and battleships, a battlefleet also has access to countless smaller vessels such as transports, shuttles, messenger craft and long-range patrol craft. In addition to interstellar vessels, a sector will also be protected by numerous ships incapable of Warp travel, such as system patrol ships and defence monitors. These are backed up by stationary defences - space stations, orbital defence platforms, ground-based defence lasers and missile silos and orbital mines.

This may seem like a formidable armada, and even half a dozen ships of the line possess firepower on a planetary scale, but the area each fleet is required to cover is huge and the navy must be ready to perform many varied and difficult tasks. An average sector, perhaps in one of the western spiral arms where Humanity is most dense, can contain tens of thousands of stars and cover an area of 8,000,000 cubic light years. Within this vast wilderness, only a small fraction of systems have planets and a small proportion of these will be inhabited. or indeed inhabitable. However, the ships of a battlefleet must constantly scour this boundless area for enemies; protecting merchant shipping from pirates and alien attacks, transporting and escorting Imperial Guard armies, giving orbital support for planetary invasion, not to mention providing exploration fleets and routine patrols.

SPACE MARINE FLEETS

To further advance the deality specialisation of the Adeptus Astartes, Space Marine fleets are built for ransport and planetary assault rather than fleeto-on-fleet warfare. Only the anallest of vessels act exclusively as gunships, with the larger Battle Barges and Strike Cruisers remaining predominantly aids to imaxino, though they are far from defenceless.

Unlike heves such of the Imperial Nays, a Space Marine ship has a rainerly small crees. A Space Marine is far too valuable to owater in manning a gun or watching a surveyor screen, and to only the officers abaard a vest dare filter to be Space Marines, as well as the few Techmarines who overce the energies and perform other mechanical duties. Almostal lue ship systems are carrurated to screins, half-human cyborgs wired in m the vessel's weapons, engines and communications apparatus.

SHIP TYPES

The ships of the Imperium are without exception varies when been the Markowski and capable starships hundreds dimeterilong and has thousands of creve, while the largest are kilometers long and have creves numbering in the tens of thousands. The bows and halls of these immerse cardia are suided with arrays of weipons, and they are capable of decausting units plants from orbit if need be. The ships that make up the Imperial fleet can be split into three board cargories.

Battebapy (including the Batte Bargest found in Space Margest methods and the Bargest found in Space Margest methods and mean treemendous amount of damage and mean weapons batteries capable of lawing waste to they are comparatively slow and ponderous to manaceure; to they the energy is battle. These manaceures is they the energy is battle. These them of the energy is battle for solution of the from the fall of a statistic ponder of the energy than presents a grazer threat to the energy than are out of the ison of the ison mand.

The versatile cruicers are the workhorses of any fleet. They are manournable, well-armed hips, about half the size of a hautileship, and capable of operating away from a base (or extended periods. This means that cruisers are used for extended patrols, blockades and raiding deep into enemy held space. In a major battle, cruisers screen the approach of the fleetin support of the essents and form the gun line once battle begins. Much smaller than cruisers or battledup, escort ships are the most common wardhips in significant. They usually operate in signafores of three to five vessels. Ecorors are fast, lightly armed and capable of running rings around heavier ships, which they accompany to protect them against forpedo attacks and to protect them genores. They are also used for independent actions such as scouting, raiding, protecting transports and change prizes.

SHIP CLASSES

The ships of the Imperial fleet are split into a number of classes. All ships in the same class are more or less identical in design, though many have been modified during refits, or as a result of damage suffered in battle.

rest

SALE I

13.32

150 mil

and in the

HARES

unne

biner

mina

and and

relation of

RAG

SPACE MARINE BATTLE BARCES

Most Space Marine Chapters control a handful of Battle Barges. They are exceedingly brutal vessels, with only one purpose behind their design. As might be expected, a Battle Barve is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes. A considerable amount of hull space is given over to launch bays for intra-system craft and drop pods; most of these capital ships have a cavernous maw at their bows, from which Thunderhawk Gunships and other such craft can attack. All told, Battle Barges can deploy up to three companies simultaneously. These vessels are extremely heavily armoured and well shielded. so that they can breach planetary defences without harm coming to their cargo. Naturally, the Battle Barge makes a frightening opponent in any situation where boarding is involved.

IMPERIAL NAVY DICTATOR CLASS CRUISERS

Dictator class cruisers are built around Lunar class hulls, with the lance decks entirely replaced with launch bays for attack craft. This stop-gap measure was envisaged as a simple method of delivering large numbers of atmospheric craft, like Thunderbolt fighters and Marauder bombers, to low orbit, to support ground-based operations. However, successive upgrades to the Dictator's communications and detection systems expanded its capabilities for launching long-range strikes against ships in deep space. These attack craft carriers were increasingly equipped with Fury class deep space fighters and Starhawk bombers, and operated either as support vessels for battleflects or as independent patrol ships throughout the Sector A single Dictator with a handful of escort craft proved an exceedingly flexible force, capable of running down pirate and even raiding hostile worlds.

11-1-12

WAR ZONE: PANDORAX

WHELL NAY SWORD CLASS FRIGATES breat the short class frigate has ably the imperial Navy for thousands of then part of the vessel's design and entrancian has been tried and tested in somerable engagements. The Sword's laserwedwapons batteries and substantial turret an hare an exceptional ready level of 88.2%. and a stury white are simple, stury units copied r times on other ships and can be serviced arbiters with minimal training. A classic nort vessel in every respect, few battleships side without at least a pair of the reliable ands to guard their backs against enemy demosers and attack craft.

CHAOS SPACE MARINE BATTLEFLEETS

fat he goat storm of the Heresy, the forces of the the loos will descend upon the False Emperor's The stars will tremble at their passage. a mits armadas of the Warmaster will bring multistien to a hundred worlds. Great shall be the singher, must pleasing shall be the flow of blood.

21000

(R.X.)

titing.

E arr

a failing

-dan

7 225

lorg ago, when the Emperor of Mankind adhis Space Marine Legions across the stars in what was to become known as the Great Cruside, Primarchis captained his armies. Isth frimarch commanded not only a Legion to Space Marines but also vast fleets of warships and innumerable armies of Guardsmen. The wiltury might at the disposal of each of them sis immente. Then came the Horus Heresy, then fully half the Primarchs rebelled against de Emperor. The history of the Heresy is wellthe it was a dark and terrible time in which and war almost destroyed the Imperium. In Gaftermath, it was clear to the High Lords hat too much power had been at the disposal of the traitor Primarchs, and major reforms state made to the Space Marine Legions,

Of course, the defeated Traitor Legions were sent a part of these Imperial reforms. When Galliman wrote the Codex Astartes, effectively teraking the remaining loyal Legions down and smaller Chapters, the Black Legion, the Norid Eaters and all their fellow renegades were easily shing empires in the Eye of Terror sing all the forces they had salvaged from the defeat on Terra. To this day, many of the tels of the Chaos Space Marines control the lines of searships. The Traitor Legions the sever needed to build specialist Battle and Strike Cruisers, for the craft they light from since the days of the Hercsy en still, their ancient hulls modified, Delived and repaired over and over until bus little sign their Imperial heritage.

2000 00 010

However, Traitor Marines are rare figures of dark legend even within the Eye of Terror and a great many of the Chaos fleets that plague the Imperium are led by renegade captains, with not a Traitor Marine in sight. The degree of fealty these rogue captains extend to their Chaos Marine masters is variable; certainly, some pirate fleets that ostensibly serve Chaos have probably never seen a Chaos Space Marine, though this does not stop their ships and crews drawing the eye of the Dark Gods.

CHAOS DESPOILER CLASS BATTLESHIP

The Despoiler class battleships were developed as part of the Garcox Prerogative in the mid-36th millennium. A belief in the strength of attack craft as the ultimate weapons in space warfare pervaded the Battlefleet Tempestus and plans were made for fifteen Despoiler class battleships. However, as history shows, the true battleship was not outmoded by the ramping-up of attack craft use in fleet-on-fleet engagements, and the program was ended after the construction of just three vessels. The Despoilers originally saw little combat, being used on long-range patrols through largely uncontested systems. Roughly two hundred and fifty years after being laid down, the Merciless Death went missing whilst on extended tour through the Amerikon Sector. Thirty years later, it reappeared during the Banardi Conflict, surprising and destroying a convoy of sixteen unprotected Imperial transports en route to Banardi Prime. The ship was then involved in numerous engagements, each progressively nearer to the Eye of Terror, until it disappeared again in early M39. Soon after its second disappearance, the other two Despoilers in the Imperial Fleet were also reported absent, after firing on defenceless friendly vessels and then escaping into the Warp. With the advent of the Gothic War, rumours of the Merciless Death's exploits and sightings of its sister ships began afresh.

CHAOS REPULSIVE CLASS GRAND CRUISER

The grand cruiser was a precursor to the battlecruisers which are now more prevalent in most Imperial flects. Almost rivalling battleships in its ability to withstand damage and lay down a barrage of fire, the grand cruiser design fell out of favour when the means for constructing sufficiently powerful engines were lost (those engines built more recently were incapable of attaining a useful combat speed for craft of this scale). A few ancient grand cruisers can still be found in service in the reserve fleets of the Segmentum Obscurus and Segmentum Pacificus, but as a whole the class is largely obsolete

Of the twenty-five grand cruisers believed to have abandoned the Emperor since their inception in the 34th millennium, roughly a dozen have yet to be recaptured or destroyed. Of those still at large, the For-Renperis the most active, having been sighted in more than a score of major fleet engagements in the twenty-three centuries since her corruption by the Dark Powers. Most infamously, it was the For Reaper which destroyed the Adeptus Mechanicus facility on AFR-74, killing fifty thousand Adepts and Skitarii within a few heartbeats by firing a salvo of specially modified torpedoes which shattered the eco-shield protecting the inhabitants from the metha-nitrous atmosphere of that satellite

CHAOS SLAUGHTER CLASS CRIDSER

The Slaughter class cruiser utilises a scartix engine coil, that provides the ship with a thrust considerably more powerful than any other vessel's. When the Dutiful, a Slaughter class cruiser laid down in 126.M34, turned renegade and bombarded the Sethelan forge world, the design for the priceless scartix coil was destroyed, setting back the design and production of new Imperial vessels considerably. Some think the attack had the sole purpose of preventing the construction of any more Slaughter class vessels. The Dutiful was re-named the Soulless by Admiral Dorez for this despicable deed and was mercilessly hunted across Imperial space for the next seven millennia. It was finally destroyed during the Orar Raid, when its plasma drives were wrecked by the Imperious, a Mars class battlecruiser

CHAOS IDOLATOR CLASS RAIDER

The Idolator class raider is something of an enigma. Little is known of the whereabouts of its construction, though it is rumoured they are built on the excommunicated forge world of Xana II near the Eye of Terror Idolators incorporate many systems and features which are of obviously of non-human origin, probably bought or stolen from other spacefaring races, such as Kroot mercenaries and Fra'al raiders. These escort-sized vessels show remarkable gunnery at long range and it is speculated that they benefit from some kind of improved targeting system which cannot be widely replicated by the Adeptus Mechanicus Squadrons of Idolators are a constant menace to shipping near the Eye of Terror and it is not uncommon for three or four of these vessels to slip through the blockade of the Cadian Gate and wreak havoc on the vulnerable convois serving Cadia before escaping back into the depths of the void, despite the best efforts of nearby Imperial defenders.

WAR ZONE: PANDORAX

Currence and

INDEX

Assassinorum Murder Squad	
Chaos Daemons Datasheets	
Chaos Space Marine Datasheets	45
Chosen of Abaddon, The	- 45
Daemon Engine Pack	
Daemonic Forgehost	
Dark Angels Datasheets	
Datasheets	
Death World Jungles	
Deathglades	35
Deathstrike Vortex Missile Battery	
'Emperor's Mercy' Commissariat Square	1
Finest Hours	41
Gargantor Herd	36
Great Brass Scorpion of Khorne	44

65

Grey Knights Datasheets	
Hounds of Huron, The	
Imperial Guard Datasheets	
Imperium Datasheets	.57
Khorne Tower of Skulls	
MacIstrom of Gore	47
Marauder Bomber	
Mission - Daemonic Apocalypse	
Mission - Delver-stronghold	
Mission - Rescue the Revenge	
Mission - The Underground War	
Plaguereaper of Nurgle	48
Pythos Terrain	
Pythosian Land Dragon Lair	
Pythosian Pit-trap Glade	35

Rules of Engagement	
Storm Trooper Mission Elite	
Strategic Assets	40
Talon of Vengeance	
Thunderhead Squadron	60
Traitor's Bane	
Trinity of Blood	19
Warhound Hunting Pack	58
Xerxes Airborne Support Wing	56

3











WARHAMMER 40,000



A PLANET IN THE GRIP OF CHAOS!

In 959 M41, Abadon the Despoiler led a Chaos incursion fleet to invade the Imperial planet Pythos in the Pandorax star system. Within days the huge Chaos Space Marine army at his command had overrun the planet and opened a longforgotten Warp portal that unleashed a horde of Daemons upon the world. Scattered Imperial strongholds desperately resisted Abaddon's attacks, while in the dark depths of space an Imperial battlefleet rushed to help the embattled survivors. The ensuing campaign was one of the most hardfought in recent Imperial history, involving massive space battles, desperate planetary invasions, brutal sieges, and huge battles fought in vast underground caverns.

Inside you will find:

THE PANDORAX INCURSION: A detailed history of Abaddon's invasion of Pandorax that describes the course of the campaign, its battles, and the combatants.

RESCUE THE REVENGE: A magnificent battle report fought on an Imperial spaceship and in the depths of space, presenting a famous battle from the campaign.

MINIATURES SHOWCASE: Stunning photographs of the Citadel miniatures featured in the campaign.

RULES OF ENGAGEMENT: New rules, Strategic Assets and missions for use in games of Apocalypse.

DATASHEETS: Nineteen new Apocalypse datasheets, including Warhound Hunting Packs, Marauder Bombers and the Great Brass Scorpion of Khorne.

