IMPERIAL ARMOUR

VOLUME SEVEN

THE SIEGE OF VRAKS - PART THREE



WARHAMMER

"a darker world is not far from us..."
– Inquisitor Lord Thor Malkin

And behold, a Daemon Lord comes in the full panoply of battle. At his passing the very stones scream their hate to the uncaring heavens and the sky weeps tears of blood. He hunts the enemies of his master, for his meat is mortal flesh and his wine mortal souls.

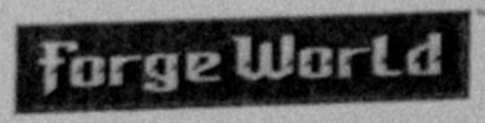
At his left hand moans a Daemon, bound to the shape of a great axe. Its songs of blood and hatred echo forth, and fill the skies with a noise that stirs even the long dead. At his left stands lesser daemons, huntsmen all and straining at the leashes are the hounds. They feast upon the shades and spirits they have harried, throwing morsels of innocence to each other, so that all may sample the sweetest meat.

Behind him await the legions of his master, arrayed in armour, graven and unholy, brass shining like the sun, redder than blood, yet darker than midnight. Each holds a shrieking sword, each shrieks in disharmony with his blade, each joins the chorus of Chaos, a promise of worse than death for those that hear it and do not run. Beneath their feet the earth writhes, as if to escape their presence.

Behold a Daemon Lord comes, the Deathbringer Unbound, and we are all doomed...

Prophesies of Malphius the Seer – Readings on the fate of Vraks.
– Transcribed into the eighth volume of the Codex Daemonica
on the Orders of Inquisitor Lord Hector Rex





IMPERIAL ARMOUR™

VOLUME SEVEN
THE SIEGE OF VRAKS – PART THREE

by Warwick Kinrade

Being the final Illuminations and Revelations of the onerous Siege of Vraks, accurs'd world of war, fallen by Treachery and Misrule to the dark powers of Chaos. Wherein the courageous and loyal servants of our blessed Lord of Terra comes to their ultimate testing and the Fate of those foolish Mortals who serve the unnameable powers is disclosed.

Be warned, delicate reader, herein lies Dangerous and Forbidden Discourse on the Brazen Legions of Darkness and Despair, brought hither by dint of direst Heresy and Daemonancy, so that they shall lay low our worlds and see their Master's will triumph over all – forever…

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THE SIEGE OF VRAKS



Veteran Brother Pawel, MkIV Dreadnought of the Red Scorpions Chapter.

INTRODUCTION

Welcome to the seventh volume of the Imperial Armour series. This is the third and final part of the epic Siege of Vraks. Being the last of the trilogy, this book continues directly from where the previous volume left off, and so, without having read the other books, the story is likely to make little sense. I haven't spent any time explaining 'the story so far', so before diving into this, you might like to re-read the first two volumes.

Just as in part two, in this book we have escalated the Siege of Vraks once more. The first volume dealt with a heretic uprising against the Imperium. In part two that rebellion attracted the support of the Traitor legions of Chaos Space Marines, along with the Traitor Titan Legions. But, these are not the only forces the Chaos gods have to fight for them. The third part of the Siege of Vraks deals with the daemonic forces.

Since we started the Vraks project Codex: Chaos Daemons has been published, detailing the daemon-servants of Chaos. This has been a great boon for Forge World because it was always our intention that Vraks would become a full-scale incursion, with Daemon Engines, and now there is an army list into which these models can easily fit. It is almost like we planned it that way (but we didn't!).

It was also my intention that the Vraks story might act as an example of how a Chaos incursion could occur: that from small beginnings and a heresy committed against the Emperor in ignorance, the Chaos gods could seize upon it to unleash their favoured children into the material universe. The Ordo Malleus understand this process well, having fought against it for thousands of years, but they are not expected to fight every minor rebellion and individual heretic in the fear that their actions could lead to future daemonic summonings. Instead, the Ordo Malleus save their strength to counter the outcome, leaving the earlier fighting to more numerous conventional forces. But we might imagine that the Inquisition keeps a wary eye on developments in dangerous warzones, ready to step in at need, just as they have on Vraks.

The Ordo Malleus' involvement also gave me a chance to illuminate another area of the Warhammer 40,000 background that is often mentioned, but rarely shown and that I happen to enjoy. At its heart the Imperium is a massive, faceless bureaucracy, driven by a labyrinthine political system, the pinnacle of which are the Lords of Terra. Below them there are many factions within the Imperium and it does not operate as a single unified whole (that's the Tau Empire). Instead, political pressures from within can have far reaching effects. Here, control of the Vraksian war is used as a pawn with which to get access to more fighting men and materiels for other wars. Whilst the different factions of the Inquisition are devoutly loyal to the Emperor, they are also rivals for resources to fight their own battles with and each faction has its own alliances and supporters.

As ever, as well as the (hopefully) interesting background this book is really about the models. The models are the real subjects, and we have (as promised) plenty of new Daemons and daemonic engines for Khorne and Nurgle players. Early on in the project we decided that we should only attempt to cover two of the Chaos gods, because we wanted to make models specifically for them – with their own style, rather than generic models that could be used by any faction. To cover all four of the Chaos gods would just have been too large a task. We have been at this project for over three years now! Eventually we hope to cover Slaanesh and Tzeentch in the same detail, but that is for the future.

The army list within this book is the Nurgle worshipper's version of the Renegade and Heretics list. Should your preference lie with the Plague God's minions, for pestilence and disease, or should you already have a Plague Marine army and wish to expand it, then the Servants of Decay are those renegades that have been drawn into Nurgle's grasp.

So there you have it, the Siege of Vraks is now over and I hope you have enjoyed it as much as we at Forge World have. It's been an epic odyssey, for the model-makers as well as the author. By my estimation, the entire project has spawned over 200 new models for Warhammer 40,000 players, including two new armies – an impressive result.

Read on to discover the conclusion...

...and happy gaming.

Warwick Kinrade

April 2009

This book is not a stand-alone supplement, reference is made to other Warhammer 40,000 publications and you may find it helpful to have read these before reading this book. To use the material in this book in games of Warhammer 40,000, you will need the Warhammer 40,000 rulebook and the following Codexes: Imperial Guard, Space Marines, Chaos Space Marines, Chaos Daemons and the Cities of Death supplement. Some of the vehicles mentioned in this book and used in scenarios have rules that appeared in Imperial Armour Volume 1: Imperial Guard and Imperial Navy, and Imperial Armour Volume 2: Space Marines and Forces of the Inquisition. Also, Warhammer 40,000 Apocalypse and the supplements: Imperial Armour Apocalypse and Apocalypse Reload will be useful. Having these books will assist in playing the scenarios and enriching the background to the campaign.

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

CHAPTER TWELVE
THE CONCLAVE OF SCARUS

"We are at war with forces too terrible to comprehend. We cannot afford mercy for any of its victims too weak to take the morally correct course. Our mercies destroy us; they weaken us and sap our resolve for the long battle ahead. Put aside any such thoughts. They are not worthy of Inquisitors in the Service of the Emperor. Praise his Name, for in our resolve we only reflect his unbreakable purpose of will."

– from the *Book of Exorcisms*, the Verses of Inquisitor Enoch

A Chamber of Secrets

The colonnaded forum before the council chamber was a bustle of people and servitors. Hundreds of scribes, servants, menials and acolytes had gathered before the ornate vaulted brass doorway that led into the council chamber beyond. They were all awaiting admittance to the viewing balconies that surrounded the debating floor. Today the great Lord-Inquisitors of the Conclave of Scarus would sit in full session, and many items were listed upon the agenda. From the indictment of numerous failing Administratum Principles and Adepts on minor charges, to those accused of the most heinous crimes of blasphemy and heresy against the Emperor and facing the ultimate punishment of excommunication. Top of the agenda was the motion brought by the Proctor General himself, Inquisitor Lord Hector Rex, for the induction of the entire 88th Imperial Guard siege army into his service.

Lord Hector Rex was seeking the conclave's approval for an order to take command of the war on Vraks. So far the siege of the Apostate-Cardinal Xaphan's fortress on the former Departmento Munitorum armoury world of Vraks had dragged on for fourteen years. At best estimates over six million Imperial Guardsmen of the Krieg siege regiments had been sacrificed in an unrelenting war of attrition, other figures reached as high as eight million. The Cardinal's heretical army had offered stern resistance from its strong defences, and each yard gained had been bought at a bloody price in loyal lives. Such slaughter would have concerned the Inquisitor-Lord little had it not been for two further factors; first the intervention on Vraks of warbands of the Traitor Legions of Chaos, and second the subsequent prophesy of the renowned and honoured hunch-backed Warp-seer Malphius – whose mastery of the predictive power of the Emperor's Tarot was second to none. Malphius' readings had made grim and worrying news. Lord Rex believed the aged, misshapen seer had seen the future for Vraks, and based upon his experience of a lifetime as a daemon-hunter of the Ordo Malleus, Lord Hector Rex was now certain that Vraks was about to become the site of a major daemonic incursion. The ground had been well prepared by fourteen years of bitter warfare. Now the vile servants of the Chaos gods were ready to unleash their worst allies, dark powers from the Warp made flesh and bone in the material universe – Daemons – the true children of Chaos. Daemons were malevolent spirits that could not be defeated by conventional means. There were few forces in the universe able to repel such an assault, which would be both physically and morally corrupting. But the Ordo Malleus had been founded for just such demanding work. Theirs was the sacred task to protect Mankind from terrible powers that the common man should never know about. In order to take command, the Inquisitor-Lord wanted the authority of his conclave behind him. With it he could take overall command of the war on Vraks and deploy all the resources available to the Ordo Malleus to counter the threat. If needs be he could always invoke his Inquisitorial Mandate and proceed without his conclave's full backing, but to do so would seriously weaken his power within the chamber and, should his mission fail, open him up to accusations and indictments from his enemies, especially in the Ordo Hereticus.

Those enemies were already gathered here in number. The Ordo Hereticus, the Witch Hunters, was the arm of the Inquisition founded to police the threat to the Imperium from within its own organisations. It was the single largest and most powerful faction within the byzantine structure of the Emperor's Inquisition. Their sacred task was to route out heresy, incompetence and criminality from the ranks of the Emperor's own servants. The powers they wielded in searching out those that failed in their duties to the Emperor were unparalleled and virtually unlimited. Even an Inquisitor-Lord of the Ordo Malleus was not beyond their reach. Lord Rex knew that the Witch Hunters would seize any opportunity they could to take control of the war on Vraks. They had already assisted the Ecclesiarchy in lobbying hard to be granted command of the siege army fighting on Vraks. Their argument was that as the Apostate-Cardinal was a renegade from within the Adeptus Ministorum, he should face justice at their hands and no other. Crimes had also been committed against the Adeptus Sororitas, the holy Sisters of Battle who served alongside the Witch Hunters as their chamber militant. Lord Hector Rex expected that today's debate on Vraks would be hard fought, and failure in the council chamber might see him forced to act alone, and risk the ire of the Ordo Hereticus. Before he could win any battles on Vraks, he must first win the political battle here.

Despite the enemy factions entrenched against him, Inquisitor Rex also knew that the conclave would have to act. Failure to do so against the threat of daemonic incursion on Vraks could have terrible consequences, not just in defeat for the Imperial Guard forces but the surrounding systems would be next. Perhaps Vraks might become a daemon world, where the barriers between the Warp and realspace have been broken down completely, and daemons roam at will. Defeat would mean that the Chaos gods would have gained a foothold in the Scarus sector and more attacks and raids would then follow, perhaps becoming a Black Crusade. Who knew how many worlds would be lost and how many souls would be damned to the service of the dark powers before an incursion was halted?

All had been prepared. Seer Malphius had been summoned to appear before the conclave, and other evidence had been gathered and prepared. Hector Rex's agents had sounded out the other members of the conclave, and knew

that those who supported his motion and those that stood against it were evenly split. As the Inquisitor-Lord donned his luxurious ceremonial robes and the many symbols of his offices he had his opening speech memorized. He joined the procession of the other conclave members as they moved across the forum and the great doors swung slowly open.

The debating chamber was an ancient hall, used by the conclave for the past 2,000 years; its marbled floor was worn and scuffed, its granite chairs and benches smoothed and polished with age and wear. Servo-skulls hovered overhead carrying lanterns to light the chamber, but it was still dark and gloomy, except in the centre of the circular debating floor, where a spotlight fell upon each Inquisitor who took his turn to address the conclave. Down the years many criminals and malcontents had been named and excommunicated from within this hall, many Inquisitors and their agents dispatched upon missions to hunt down those that sought to threaten or overthrow the righteous rule of the High Lords of Terra. The upper tier of the chamber was surrounded by viewing balconies, from where scribes and secretaries could record the debates and motions placed before the conclave. Higher still, in the intricate ironwork rafters overhead where gargoyles and saintly statues held up the arching roof, plump cherubim creatures perched and fluttered on feathered wings, carrying parchments and messages for those below.

Access to the chamber was through the single gleaming brass doorway, huge and heavy, carved with images of the Emperor battling mythic beasts with many heads, symbolic of the many enemies that Mankind must vanquish if the Emperor's divine rule was to be maintained across the galaxy. Through that door now came in procession the Inquisitor-Lords of the Conclave of Scarus, each resplendent in his or her finest ceremonial robes. Here were the great and powerful lords that could determine the fate of all within the Scarus sector, planets as well as mere citizens. From menial Administratum workers to planetary governors, army generals and even, should occasion and law demand it, fellow Inquisitors.

The procession entered in solemn silence to the chanted words of the Inquisitorial oath, to serve loyally and faithfully the only true ruler of Mankind and maintain his divine order against all threats. They were led in by the venerable Lord Thor Malkin, once Proctor-General of the conclave himself until terribly wounded in battle. Now he was ancient and bent with age, his body rebuilt with bionics. Once Thor Malkin had travelled the galaxy with the famous rogue trader Joff Zuckerman, and their adventures were the stuff of legend amongst the acolytes that followed him, including victory in the infamous Kynbaex Genocide. Behind him followed lords of the Ordo Hereticus, Ordo Xenos, Ordo Malleus, and the other lesser orders. Those lords that could not be present due to circumstance or duties far away, had sent representatives in their place, to vote by proxy and report back on the developments and the decisions of the conclave.

By custom the last to enter would be Lord Hector Rex himself and he would seat himself in the large ornate granite throne at the head of the chamber. When all were seated, the litany readings complete and the viewing galleries above full, Lord Rex rose from his throne and strode to the centre of the debating floor, long robes trailing behind him. He placed himself firmly at the top of the twin-headed eagle engraved in gold into the worn marbled slabs and addressed the council.

"Worthy Lords, I have come before you today to offer my life in the service of our Emperor. The choice before you is a simple one. To act now, decisively to support my actions on Vraks, or to prevaricate and delay and risk greater harms in the future. Given the evidence I shall place before the conclave the course of action that I recommend is, I believe, the only course that can see us safeguard this sector from future disasters and damnations. There is no other. Support my motion and I shall promise you victory, even at the cost of my own life. Defeat my motion and we all shall have failed. Failed in our holy duty to the Emperor and all Mankind."

The last line brought outrage and uproar to the chamber as Inquisitors rose to castigate the Proctor-General for his harsh words and assertions of failure. Others rose to raise their voices in support of him, and for minutes the furious arguments created a tumult over which none could make himself heard over any other. In the galleries above scribes and secretaries frantically scribbled down what they could but it was not until the calls for order in the chamber were heeded that the motion could be properly debated and the evidence heard.

Many had their say as the Proctor-General, now returned to his seat, sat, watched and listened and added nothing more to the debate. After Malphius the Seer had addressed the chamber and been cross-examined, further evidence from Vraks was presented. Others took the floor to argue for or against the motion, and order had to be called several times when Lord Thor Malkin took the floor and addressed the crowd, supporting his former Acolyte's plan and condemning those that would block his motion.

After the debate, the motion was put to the vote. It would be close. Lord Rex had known it must be, but if he could sway just a few of his rivals, then he would win. It turned on the Ordo Hereticus. Although of one order its Inquisitors were not of one faction. Each had his own ideas and independence of action, ultimately, each Inquisitor had to be his own man – their missions required it. The hard liners would not be turned. But in the end Lord Inquisitor Balzac abstained, and took three fellow radicals with him. It was enough to pass the motion by just two votes. Lord Rex had won.

But, if the conclave's Proctor-General had hoped to forge an alliance of the factions to fight together, or at least support him on Vraks, he had failed. The council chamber emptied in an acrimonious atmosphere of discontent and distrust. The hard liners had failed to be convinced of anything, except that the Proctor-General was exceeding his jurisdiction in inducting the 88th siege army into a war that was clearly theirs to be fought. Bringing an Apostate Cardinal and his allies to justice should be their task, and theirs alone.

There was no sense of brotherhood or unity of purpose in the Conclave of Scarus as the arguments and recriminations continued out into the forum. But for Hector Rex his narrow victory in the council chamber would now have to be followed up with victory on the artillery-shredded battlefields of Vraks. Now the battle to save Vraks from daemonic incursion would begin in earnest and that would require many more sacrifices, endurance, single-mindedness of purpose and obdurate will on the Inquisitor's behalf. Waver now and only catastrophe could follow.

Preparing for a New War

Lord Hector Rex immediately prepared the dictum that would officially place the 88th siege army at his command. It would soon be formerly under the control of the Ordo Malleus, with Inquisitor Lord Hector Rex taking over as supreme commander. With the great lord would come not only his own formidable retinue of followers but also other Inquisitors of the Ordo Malleus, allies of Rex who supported their leader and would now be placed amongst the headquarters of each Krieg regiment on Vraks. Each Inquisitor would have his own retinue and the power to call upon other weapons of the Imperium should he need them; soldiers of the Inquisitorial storm trooper regiments, agents of the Officio Assassinorum and not least Space Marines of the Ordo Malleus' order militant – the secret Grey Knights, an entire chapter of the Adeptus Astartes dedicated to the combating and banishment of Daemons.

As soon as the chamber had been cleared, a pre-prepared plan had moved into action, no time could be wasted. A priority astropathic message was forwarded from Inquisitor Rex to the moon of Saturn, Titan, where the Grey Knight's fortress-monastery awaited just such calls for aid. From here a fast cruiser, loaded with the best warriors the Imperium could train and equip for such soul-testing combat would be dispatched, along with orders to place themselves at the service of the Inquisitor Lord. Chosen to lead the elite strike force was Brother Captain Stern.

The Grey Knights were not the only Space Marine force Inquisitor Rex turned to – potent though they would be. The Red Hunters Chapter also had a long history of putting themselves at the service of the Inquisition. So strong was the link between this Chapter and the three great Inquisitorial orders that rumour was that they had been founded at the request of the Inquisitorial representative on Terra, and that there was a secret pact between the Inquisition and the Chapter for mutual support. Uniquely, the Chapter even bore the Inquisitorial 'I' upon its badge. Although still a Chapter of Space Marines that looked to the Codex Astartes for its organisation and spiritual guidance, the Chapter made their squads available for rapid responses to Inquisitorial calls for assistance. The Inquisitors fighting on the frontline on Vraks would also have an honour guard of Red Hunters squads to call upon.

Finally, Inquisitor Rex made a last gambit. The Red Scorpions Chapter had already done proud service on Vraks, as had the Dark Angels Chapter. He would dispatch envoys to each in order to request their aid again, but he would not demand it. In the case of the Dark Angels he had little hope of success. The Dark Angels were a Chapter that surrounded themselves in secrecy and mystery and rarely had any contact with the Inquisition. In the past many Inquisitors had attempted to investigate the dark secrets that seemed to be at the heart of the Chapter, but none had ever succeeded, and the Chapter's Grand Master would have little trust or loyalty towards an Inquisitor Lord of the Ordo Malleus. But the Red Scorpions had no such concerns. They were a Chapter obsessed with their own purity of geneseed and purity of purpose. They might, if the negotiator was careful and worded his request well, be persuaded to return to Vraks to finish the job they had started.

Lord Rex chose his best diplomat and dispatched him via fast courier across the galaxy to find the Red Scorpions and ask them to return, in force, to Vraks. He did not expect to see a rapid response. The journey alone would be arduous, and there was no guarantee of success, but he had set the wheels in motion.

As Inquisitor Rex's envoys set out, so he would travel to Thracian Prime, to the headquarters of 88th siege army and meet with its commanding officers. They would be informed of the conclave's decision and handed the dictum. Command of the army would be turned over to Inquisitor Rex immediately. As for Lord Marshall Arnim Kagori, he could either accept a new position subordinate to the Inquisitor or resign his post and seek a new appointment. No blame or charges would be attached to him, although a Departmento Munitorum review of his conduct of the war would no doubt be held. From Lord Rex's point of view, the Marshall's efforts on Vraks had generally been a success. He had prosecuted the war well and little more could be asked of the Marshall, whose martial honour remained intact.

Arriving on Thracian Prime the Inquisitor Lord interrupted Marshal Kagori's routine round of briefings and reports to inform him of the conclave's decision. On being informed of the Ordo Malleus' order to induct his army, the Marshall immediately requested transfer to Vraks itself. He would take command of a regiment, or failing that a company on the frontline in order to lead men in combat again. He had done his duty from a distance, now he wished to meet the enemy face to face. The transfer was immediately granted along with a cadre of other staff officers wishing to join the war.

Whilst Hector Rex was re-organising the 88th siege army on Thracian Prime, the first Inquisitors would be arriving on Vraks to begin field operations. In all 38 Inquisitors of Lord Rex's chamber-practical and their retinues would be quickly re-deployed to Vraks. They would be placed in each regiment's headquarters, to observe operations and to lead from the front when the time came. Even the venerable Lord Thor Malkin had volunteered for service on Vraks. The old man, now more metal and bionics than flesh and bone, would once again don his armour and take up his force weapon. Vraks would be the veteran daemonhunter's final battle against his oldest foe. He may be aged, but no one in the Scarus sector knew more about the nature of Daemons and their banishment. Lord Rex was honoured to have his old mentor once again at his side.

Meanwhile on Vraks, each siege regiment commander and all their supporting units, including the Departmento Munitorum labour corps and supply columns received the orders that the Ordo Malleus was taking over supreme command of the siege. Orders would now come directly from the Inquisition, and those not carrying the Inquisition's authority were to be ignored. At the front, in the trenches, very little would change. Still the artillery rumbled overhead and crashed into no-man's land, still the enemy fought with bitter resolve. But far behind the frontlines, preparations were being made for the new war that was about to begin...

CHAPTER THIRTEEN
CLOSING THE RING

"But to wrestle with the Daemon and emerge from the battle unscathed, we must maintain Purity of Purpose.
We must each conquer ourselves in order to win a thousand battles."

Brother Captain Stern of the Grey Knights,
prior to the Cleansing of Vraks

At 101827.M41 the fast strike cruiser *Honour-Amentum* arrived in the Vraks system, speeding into orbit directly from its home base on Titan. Amongst the swiftest vessels in the Imperium's fleet, heavily armed for its size and equipped with enough powerful teleportation chambers to allow multiple squads to teleport to the surface at once, the Grey Knights strike cruiser was the cutting edge of the Imperium's fleet, and only available to the Ordo Malleus' elite Chapter. Each ship's navigator was the best the Navis Nobilis houses could provide, tied to the Grey Knights by ancient pacts signed when the Chapter was founded. These strange mutants could find their way through the Warp by instinct and make longer warp-jumps than any other, guiding vessels safely through the unpredictable currents of the Immaterium. With their aid a Grey Knights strike force could speed to any location in the galaxy faster then any other forces available to the Imperium. Now the first of the Daemon Hunters had arrived in Vraks system under the command of Brother Captain Stern.

The first major tactical problem the Inquisitor Lord and his newly emplaced staff had to tackle was no different from that which Marshall Kagori had already been wrestling with. One look at the strategic holo-map would show even a first year student of an officer cadet training academy that the siege could not be completed whilst the eastern flank remained wide open. The encirclement of the citadel was incomplete and whilst it remained so the enemy would have an escape route. Even the capture of the Citadel might not see the war end if the enemy could withdraw to fight again another day. Also, the current position meant that 30th line korps was tied down having to act as a rear guard to the 1st line korps against attack from behind. Useful regiments and guns were being tied down on the defensive.

Inquisitor Lord Rex gave orders that the ring was to be sealed. The four regiments of the 30th line korps would be ordered to go on the offensive and attack in echelon, with the northern 263rd regiment first, followed in turn by the 262nd, 269th and finally the 261st regiment in the south. They were to swing round, pushing southward then south-westward to close the ring about the Citadel by meeting up with the 308th regiment in sector 57-44, where they were the southern-most unit in the front currently held by the 34th line korps. The offensive should swing like a door hinged upon the 1st line korps' positions. From the north this offensive would have over sixty kilometres to cover, and from the reports of Death Rider patrols, Nurgle warbands and their allies were still infesting the entire area. In order to hasten the attack, the 7th and 11th tank regiments were ordered to attach themselves to the 30th line korps, becoming the armoured fist that would conduct the left hook and smash through the enemy.

It would take time to get organised for the offensive, but for the time being it was to be the priority for 88th army's staff. The other regiments were told to hold their positions and conduct nothing





Above: The ring of steel closes. Krieg heavy armour and Reaver Titans continue the remorsless advance towards Vraks' Citadel.

but nuisance raids and patrolling whilst the Citadel was sealed within a ring of guns. Expecting fierce fighting and counter-attacks by the Nurgle followers, Inquisitors would be assigned to support the offensive, and the Grey Knights strike force under Brother Captain Stern would act as a rapid reserve, awaiting in the strike cruiser *Honour-Amentum*, ready to intervene wherever the enemy seemed strongest or daemonic activity was encountered. The time set for the opening of the battle was 273827.M41.

In the wake of a successful offensive, two more major operations were also in the pipeline. The first would see the 1st line korps' three regiments push to the curtain wall, tightening the noose around the Citadel and hemming the defenders in. The second would see the 46th line korps, the least experienced of the army's major units (its three regiments had seen a mere six years of service on Vraks so far), push down from the north, to take the high ground and hills and the vantage point at point 202. With these two operations complete, the ring around the Citadel would have closed up to the curtain wall and the enemy would be sealed in an ever-shrinking pocket.

A Green Hell

Only a faint glow of sunlight glimmered through the grey clouds hanging low over the 30th line korps' positions. Soon one of Vraks' regular rainstorms would break and turn the battlefield into another sodden quagmire, but the Krieg guardsmen had become well adapted to the conditions. This time their offensive would not be attacking any fixed enemy positions, there was no constant enemy defence line to break, instead ahead lay a battlefield littered with the remains of previous fighting. The old rusting hulks of tanks and guns lay half buried in the mud or abandoned in shell craters alongside the smashed remains of old trenches and fortifications and seemingly random sprouting of rusted razorwire, which had once protected something, but now were abandoned to the elements. It was ground that had been fought over, to and fro, for years. Worst of all, under the surface might lie long forgotten mines and unexploded shells that could detonate with massive force without warning after years lying dormant in the mud.

It was 273827.M41 when the guns opened fire, a rolling barrage of shells from the guns of 30th line korps, mixed with smoke shells to obscure the 263rd regiment's first lunge forwards. With terrific force the barrage slammed down, battering the already tortured landscape as the leading infantry companies clambered up the ladders and out of their trenches. The tanks were close behind, tank companies combining with the infantry to form armoured battle groups. In the wake of the artillery, the steady, well-ordered advance began.

At first progress was good, but then the enemy counter-barrage began to land. Wherever a rolling barrage was falling, then an attack would not be far behind. First mortar shells were impacting, soon followed by heavier artillery rounds. They were exploding all around, but mingling with the grey smoke plumes was a green-tinged fog – chemical shells releasing their lethal payload of TP-III. The acidic gas clouds were soon billowing across the 263rd regiment's front. Casualties were high, throwing the attack into confusion. Units became lost in the thick smoke and chemical smog. Squads that blundered into a concentration of gas were quickly wiped out; nothing remained, they simply vanished as the acid ate away their flesh and bones.

Through it all the tanks rumbled on. Within their sealed hulls the crews were safe from the gas, and they now formed the point of the attack. It had become a hellish battlefield. Visibility was reduced to just a few metres by the acid clouds, tanks were becoming bogged down as they blundered into large shell craters or long forgotten tank traps. Several Leman Russ hit mines. Then, through the green haze, the enemy counter-attacked. The resulting battle was a series of messy skirmishes fought inside the gas clouds. Enemy armoured vehicles fired blindly, or closed in to point blank range. Unable to co-ordinate tanks, infantry and artillery, the enemy scored quick victories, blasting tank squadrons into burning hulks before withdrawing again. But, despite their successes, the enemy lacked the numbers to halt the advance. The local counter-attacks might stall the offensive for a while and cost men and machines, but by its sheer weight the offensive was still pushing forward. Where the gas cleared the Krieg guardsmen pushed ever onwards against sporadic enemy resistance. By the end of the first day they had made ten kilometres of ground. Tomorrow would see the 263rd lunge forwards again. To the south the 262nd regiment would also join the battle.

For the first few days the offensive continued with the enemy throwing their forces in piecemeal to hold up the attack wherever they could and with the Krieg armoured battle groups thrusting forwards. On the fourth day enemy resistance stiffened. They had now had time to organise a more effective defence. The warbands of the Plague Marines had moved into place, with their own armoured vehicles in support. Worst still, all manner of hideous mutants and slimy, plague-ridden creatures were now unleashed upon the battlefield. Amongst the chemical smog these beasts howled and wailed in pain and fury. Ogryns, now barely recognisable as such. Chaos spawn in all shapes and sizes. Unnamed, tormented creatures that oozed acidic slime. All were thrown into the fighting.

As it joined the battle, the 269th regiment reported encounters with plague zombies. These were hordes of creatures of ragged flesh and bone which shambled through the mud and smoke armed only with teeth and nails, but hungry for the taste of warm flesh and blood. They were the remains of the long dead, risen from their graves to fight again by some blasphemous art unknown to the soldiers of Krieg. The dead of both sides now fought for the enemy, mindless and unarmed they were cut down by the Krieg guardsmen in their hundreds, but still they came on, heedless of losses. Some died once, only to rise again, and were cut down time and again until nothing was left of their once human forms. Inquisitor Thor Malkin came to the 269th regiment's aid. Here was some blasphemous witchcraft that must be punished but if the dead fought for the enemy, then their manpower was all but inexhaustible – you could not fight a war of attrition against an enemy that would not stay dead! Soon the 262nd regiment, then the 263rd regiment were also reporting encounters with plague zombies. The old battlefield had come back to life below their very feet.

After eight days of fighting, the 34th line korps' offensive had become embroiled in a green hell. Progress had now stalled. The initial gains were being held, but the 263rd regiment's long attack had only reached midway towards its objective. The number of enemies facing them was now almost a match for the Krieg forces. The offensive was at deadlock. To break the stalemate the Inquisitors leading the battle authorised the counter use of chemical weapons, adding to the poisonous landscape with chemical shells, and in the process coating sectors 59-45 and 60-45 in a toxic soup that would make them uninhabitable for hundreds of years.

The reviled Sorcerer of Nurgle Necrosius, the Master of the Apostles of Contagion, also known as the Hand of Nurgle. Following the Vraksian war his whereabouts are unknown.



SORCERER OF NURGLE



1. ARMOUR
Necrosius' armour is a corrupt relic; although incomplete it appears to incorporate elements of MK IV and MK V Astartes power armour along with augmetic modifications of unknown origin, including what appears to be a dangerously unstable power core venting contaminated blackish-yellow vapour. Necrosius himself appears to have partly fused with the armour as it has been damaged or burst in order to accommodate his mutated form, to the point where it is impossible to know where the sorcerer ends and the armour begins.

2. MUTATED FORM
Fallen far from the glorious form of mankind and the sacred triumph of the Adeptus Astartes physiology, Necrosius' body has become subject to the warping effects of Chaos. This has manifested in horrifically bloated necrotic mutations, swelling of the flesh and what appear to be numerous cancerous lesions and the stigmata of uncounted diseases and infections.

The gifts of Nurgle usually take the same form, disfigurement and contamination with diseases of the skin. These often (but not always) cause bloating of the flesh – as seen clearly here.

Such a severe case of neurofibromatosis, with attendant tumours should induce chronic pain, but it seems not to affect Nurgle's followers in any way. Subcutaneous tumours have caused the flesh to expand. Cysts have formed and then burst, spewing blood and pus. Skin lesions of this severity would be fatal to any mortal, but Necrosius and his ilk welcome such infection as a sign of their god's favour. To their corrupt minds such unsightly dermatosis simply adds to the warband's fearsome appearance and acts to intimidate those that must fight them.

Despite its seemingly decayed and rotting state, Necrosius' body appears able to shrug off extremely serious injuries, with unconfirmed reports of his flesh almost instantaneously healing the damage done to it by las-fire and bolter rounds. In addition the sorcerer appeared able to withstand any degree of ambient pollution, including the deadly toxins and gases employed by his own side in the conflict without additional protection.

3. WEAPONRY
Force Glaive. As encountered on Vraks, Necrosius appeared to be armed with a heavily modified force weapon, based or perhaps converted from an Imperial design of the kind favoured by Space Marine Librarians. The psycho-responsive metal of the force weapon allows a psyker such as Necrosius to focus murderous energies into the blade, rendering it able to cleave through even hardened ceremite and directly sever the life force of an individual wounded by it.

Bolt pistol. Not visible here, but Necrosius is known to be armed with a bolt pistol, which he has personally adapted to fire 'plague bolts'. The warheads of each bolt are converted to contain biological warfare agents, which are scattered when the bolt explodes. These are believed to be adaptations of the psyker's own invention.

Blight grenade. Also known as a Death-head of Nurgle, these are highly effective improvised grenades. Each is made from the head of a conquered enemy. The more powerful the enemy the better, so enemy champions are highly prized. The head is sealed with wax and then filled with infectious blood, pus, acid and other putrid creations and allowed to rot down. The result is a missile which will burst upon impact, the internal pressure throwing out infectious liquids and gases in all directions.

4. NURGLING
The tiny, impish daemons of Nurgle are called Nurglings – each is a small replica of Nurgle himself. Their small size should not be mistaken for any lack of threat. They are vicious creatures, attacking in swarms that bite and claw with infected fangs. Their festering bites will quickly make an minor wound turn dangerously gangrenous. Nurglings attach themselves to the most powerful and favoured servants of Nurgle.

5. PYSCHIC MANIFESTATION
The use of warp-power will often incur physical manifestations of power, summoned from the ether. Most commonly this might be lightning or flashes of energy, but the use of psychic activity has been noted to cause all manner of other manifestations, from rapid temperature changes, sudden winds, disembodied voices, screaming or howling, unexpected levitation, to inducing fits or uncontrolled psychotic episodes.

Necrosius is also adorned with the blasphemous and macabre trappings of a sorcerer, including shrunken heads, fetishes, glyph-carved icons and a personal banner bearing the foul symbols of Chaos, harvested body parts and the like. These totems are thought to have use in ritual practises providing a psychic focus for the sorcerer's malign energies as well as fulfilling other symbolic functions.

the regiments of the 11th assault korps that had assisted the drive could now be withdrawn for refit and redeployment. 11th assault korps would now be moved to support the 1st line korps' offensive, whilst the 8th assault korps was already in place to assist the 46th line korps operation to capture point 202. Both attacks would begin at 400827.M41, and again both attacks would be led by Lord Rex's fellow Inquisitors.

The need to completely refit the 7th and 11th tank regiments caused the 1st korps to delay the offensive, but at 400827.M41 the 46th line korps began their assault alone. Along a fifteen kilometre front, the korps' three regiments went into action. The 468th regiment faced the greatest difficulty. Their sector saw them climbing the northern slopes of a range of low hills. At the southern most tip of this range, once a string of volcanoes, stood the Citadel. The regiment's first objective was seizing the highpoint 187, the next was to tackle a series of three defence laser silos, all hardened facilities, well protected from artillery bombardment. Then would come the short climb over difficult terrain to claim point 202. From this position they would be overlooking the curtain wall.

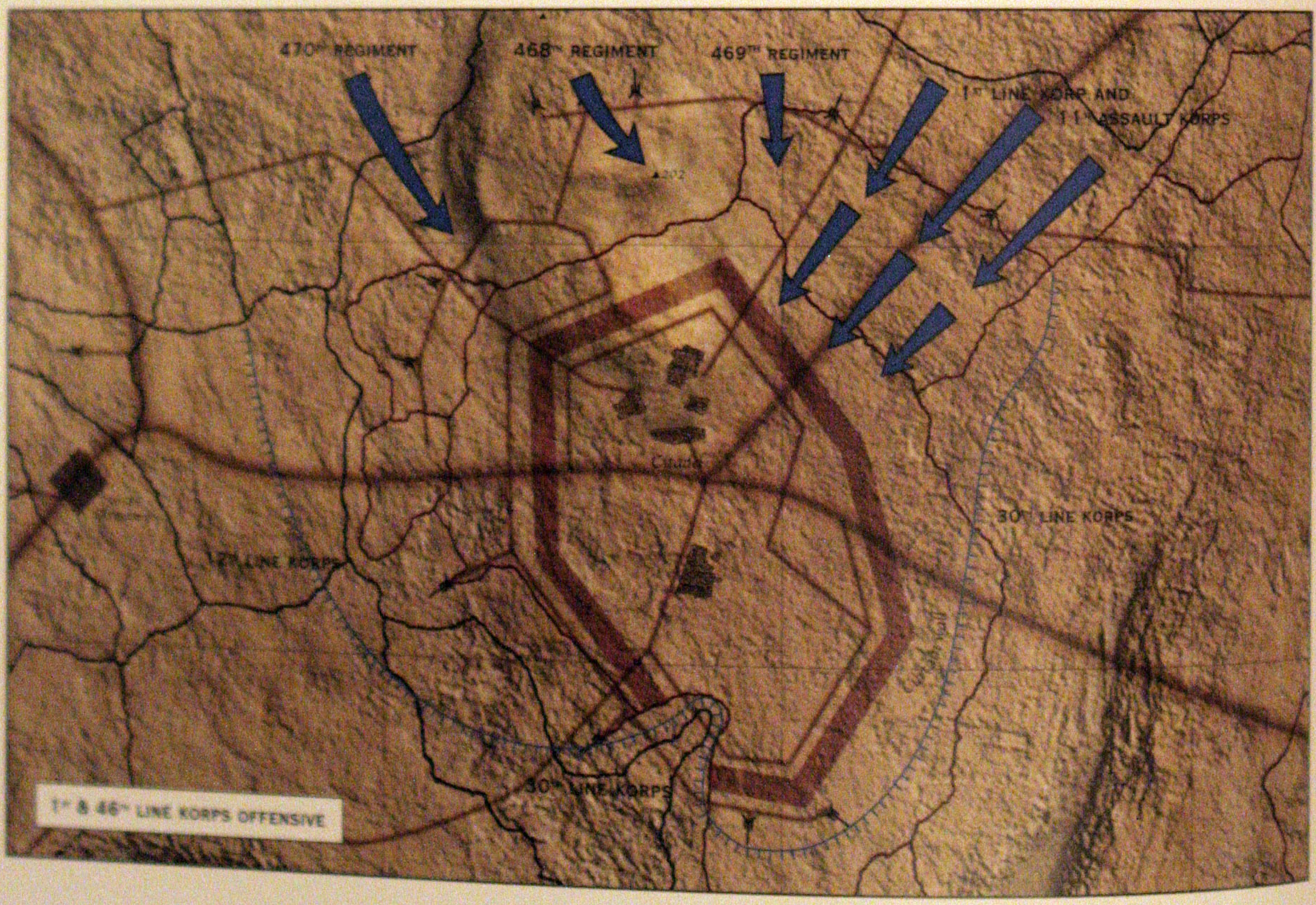
On the right of the offensive the 470th regiment had a longer distance to advance, although over easier terrain, but two lines of enemy trenches blocked the way and would have to be stormed before they reached the curtain wall. With 8th assault korps in support, approximately 350 tanks were ready to join the advance, along with 30 heavy tanks. Should they be needed, the Titans of Legio Astorum were also on standby to join the push.

In preparation for the attack the engineers in each regiment's sector had been hard at work undermining the enemy. The first day of the battle would see engineer companies detonate their pre-positioned mines and use their sap trenches to break out behind identified enemy strongpoints.

As teeming rain fell from the lead grey skies, the lead companies of the 468th regiment began to climb. After a few hours of combat, all along the line the advance had been checked by the enemy holding hidden strongpoints dug deep into the rising ground, each with commanding views of the advance. Bullets and shells fell upon the advancing guardsmen like gusts of lethal hail. Many of the following companies had been chopped to pieces by artillery fire from guns hidden safely beyond the curtain wall.

To aid the movement of the tanks to support the attack, the 109th engineer company had been ordered to construct a temporary roadway. Moving up behind the initial assault waves, the engineers had worked all day under shellfire to blast away rocks and clear a path over which a temporary surface could be laid for the waiting armour. Their construction work's progress was painfully slow, and without the tanks to suppress the enemy gun pits, the infantry could do little but die. The 468th regiment's advance to point 202 would be another long and bitter slog.

On the left flank of the korps' attack, the 470th regiment preceded their own advance with a valiant charge of seven Death Rider companies. Hoping to catch the enemy unprepared with a swift cavalry charge, the Death Rider squadrons gathered behind the forward trenches before moving up to their departure line. With parade ground efficiency the 450 men and mounts set off at a canter, striking directly along the service road. There was no preliminary bombardment to soften up the enemy, as it was felt that the artillery would do little to move the enemy and only warn them of an impending attack. The charge was all about surprise. It had some success, breaking through along the service road, some squadrons



advanced as far as sector 582-458, but most were cut down by enemy fire. At the end of the first day only some 60 riders were alive to answer roll-call.

The 46th line korps' offensive was progressing slowly, with the usual costly butcher's bill in men and lost equipment. The delay in the 1st korps attack was proving expensive. The enemy was able to free men from that front to aid the defences here, and that meant that the attrition required to wear down the forces facing them would take so much longer. The 46th line korps' commanders pleaded with Inquisitor Lord Rex to get 1st korps moving and help relieve the pressure, but orders remained that the 1st korps was not to be moved until it was ready and all the tanks were back in place again. For over a week, the 46th line korps regiments bled away their combat strength in their lone offensive.

At 431827.M41 the 1st line korps went over to the offensive. Three regiments struck out south-westward on a fifteen kilometre advance to the curtain wall. Like the 46th korps, they had massed tank and heavy tank companies with them, and soon the armoured spearheads were smashing into the enemy lines. Here they encountered the survivors of 30th line korps' earlier offensive, now forced back into the pocket. The Nurgle worshippers fought fanatically, unleashing more chemical and biological weapons. Traitor Space Marines of the Purge were blamed for the indiscriminate use of such weapons of mass destruction but they were not alone. Imperial Navy air support was flying daily, bombing and strafing. The enemy's own aircraft, dwindling in numbers now, were occasionally seen, but it seemed 88th siege army had now gained almost total air superiority. The Marauder bombers dumped payload after payload onto the curtain walls in sector 58-45, carpet bombing the enemy's rear areas. The weight of the combined attacks was remorselessly crushing the defenders.

The Rise of Zhufor

As the fighting continued, day after bitter day, and the Krieg siege regiments pressed ever onwards, even the defender's Chaos Space Marine allies could not save them from the juggernaut of war the Imperium had set in motion. For the first time the renegades' ammunition, food and fuel were becoming scarce. In some units supplies were being hoarded, and other units saw their stocks dwindling daily. Morale amongst the original defenders was falling. Some still fought with fanatical determination born of insanity or an unshakable belief in their dark gods, but others despaired and, risking the wrath of their enforcers, threw down their arms or fled. Here was a first: falling morale might result in a catastrophic collapse – if one sector gave up the fight, then the next might also, and soon Cardinal Xaphan's heretical army might fall apart. For the enemy commanders this could not be allowed to happen. There were men (or creatures who had once been men), who would not allow this war to end yet. The Traitor Legionnaires would never break. They lived only to kill the false Emperor's servants, but they had not come to Vraks to see the war end without eking out every last drop of slaughter they could.

One such man was Zhufor, Lord of the Skulltakers. Reports from the front that some units had fled rather than fight and that the enemy was almost at the curtain wall brought swift and bloody retribution. Zhufor could not suffer such weak-willed cowardice, and Khorne must see it avenged.

It was only during the Ordo Malleus' long and thorough investigation into the events behind the Vraksian war that information regarding affairs within the upper echelons of the Vraksian traitors was revealed. At the time the Emperor's commanders were unaware of what was happening within the Citadel's walls. Only prisoner interrogations and the use of invasive telepathic psykers from the Schola Psykana would later deduce a clear picture.

Driven by his own ambition and a desire to prolong the war, Lord Zhufor, commanding the largest Khornate warband, moved to stop the rot before it brought the whole house down. He had only come to Vraks to bring slaughter in Khorne's name, and he neither served nor recognised the authority of Cardinal Xaphan. Zhufor's warband, like the others, had no loyalty to anybody but their lords and their god. Such men made dangerous allies. Potent on the battlefield but, with the situation at the front deteriorating and with supplies becoming scarce, the Chaos warbands quickly turned against their allies and against each other. Death was Zhufor's only motivation – to continue the killing until the last drop of blood had been squeezed from Vraks. For him, this war was far from over. Zhufor planned to take over Vraks.

First he moved to subjugate the Khornate warbands and unify them under his leadership. This gave him by far the largest Khornate faction on Vraks and then, with their support, he moved to take over the entire Vraksian renegade army – and that meant the removal of the reclusive Cardinal Xaphan and his ineffectual cronies.

No doubt the Lord of the Skulltakers had always planned a coup, or was acting under orders from his own master, Abaddon, to run the war on Vraks to his own liking. Zhufor had bided his time, but now he chose to strike. Mastery of the Khorne-worshipping warbands was the first of his two tasks. They respected only martial prowess and few could match Zhufor's. A giant of a man, he led by example and by fear. Now he challenged the leader of the Berserkers of Skallathrax to a duel. At stake would be the leadership of both warbands. To refuse would be an affront to Khorne, and would no doubt see his opponent ousted by his own ambitious followers anyway. Such a battle between his champions would please Khorne mightily.

So, stripped of armour and armed with chainaxes the two Chaos lords fought to the death, Zhufor winning the mighty combat. Striking the head from his opponent, he raised it to the baying crowd and claimed, by right of conquest, lordship over the Berserkers of Skallathrax. Any who would oppose his rule must fight him now. None did. Zhufor was Khorne's chosen champion on Vraks and now he had proved it with his own blood-soaked hands. The Berserkers of Skallathrax would fight for him.

Next, Zhufor subjugated the Sanctified. To do so he made them an offer – sign a pact and swear to follow him for the duration of the war and in return he would provide the Sanctified with all they needed to open a warp portal on Vraks. The Sanctified were daemonancers, and they worked constantly to bring Khorne's children into the material universe. They had the expertise, now Zhufor would provide them with the tens of thousands of sacrificial victims needed in order to create a warp portal through which daemon legions could pour out. Zhufor also gave them a name and a bold promise. The promise was that he would facilitate the summoning of the greatest daemon legion in Khorne's endless armies. The name was a powerful one – An'ggrath.

The pact was too alluring to refuse. The Sanctified joined forces with Zhufor in order to summon the Guardian of the Throne of Skulls himself, the Lord of Bloodthirsters would come forth to bring fresh slaughter. The Khorne warbands were now united under Zhufor.

The Lord of the Skulltakers now had the single most powerful faction under his sway, so he turned it against the other Chaos warbands. The ultimatum was simple – join him or face destruction at his hands. To prove his mettle Zhufor suddenly attacked and killed the lord and champions of the Black Brethren of Ayreas. Outnumbered and taken by surprise by the treachery, the survivors surrendered after a brief battle. The other warbands followed – all save Arkos the Faithless and the Alpha Legion. They would not submit to Zhufor but in order to save his warband from being attacked Arkos made his own treacherous deal. Of all the warband leaders he alone had the trust of Cardinal Xaphan, who was hidden away inside his fortress. Arkos knew that the Apostate-Cardinal was already little more than a symbolic leader, Arkos had really been directing the war for years, but many of the Vraksian renegades saw the Cardinal as their messiah. He had proclaimed himself as such. Arkos agreed to turn traitor against Xaphan. To maintain his own independence he would allow Zhufor to capture the Cardinal.

The treacherous pact made, Arkos was true to his word. In secret, the Alpha Legion allowed Zhufor and his personal bodyguard of Terminator-armoured killers into the Cardinal's Palace. Those Disciples of Xaphan not assassinated by the Alpha Legion were quickly slaughtered by Zhufor and his men, who swept through the palace leaving a trail of butchery behind them. Deacon Mamon and his closest guards fled to save themselves and would later be found fighting alongside the Nurgle warband of the Tainted – although Mamon's own refuge was to be short lived. The Apostate-Cardinal himself was captured alive. Zhufor plucking the feeble mortal from his gaudy throne. The Cardinal had played his part on Vraks but now Khorne only had one use left for him – as a sacrifice. Soon, Xaphan's skull too would join those piled before the Blood God's throne. Zhufor threw the Cardinal and his surviving cronies into Vraks' deepest dungeons to await their fate.

Zhufor's coup was complete. By blood and treachery he had made himself master of Vraks. The war was now his to fight. Millions would now march to his command and, as promised, there was a warp portal to construct.

To Hangman's Hill

Blissfully unaware of the turmoil and sudden demise of Cardinal Xaphan, or the emergence of Zhufor as the new warlord of Vraks, Inquisitor Lord Rex kept a stern vigil over the offensives of the 1st and 46th line korps. At first the big push towards the curtain wall had been much slower than he had anticipated but now the enemy had cracked and the daily gains were growing. Enemy prisoner numbers had soared. The Quartermaster's reports showed that the gains included massive amounts of abandoned vehicles and captured equipment. In some sectors it seemed that the enemy's will to fight had broken.

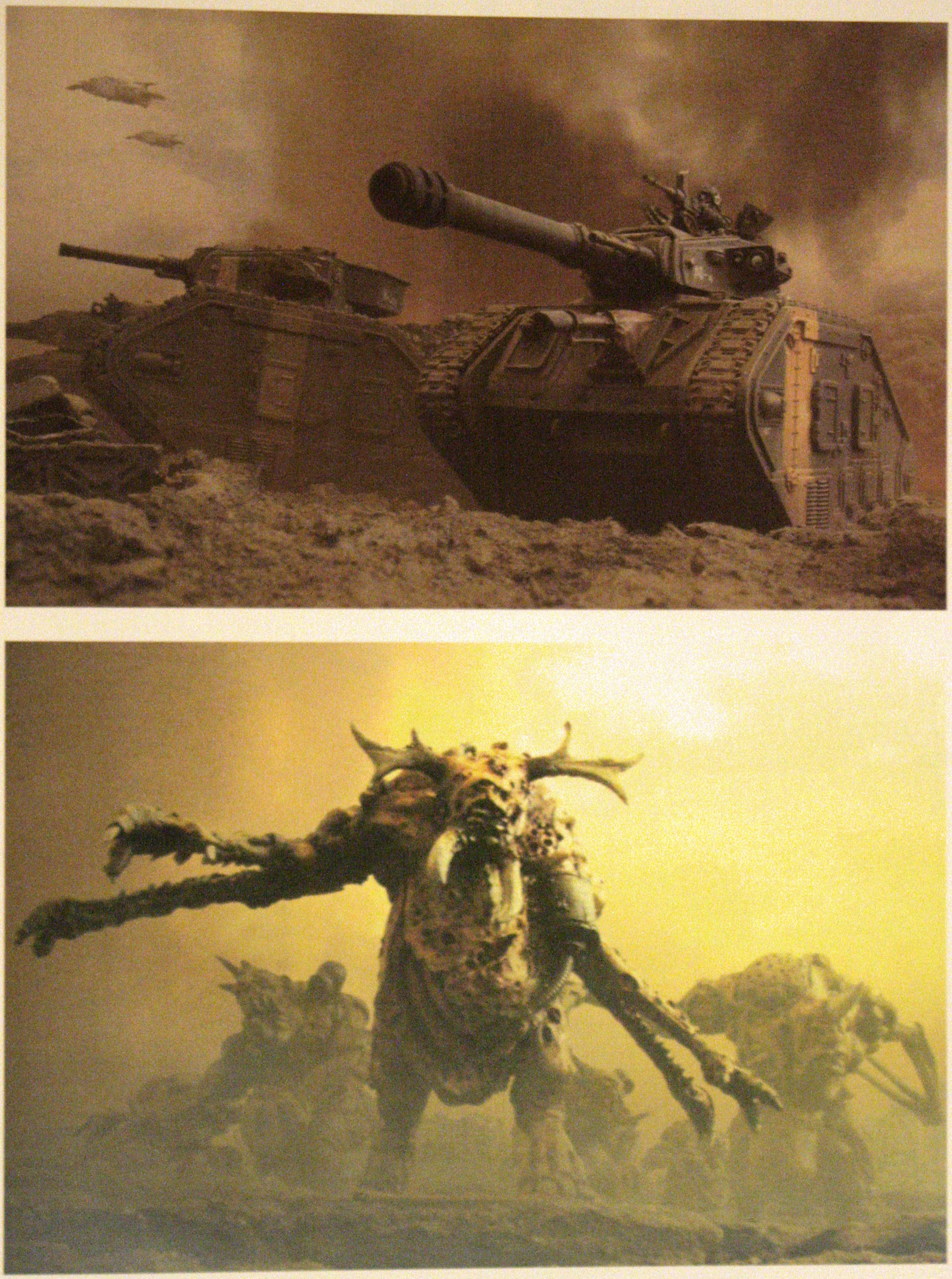
The 1st line korps' 3rd siege regiment was now within striking distance of the curtain wall, and Lord Rex gave orders for the regiment to capture the main gate in sector 579-459 or to force a breach elsewhere and hold it. Either way, the korps' offensive would only end when they had forced a passage through the curtain wall. Titans would be deployed to aid them.

In the 46th line korps' sector progress had also been ponderous. The construction of the temporary road had actually held back the entire assault, with companies clinging to the hillside awaiting tank support that could not reach them. Hundreds of engineers had perished under enemy shell fire, and the tanks had made little headway.

Still, even without the tanks, one-by-one the defence laser silos were overrun in pitched battles. From here the guardsmen could see up ahead of them that the enemy had taken captive Krieg guardsmen and erected a gory trophy atop point 202. Makeshift gibbets had been erected and prisoners were hung from them, their ragged bodies silhouetted against the skyline as a warning to the Emperor's soldiers. With their typically macabre sensibilities the Krieg guardsmen named it Hangman's Hill and continued the attacks.

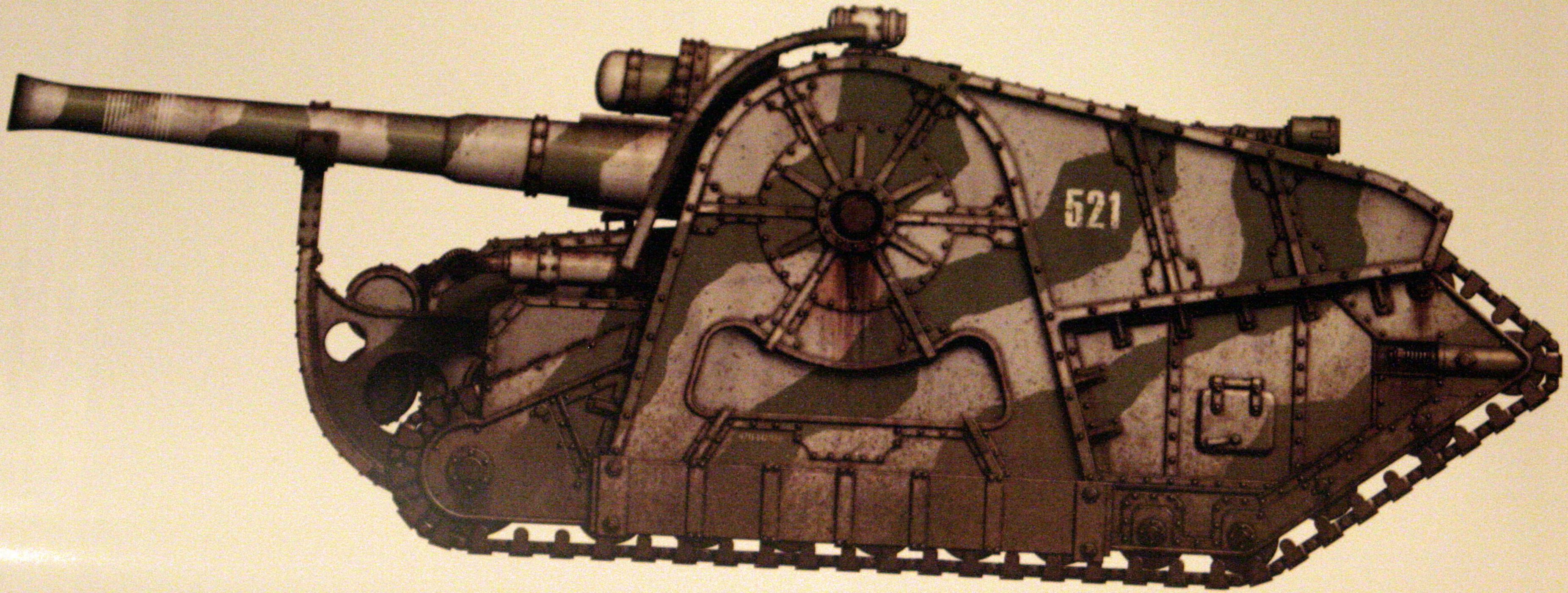
At 628827.M41, the 468th regiment's 15th company was finally within striking distance of the summit. Proceeded by the crash of mortar rounds which tumbled stones down the slopes in great sprays of fire and dust, an arcing signal flare gave the order to attack. The battered platoons scrambled upwards, most were no more than 20 men strong after hard fighting. Skidding on the scree but still shooting, the guardsmen dashed for the summit. Grenades twirled down from the hilltop to bounce amongst the rocks and detonate in clouds of grey smoke. Laser blasts whistled past the attacking squads. A sniper bullet drilled the company commander through the head, his helmet punctured he lay dying for several hours. On top of the summit a brawl of bayonets, knives and swords had begun. The enemy fought the first Krieg squads back, but more followed.

Three times 15th company stormed up and three times they were repelled by hand-to-hand fighting. They tried again under cover of darkness, and after a confused night battle finally seized Hangman's Hill. A single junior officer was all the company could muster to take command of the defence before reinforcements could arrive. The expected enemy counter-attack never came, another sign of their growing weakness. The hanging bodies were cut down and the regiment's banner was brought forward to plant on the summit. The Krieg guardsmen had the objective, and below them was the curtain wall. Beyond it, now visible in the distance, was the Citadel itself.

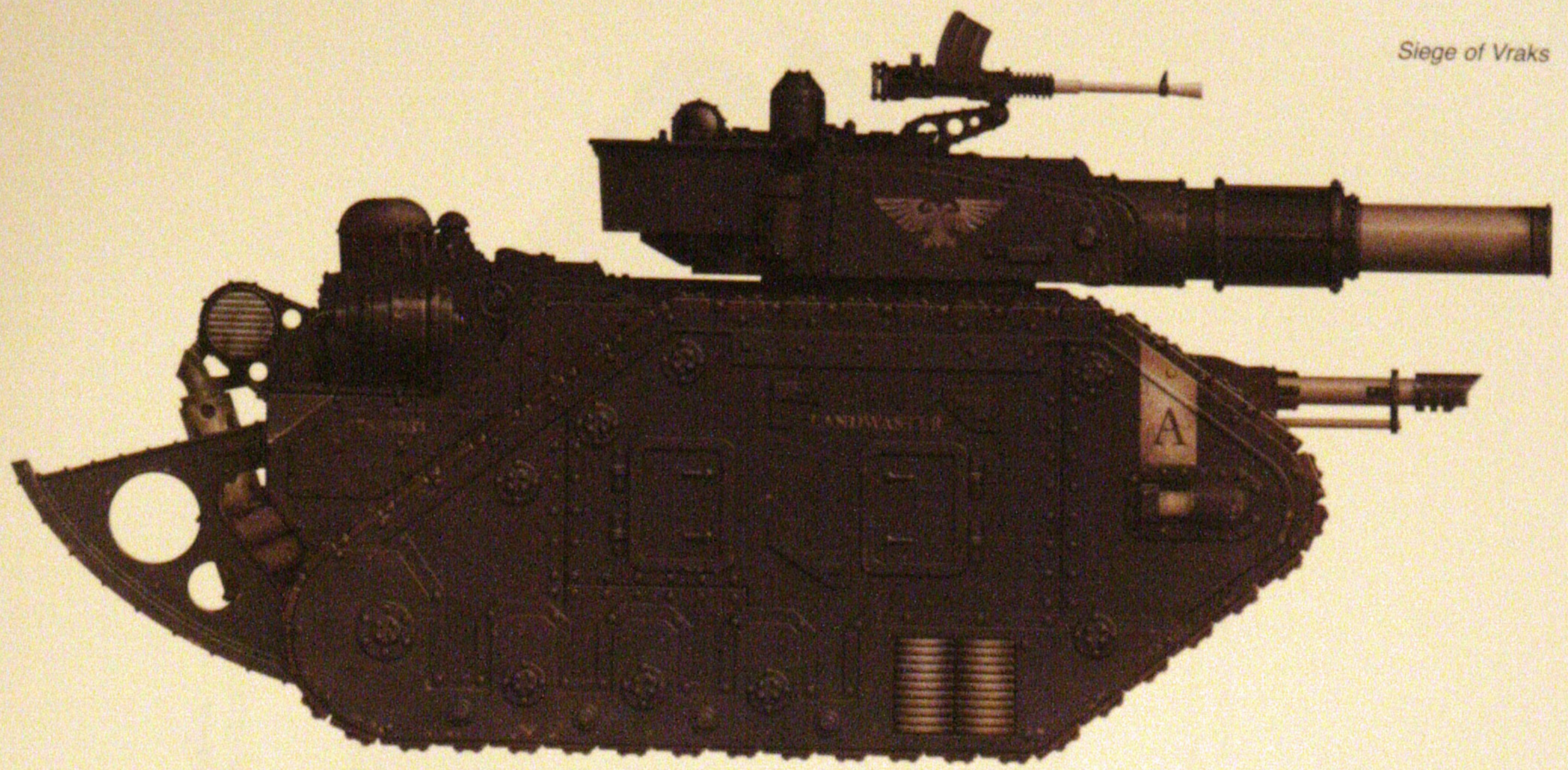


Top: Leman Russ of the 262nd siege regiment begin their drive south.

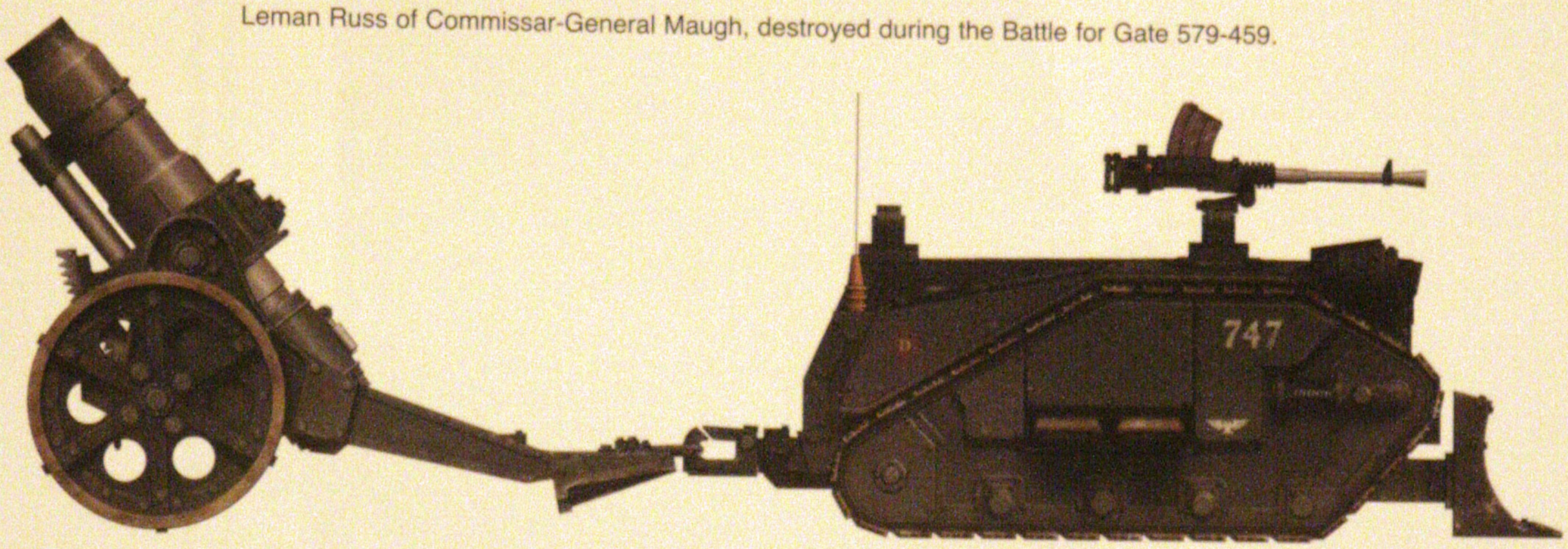
Above: The corrupted face of the enemy. The 34th line korps' offensive fought Nurgle spawned horrors for eight days as they attempted to close the ring about Vraks' Citadel.



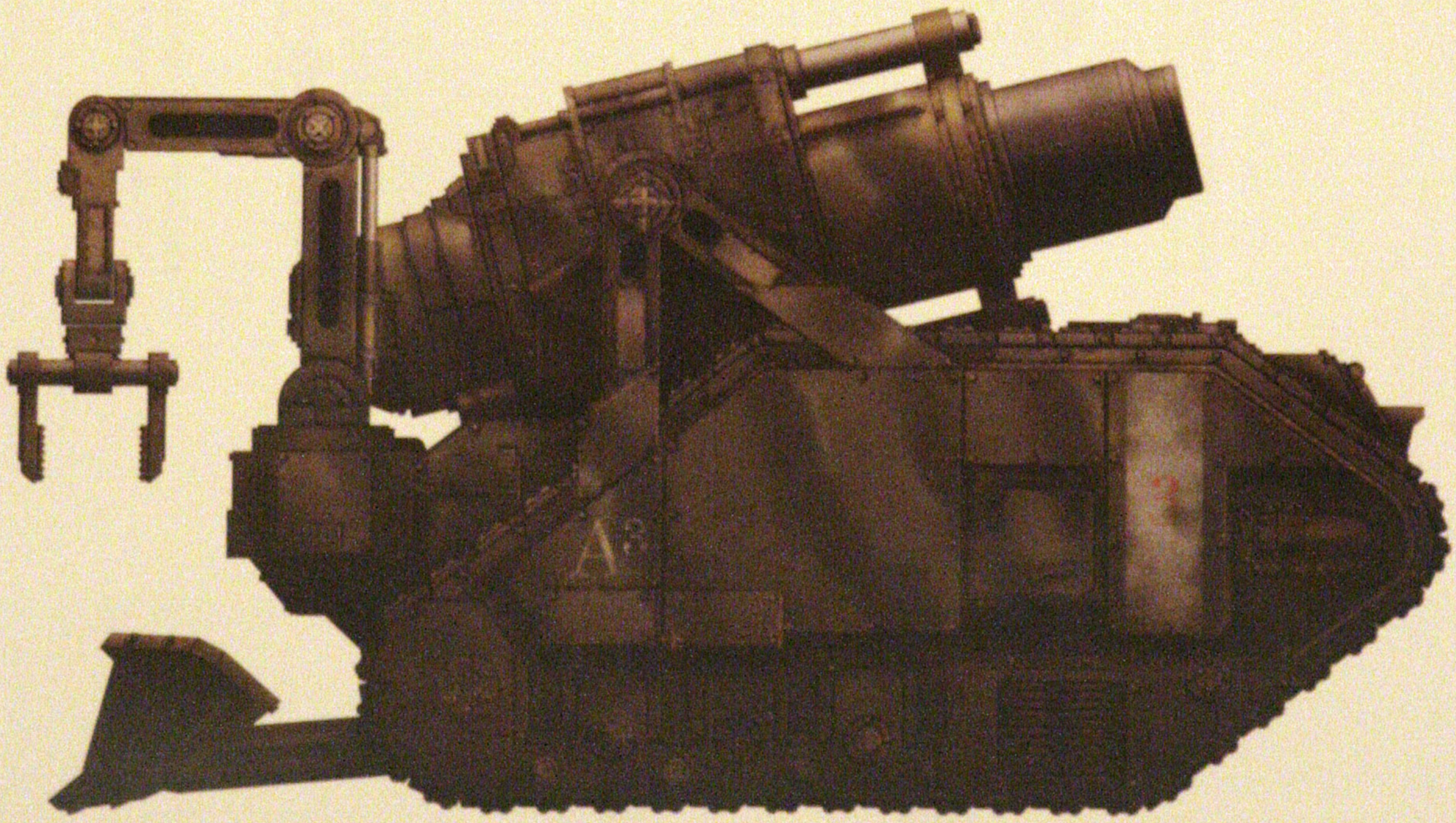
Minotaur super-heavy artillery. This vehicle was captured in sector 57-44 by the 308th siege regiment. After purification it was returned to service with one of the regiment's artillery companies.



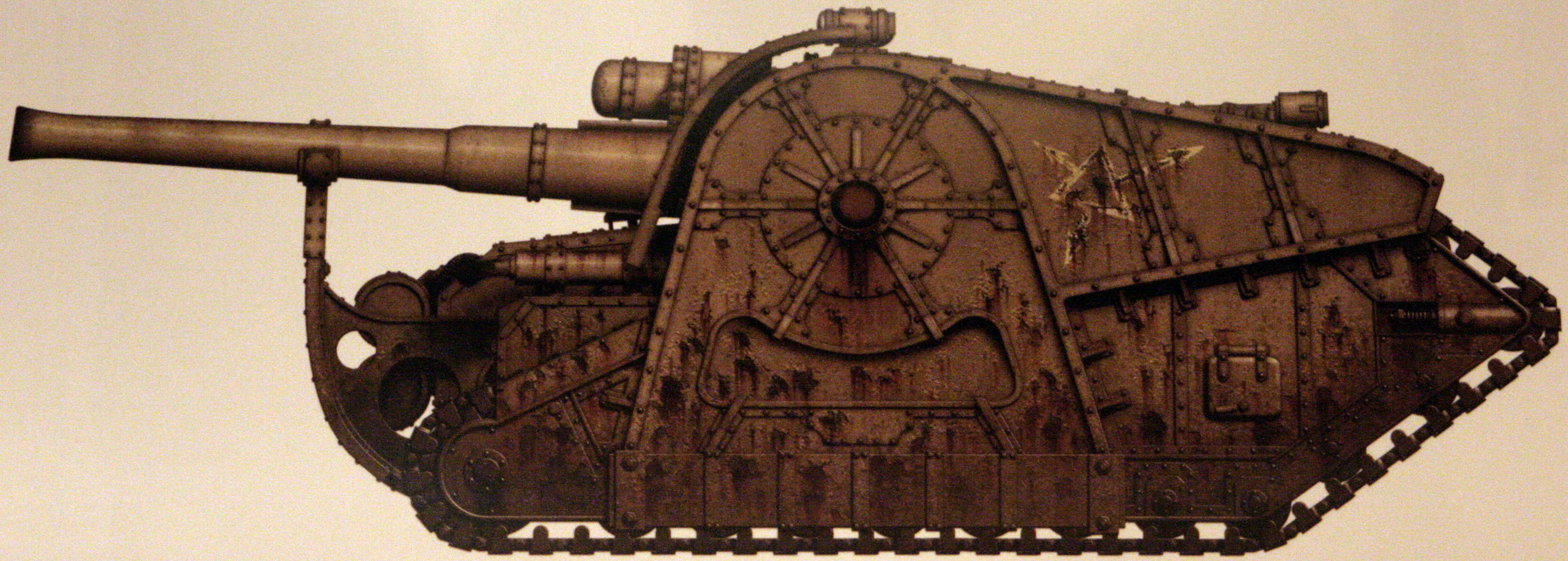
Leman Russ of Commissar-General Maugh, destroyed during the Battle for Gate 579-459.



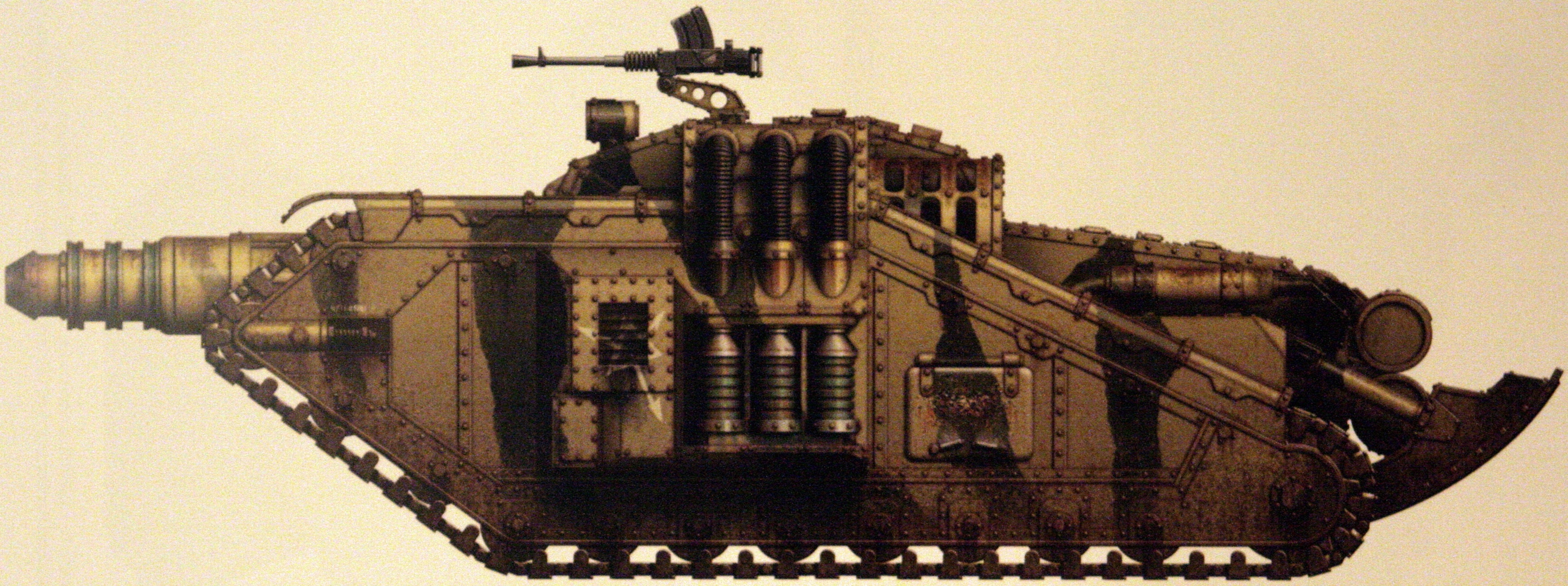
Centaur tow and heavy mortar of the 71st heavy mortar company.



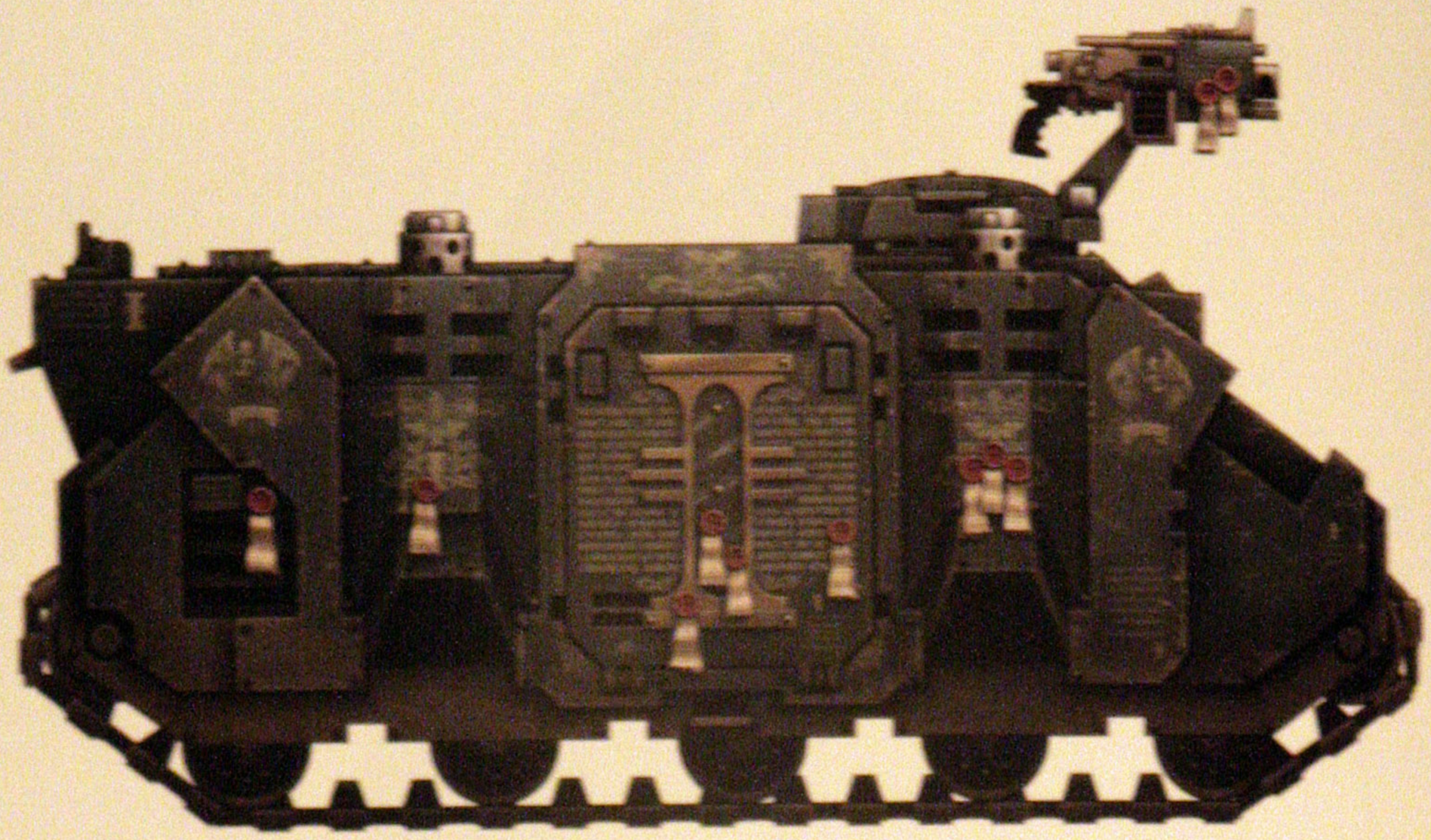
Bombard heavy siege mortar of A battery, 3rd seige artillery regiment.
Note the heavy corrosion after the vehicle's long deployment on Vraks.



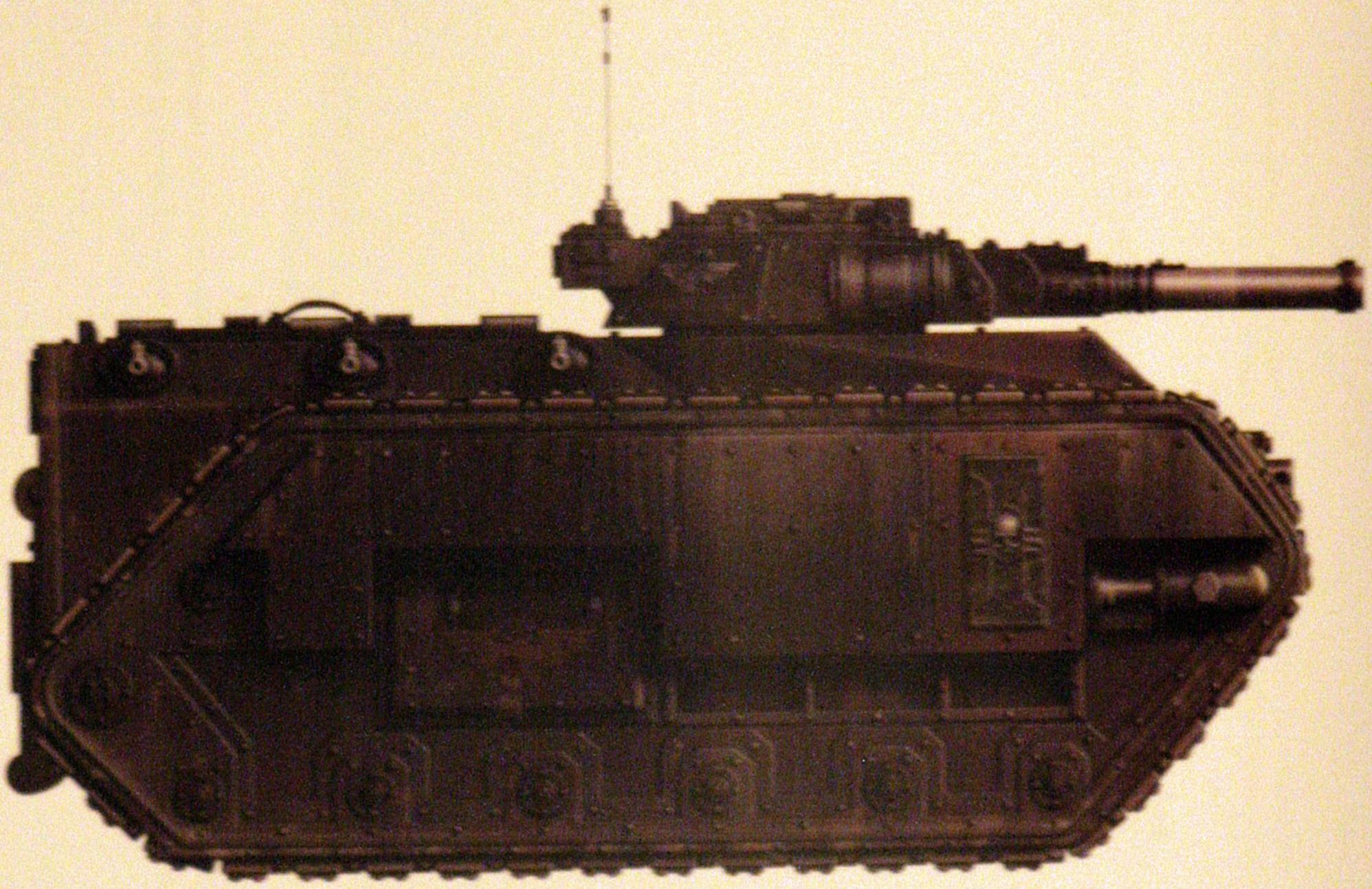
Minotaur super-heavy artillery. This renegade vehicle, dedicated to the service of Nurgle, was destroyed by counter-battery fire by artillery of the 269th siege regiment.



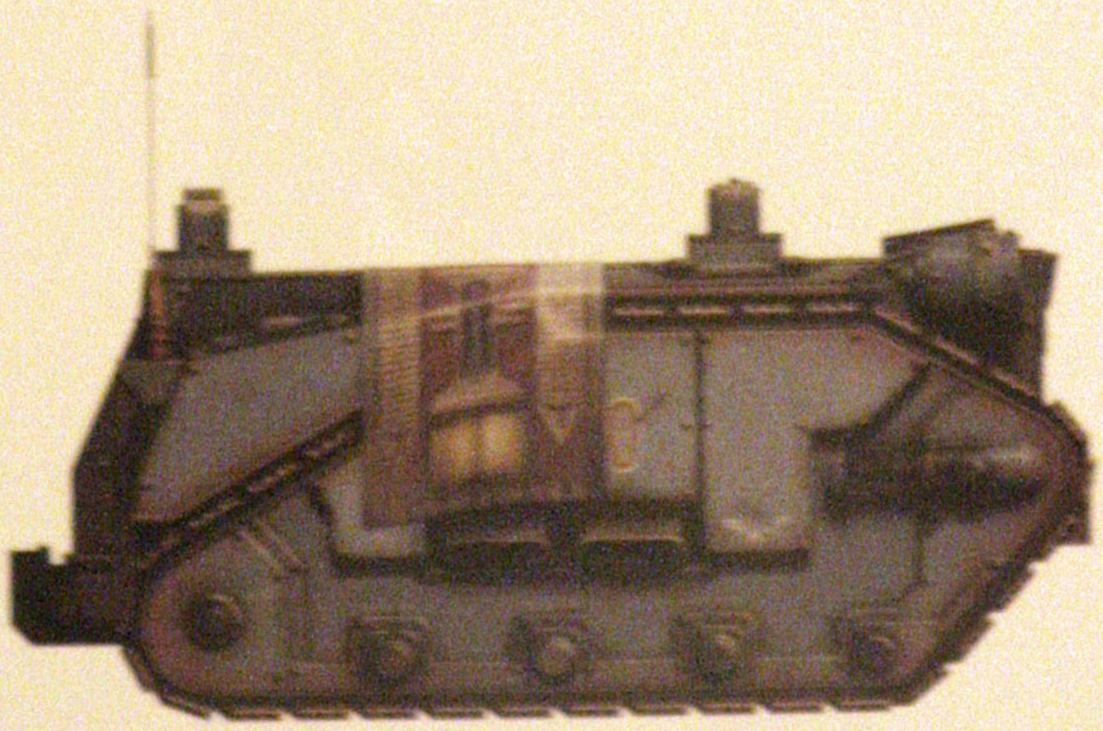
Valdor tank hunter. A rarely encountered vehicle, armed with the dangerously tempremental Neutron laser. As the Krieg forces closed in, more Valdors were encountered – the last remnants of Vraks' dwindling armoury.



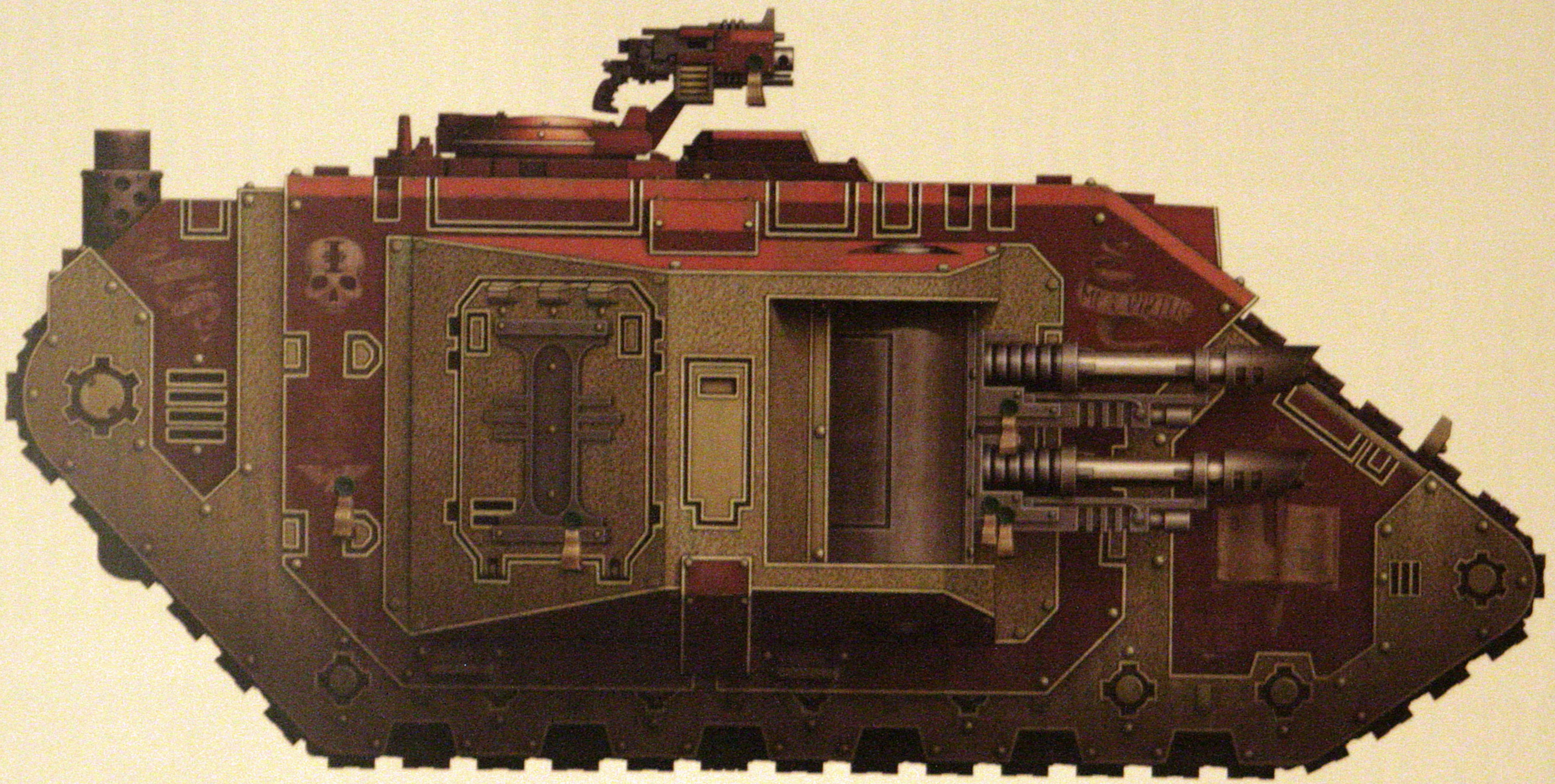
Rhino transport of Ordo Malleus Inquisitor Vokes during the Assault on Armoury 59-44.



Chimera transport of the Inqusitorial Storm Trooper squad.



Centaur inducted into Inquisitorial service as a transport for a Grenadier squad.
Here, the addition of an Inquisitorial banner signifies the unit is now directly under an Inquisitor's command.



Mae Virtus, the highly ornate personal Land Raider of Inquisitor Lord Thor Malkin. Such vehicles are regarded as valuable artifacts, signs of faith in the Emperor and advertise the Inqusitition's presence.

CHAPTER FOURTEEN
THE DAEMONS SET LOOSE

"In all war, the human machine has its limits."

High Princeps Rand Drauca

A Test of Loyalty

At 755827.M41 the 88th siege army headquarters was issued with Directive 4887-72-09 by the Departmento Munitorum. It ordered 88th siege army to withdraw from the frontline and prepare for transportation a dozen Krieg regiments from Vraks. The Departmento Munitorum had reviewed troop allocations across the Scarus sector and had found that the current force strength on Vraks was no longer sustainable or required. Logistical and transportation resources would likewise have to be reduced. The siege of Vraks was being downgraded in priority, and with the projections of damage inflicted to the enemy the Departmento's logis calculations meant that the forces left would still be sufficient to finish the Vraksian war with an acceptable loss of time and the resulting extra casualties.

The directive was immediately transmitted to Inquisitor Lord Rex's forward headquarters on Vraks itself. The Inquisitor's staff recognised the directive instantly for what it was. Here was the meddling hand of the Ordo Hereticus and their Ecclessiarchy allies. Thwarted in their efforts to seize control of the war themselves, they had been working behind the scenes to hamper the Ordo Malleus' efforts and secure some of the force allocation on Vraks for their own ends. What had the Synod of Cardinals-Astral promised in return for the use of the Imperial Guard regiments that were now to be taken from Vraks? No doubt their future support and votes in other political issues of great import.

Angered at the directive, Lord Rex dispatched his own emissaries to Terra. In response to the directive he would bypass the Departmento Munitorum's hierarchy and seek the aid of the Inquisitorial Representative. The Inquisitorial Representative was a High Lord, one of the twelve great masters of Mankind that interpreted the Emperor's will. He had the power to countermand the directive or at least press Inquisitor Lord Rex's case with the Master of the Departmento Munitorum or, if needs must, the Master of the Administratum himself – the single most powerful Lord of Terra. The Departmento Munitorum was responsible for the deployment and support of all Imperial Guard regiments, but the 88th siege regiment was now under the official command of the Ordo Malleus – the Departmento Munitorum had surely overstepped their authority by ordering a reduction of troop numbers without reference to Lord Rex.

The Inquisitorial emissaries travelled to Terra and became just another group of the many petitioners that gathered daily outside the meeting chamber of the Inquisitorial Representative. All were seeking an audience and aid for some injustice. Once each petitioner had been heard, the High Lord would pronounce his judgment and set his own officials to the task of righting the wrongs. It would not happen quickly, but backed by a High Lord's authority anything could be fixed, only the other eleven High Lords could block the pronouncements of the Inquisitorial Representative. It would take time for the bureaucracy at the heart of the Imperium to process the judgement, but in the end it would be done. In the meantime, Inquisitor Lord Rex could only get on with fighting the war – such political distractions were only counter-productive to the Emperor's cause on Vraks.

When it finally came, the news from Terra was not good. The Inquisitorial Representative had petitioned the Master of the Departmento Munitorum to overrule directive 4887-72-09, but the Departmento Munitorum's master had sought the support of the Master of the Administratum. In turn, during the debate, the Administratum had also been backed by the High Ecclesiarch. It was a powerful political concord. Other High Lords, such as the Fabricator-General of the Adeptus Mechanicus and the Lord Militant Solar had abstained. The official word came that Directive 4887-72-09 must stand, although the overall troop reductions had been modified slightly in Lord Rex's favour. Still, the 88th siege army must shrink as required – the High Lords of Terra endorsed the decision. Lord Hector Rex could do nothing about it. His own Inquisitorial Mandate was being overruled by the highest judgement in the Imperium – and their word was law.

Of course he could choose not to act, to defy the Directive, but that would be quickly pounced upon as an act of rebellion by the Ordo Hereticus, and surely see him arrested and the war on Vraks handed over to their control. With a powerful army at his command, Lord Rex could always resist any attempts to arrest him, perhaps long enough to win the war on Vraks, but such was the path to rebellion, which led only to excommunication and another war, this time against the Ordo Hereticus' forces. Many had allowed their pride to tempt them down that path before, including the Warmaster Horus himself. Did Inquisitor Lord Rex really think he knew better than the High Lords of Terra what was best for the Imperium? There was a title for such men – *traitoris*.

Lord Hector Rex was no traitor, and never would be. He was feted and honoured as a champion of the Emperor. He was Auditorii Imperator. He had passed into the Emperor's throne room on Terra and communed with the Divine Lord of Mankind himself. There he had been made fully aware that at stake in the endless war with Chaos was the future of the entirety of Mankind. Such was his appointed role, and political points scoring could not stand in his way. Lord Rex gave the necessary orders for the required regiments to withdraw.

At 253828.M41 the 1st line korps' three remaining regiments would all be withdrawn from Vraks, along with the 19th bombardment korps' three artillery regiments – halving the army's heavy firepower from its largest guns. The 8th assault korps was also being withdrawn, but his arguments had at least saved 11th tank regiment, which would now be moved into the 11th assault korps. Half the independent artillery companies, used to bolster the firepower of regiments at the cutting edge of offensives, would also go. Go where? Lord Rex did not know. Most of the units would probably find their way to the Eastern Fringes where the Tyrannic wars seemed to eat up Imperial Guard regiments as fast as they could be deployed. Once the orders were dispatched those Krieg regiments were

no longer Rex's concern, his duty was to complete the Vraksian war with the regiments he still had.

The news from Terra did not get any better for Lord Rex when he learned that during his emissaries' return journey, they had all been killed – assassinated in their state rooms, their heads removed by the swift strike of phase-weapons. The assassins were never identified or caught, but no doubt the brutal attack had been a thinly veiled message to him. The Ordo Hereticus were watching and judging him. His loyalty had been tested, and he had passed.

Internal diversions within the Imperium could not stop the siege. Now Lord Rex had fewer guardsmen, tanks and shells at his disposal, but the enemy were at last showing signs of cracking. The remaining line korps were reassigned new positions along the front. The mission of taking the sector 579-459 gate was now handed to the 12th line korps, who were ordered to make one full strength regiment available for the operation. They provided the 143rd regiment, who moved into position and began the preliminary arrangements for an assault upon the curtain wall. It took time, weeks to get all the artillery into place, and even more weeks for the engineer companies to dig their sap trenches, but by 412828.M41 the regiment was ready to begin.

The Battle for Gate 579-459

Whilst Colonel Thyran of the 143rd regiment planned the assault, Commissar-General Maugh would lead it from the front. As ever, tanks and infantry would attack behind a sustained barrage. The Reaver Titans Astor Tyrannis and Aeacus Ultra would support the regiment's assault. Their job would be to target the walls and gate with their heaviest weapons and blast the breaches the infantry and tanks would need.

The outgoing bombardment whined and rumbled overhead as Commissar-General Maugh climbed into the turret of his Leman Russ, *Landwaster*, from which he would lead the attack. He watched through his surveyor, intent upon the distant curtain wall, now shrouded in flame streaked smoke as the thundering barrage rolled over it. He gave his driver the order to advance, and waved the tanks around him to follow before slamming down the hatch above him as he dropped into his seat. In seconds the first Leman Russ squadrons were advancing, pitching and rolling over the artillery churned ground.

As the 143rd advanced toward its objectives, the Titan's missile pods launched salvoes upon the objective. As they closed in, enemy fire concentrated and thickened. Inside the hull of his tank Commissar Maugh could hear the pattering of bullets against the front glacis and the whine of larger calibre rounds that flashed close by. His gunner and loader were hard at work, sending shell after shell arching towards the wall's parapet, high explosive rounds to suppress enemy firing positions. All along the firing line others were doing likewise. But despite the intense fire the enemy counter-attacked. A ragged horde launched itself through the gateway, its armoured doors rolling back as infantry, tanks, artillery and spider-like walking machines rushed through. Enemy artillery was falling about them now, adding to the din and confusion of battle. The Commissar-General felt the tank jolt as it lurched forward again, the cannon barrel depressing to target the new threat. Then suddenly, in a blinding flash of light it was hit. A shell blast tore through the front armour of the turret – a direct hit that decapitated the gunner and incinerated the loader in a fraction of a second. The shell passed by Maugh's shoulder. Instinctively he reached for the hatch release and leapt up to escape. As he clambered out and jumped down, the turret erupted behind him. Its ammunition store had detonated, a searing hot orange fireball mushroomed into the sky, the force of the explosion threw the Commissar-General away from the stricken tank, a smoking piece of shrapnel wedged through his left shoulder blade. Grievously wounded, the Commissar-General writhed on the ground, calling for aid, then blacked out.

Black smoke was still swirling about him when the Commissar came round, the twisted hulk of his Leman Russ was belching it high into the air. Around him the battle continued. Men were fighting, firing their weapons left and right. The shape of tanks emerged through the smoke and dust, then vanished again like wraiths. The Commissar-General had lost his communicator. He had no idea how the battle was progressing. Grimacing in pain he slowly rose, his crisp black uniform now scorched, blood-soaked and caked in mud. Then, through the smoke, the enemy arrived. Their counter-attack must have pushed the Krieg forces back and the enemy had reached him. Commissar Maugh fumbled for his powersword, by good fortune it was still in its scabbard, and he yanked it free. The first enemy to approach was a huge man, dwarfing the Commissar, his armour painted the deep red of arterial blood. His eyes glowed with malign power. In one hand he carried a massive chain axe, the other was a powerfist, crackling with energy. The traitor-lord saw the wounded Commissar and locked him in his sights.

Commissar Maugh raised his sword and thumbed the power-stud, it crackled into life just as the Khorne champion charged. Weakened by blood loss, Maugh was slow to react, the first sweep of the champion's axe smashed aside his parry and sent him sprawling backwards, falling again. The traitor-enemy loomed above him, laughing through a facemask of fanged teeth. Maugh tried to roll away, but the pain of his wounds crippled him, leaving him defenceless. Unable to save himself the Commissar-General simply stared defiantly into his foe's bitter face. It was whizened and old, skin pulled taut over his skull in a rictus of death. Then the enemy's powerfist reached out to crush him...

The death of Commissar-General Maugh did not end the battle. The Krieg forces had been pushed back by the sudden counter and the arrival of Khornate Berserkers and Chaos Terminators, but the guardsmen's numbers soon began to tell and more tanks thrust towards the gate again. Meanwhile, repeated impacts from the Titan *Aeacus Ultra's* melta cannon had vaporised the gate and brought down the parapet above it. The gate towers were being smashed into rubble by artillery impacts and tank fire.

Across the still smoking rubble the battle surged to and fro. Amidst the smoke and din the Krieg guardsmen rushed the remains of the gate, bayonets fixed, only to be thrown back by the warriors of Khorne. Berserkers with chainaxes in hand plunged into the fray, leaving a tide of destruction where the two sides met. Zhufor was amongst them, a towering powerhouse, his axe dripping gore. With him were his Terminator bodyguard, each a battle-harden veteran of hundreds of battlefields. All day and through the night they fought as artillery rounds howled around them, each side's shelling now mingled together into one furious barrage.

For two more days the Krieg guardsmen threw themselves into the breach, and each time were bloodily repulsed,

Underground Operations

As the cauldron of pitiless war boiled about the walls of the Citadel above, the engineers were pressing ever deeper towards their objective. Just as above ground, the fighting was bitter and progress slow, but there was progress. Tunnels were approaching the Citadel from all directions, the north, east, south and west. The enemy counter-mined but did not have the vast resources that the Krieg engineers had at their disposal – drilling machinery, hundreds of tonnes of explosives and seemingly endless manpower to hew their way towards the objective.

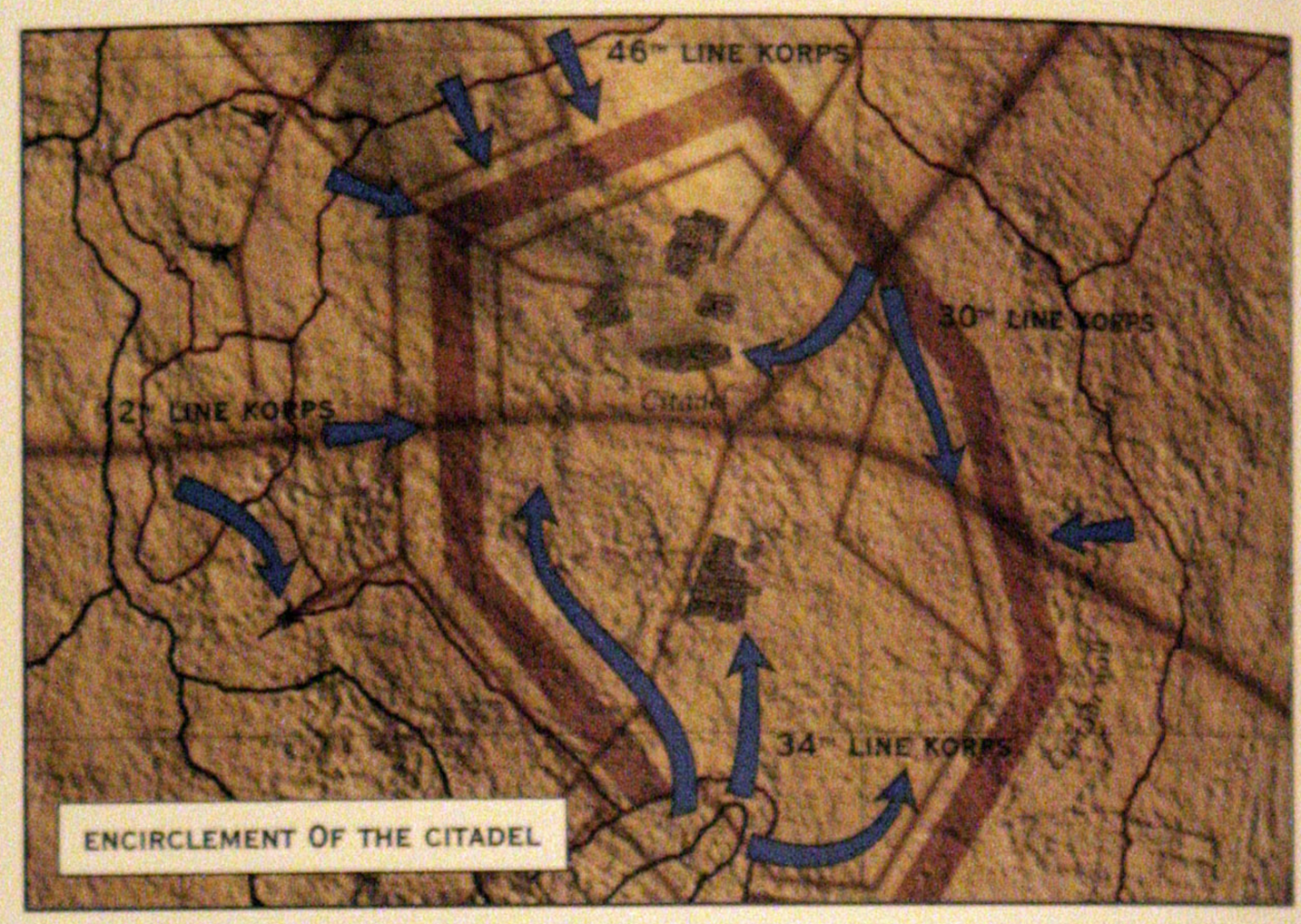
The enemy, unable to counter-mine fast enough took to unleashing beasts into the galleries and tunnels. Mutant creatures, things of slime and ooze, insane with pain and gibbering madness. Chaos Spawn and the wrecked remains of plague ridden Ogryns were all set loose inside the tunnels.

The Krieg engineers found themselves facing nightmarish creatures – spawned for cruel sport by the enemy and carelessly wasted. Shotgun blasts and krak grenades brought the creatures down, but each skirmish delayed the digging and cost more lives.

Inquisitor Rex interrogated the engineers' commanders over progress and urged them to push onwards. The battle above ground was eating men and machines faster than a voracious Tyranid. Already whole regiments had been smashed apart in the repeated assaults. A break-in from below could well be the best way into the Vraks Citadel. Still, the engineer commanders could not predict any tunnel breaching the Citadel Undercroft for at least another six months. The wasteful battles above ground would have to continue until then, if for no other reason than to prevent the enemy from re-deploying its manpower to counter-mining.

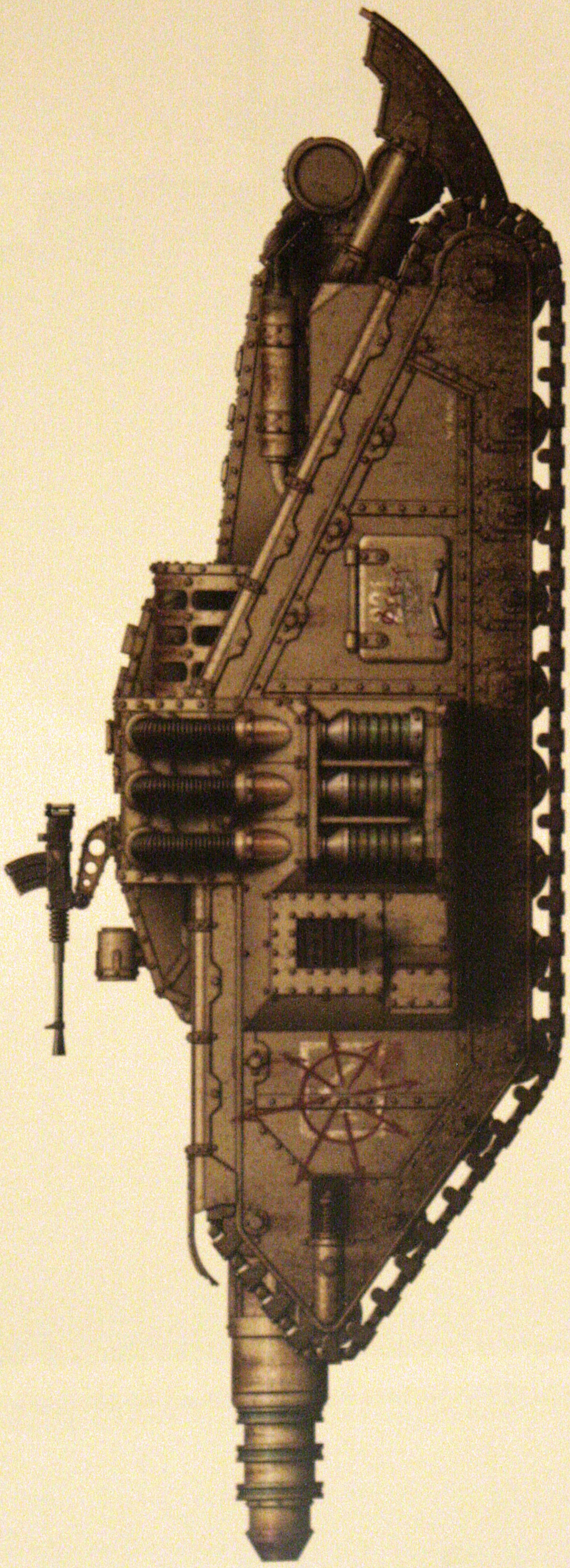
rifts were no mere accident, there was a malevolent will behind them. Surely, Cardinal Xaphan and his entourage would not yet be able to manipulate the powers of the Warp to summon Daemons, but the Chaos Space Marines warbands could. Inquisitor Rex requested that his old mentor, Inquisitor Lord Malkin set about discovering who or what was behind it.

Inquisitor Malkin was happy to oblige. It was his work that would later reveal the story behind Zhufor's rise and the construction of the warp portal by the Sanctified. In the meantime the Grey Knights responded and dispatched a second strike force to Vraks to reinforce Stern's brothers. Arriving at 996828.M41, Brother Captain Arturus joined his battle brothers on the frontline.

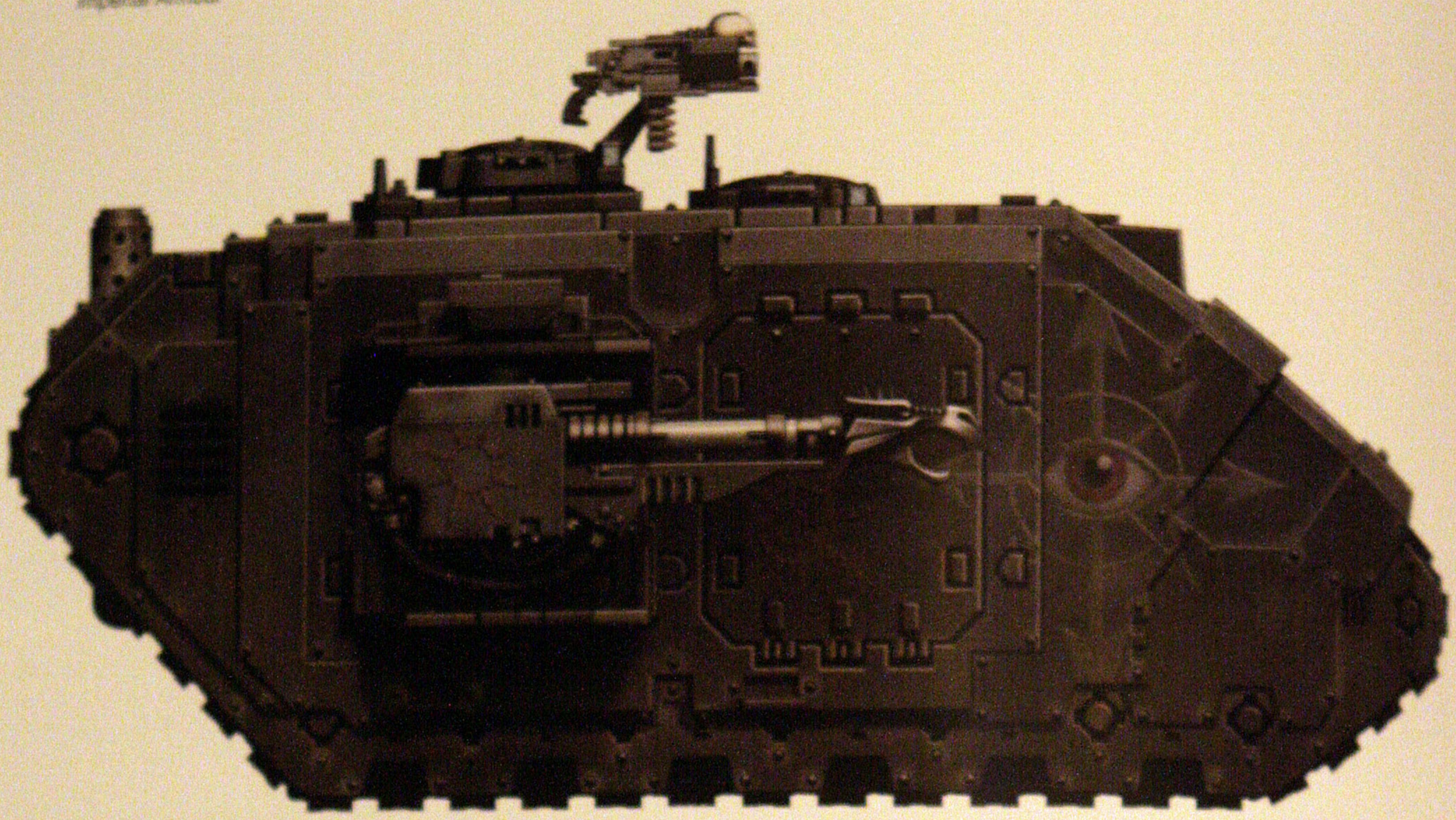


Below: The Apostles of Contagion advance through the chemical smog

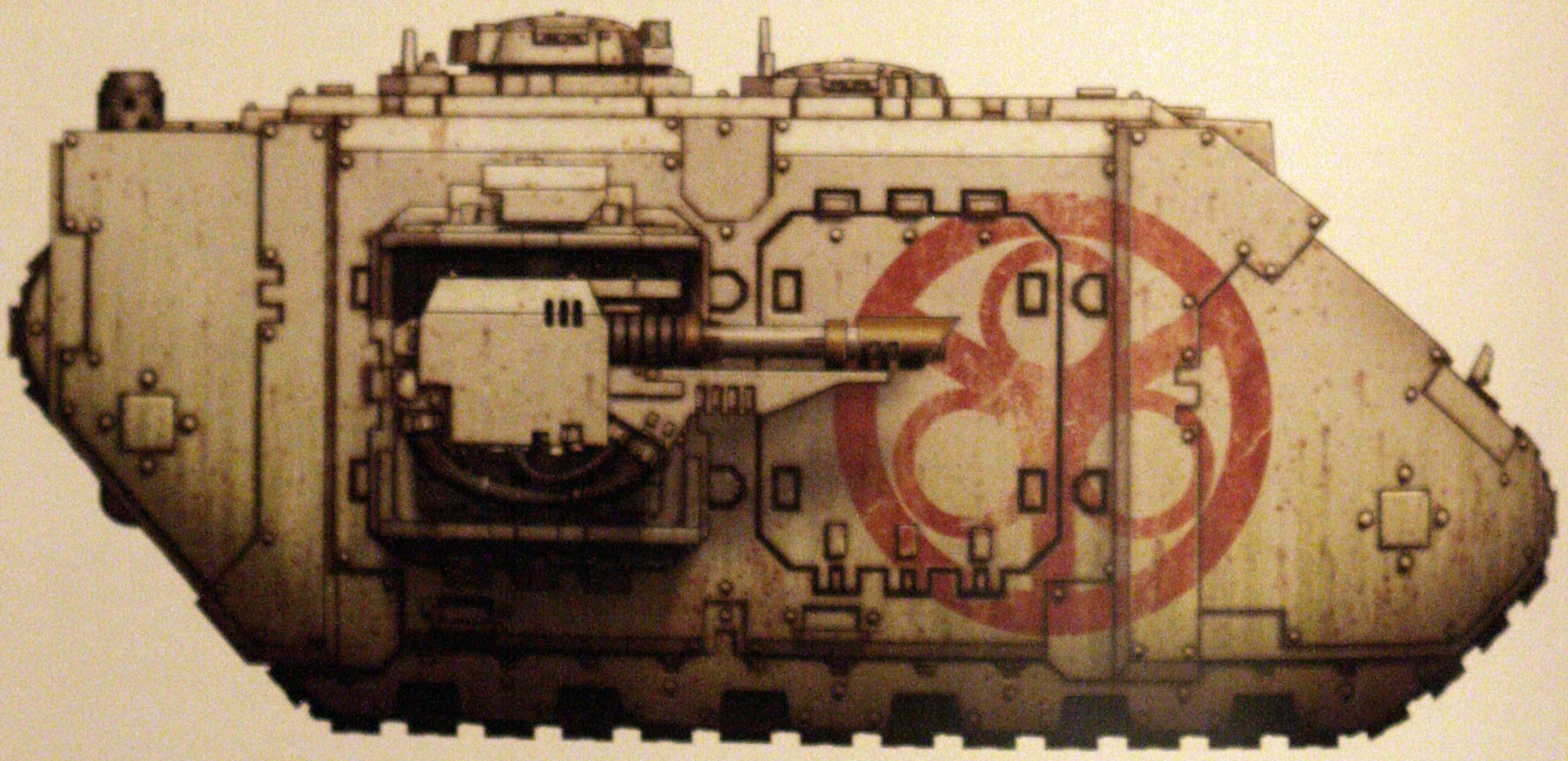




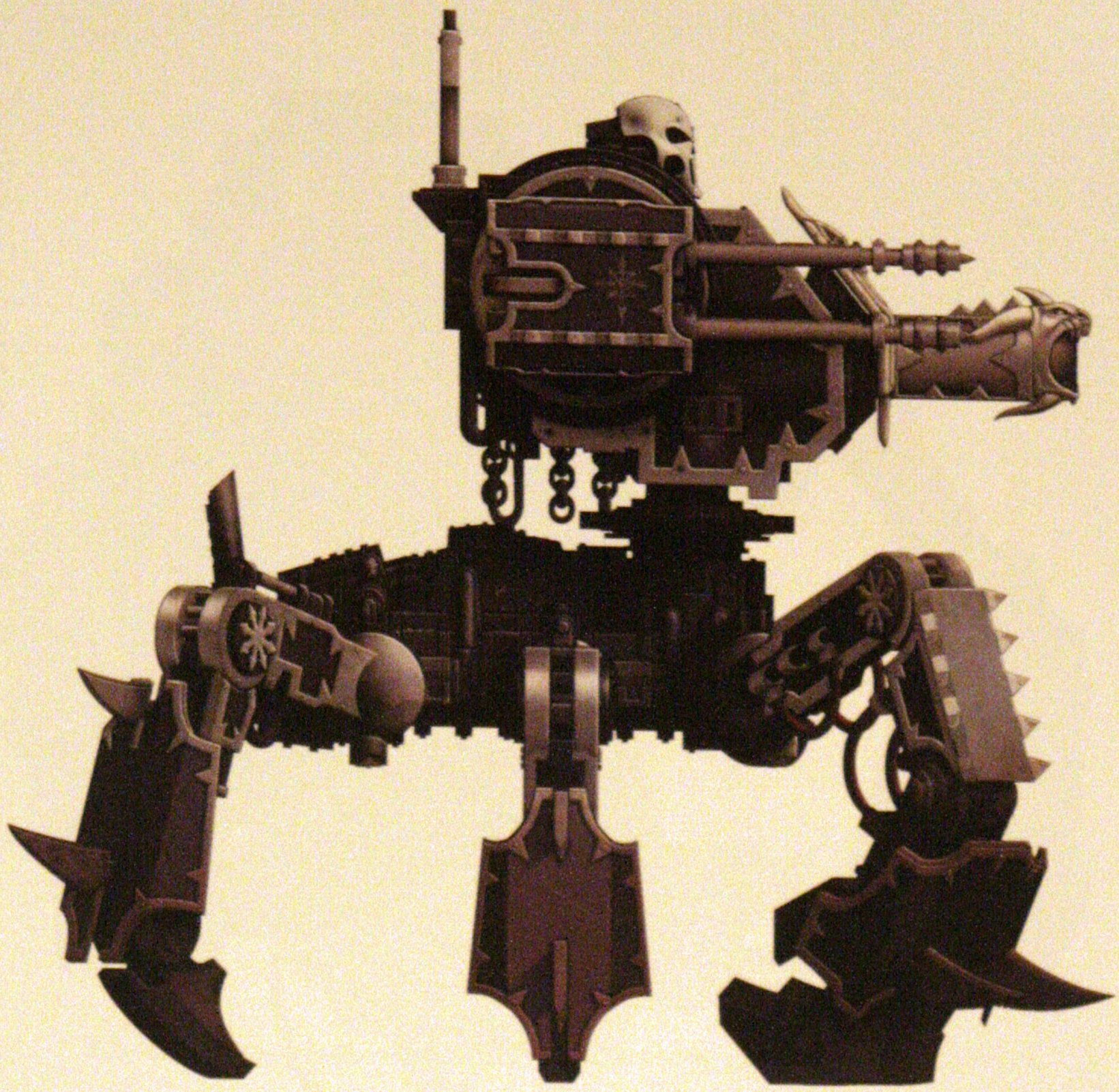
Valdor Tank Hunter. This vehicle was engaged with the Reaver Titan Aeacus Ultra during the Battle for Gate 579-459.



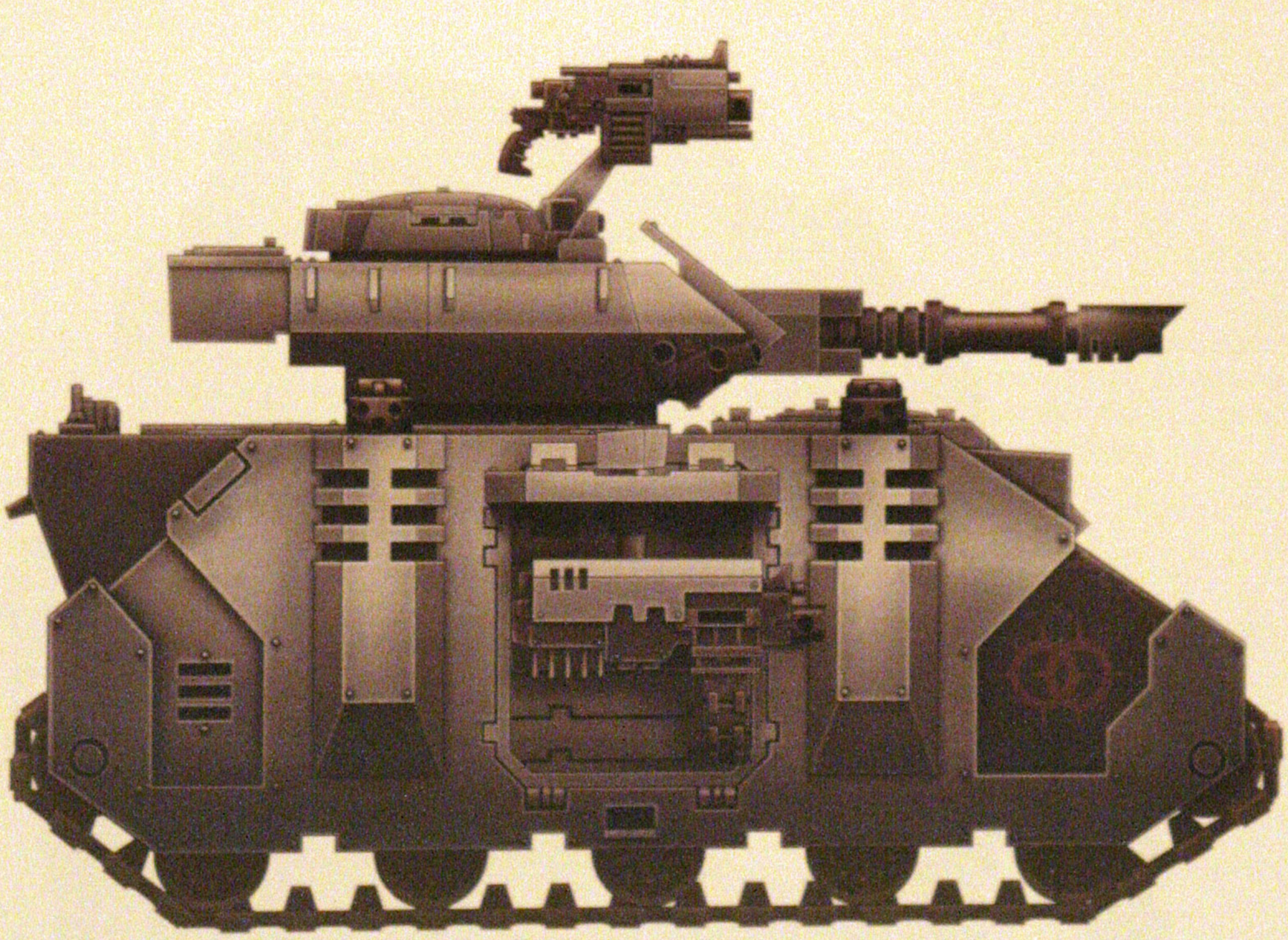
Land Raider of the Black Brethren of Ayreas, a warband of the Black Legion. This vehicle was destroyed by Grey Knight forces during their assault upon the Lower Gate spur.



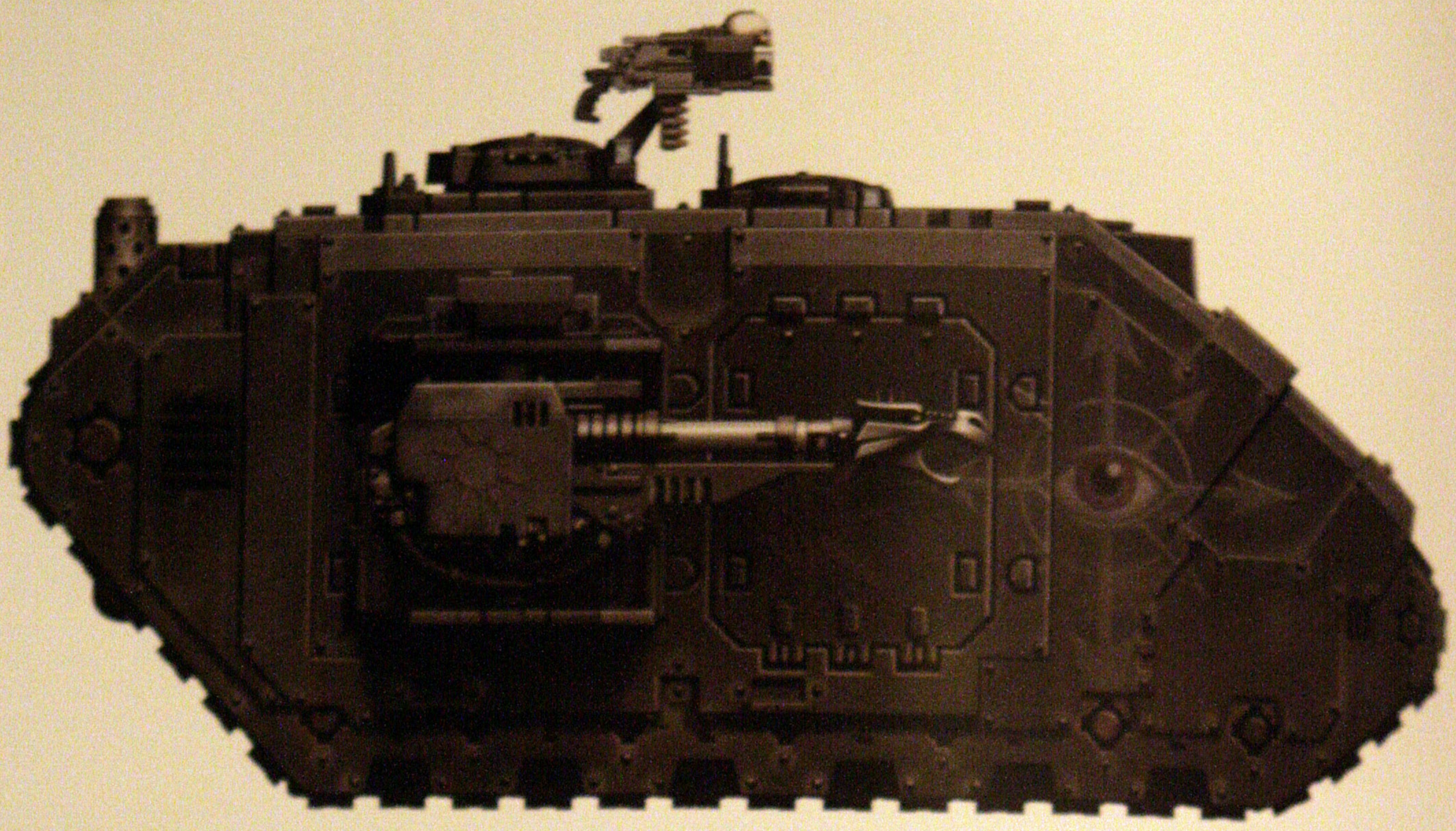
Land Raider of the Lords of Decay, a warband of the Death Guard. Note it carries extra 'spaced' armour panels.



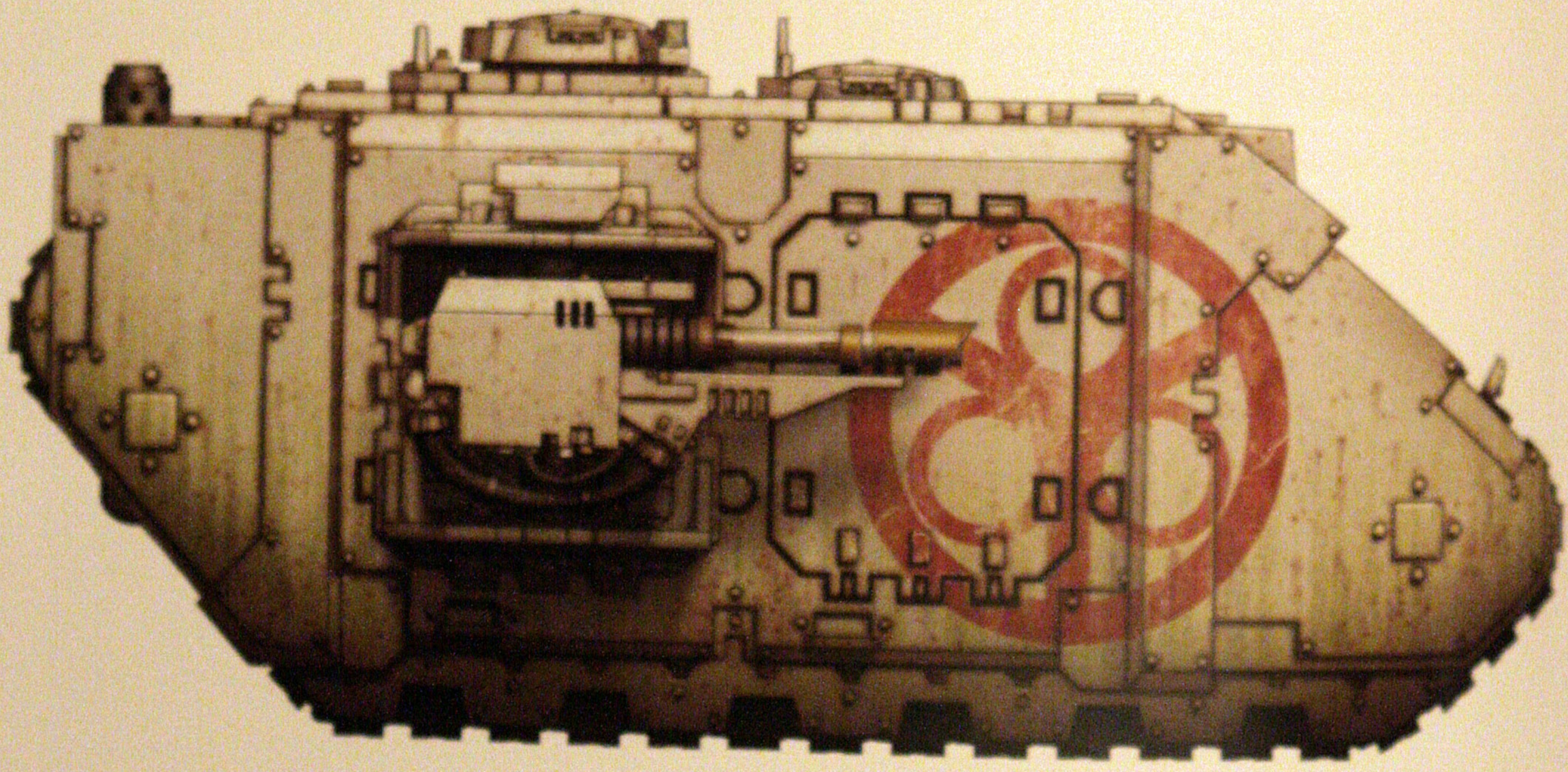
Defiler, origins unknown. Encountered during the fighting for 'the gulley'.



Predator Annihilator of the Steel Brethren, a warband of the Iron Warriors.
This vehicle's superb condition suggests it had only recently been captured by the traitors.



Land Raider of the Black Brethren of Ayreas, a warband of the Black Legion. This vehicle was destroyed by Grey Knight forces during their assault upon the Lower Gate spur.



Land Raider of the Lords of Decay, a warband of the Death Guard. Note it carries extra 'spaced' armour panels.



Khorne Blood Slaughterer, part of the Skulltakers counter-attack at Gate 579-459.



Khorne Blood Slaughterer, encountered and banished in sector 577-452 by Inquisitor Thor Malkin,
with the assistance of Red Hunters of squad Drakin.



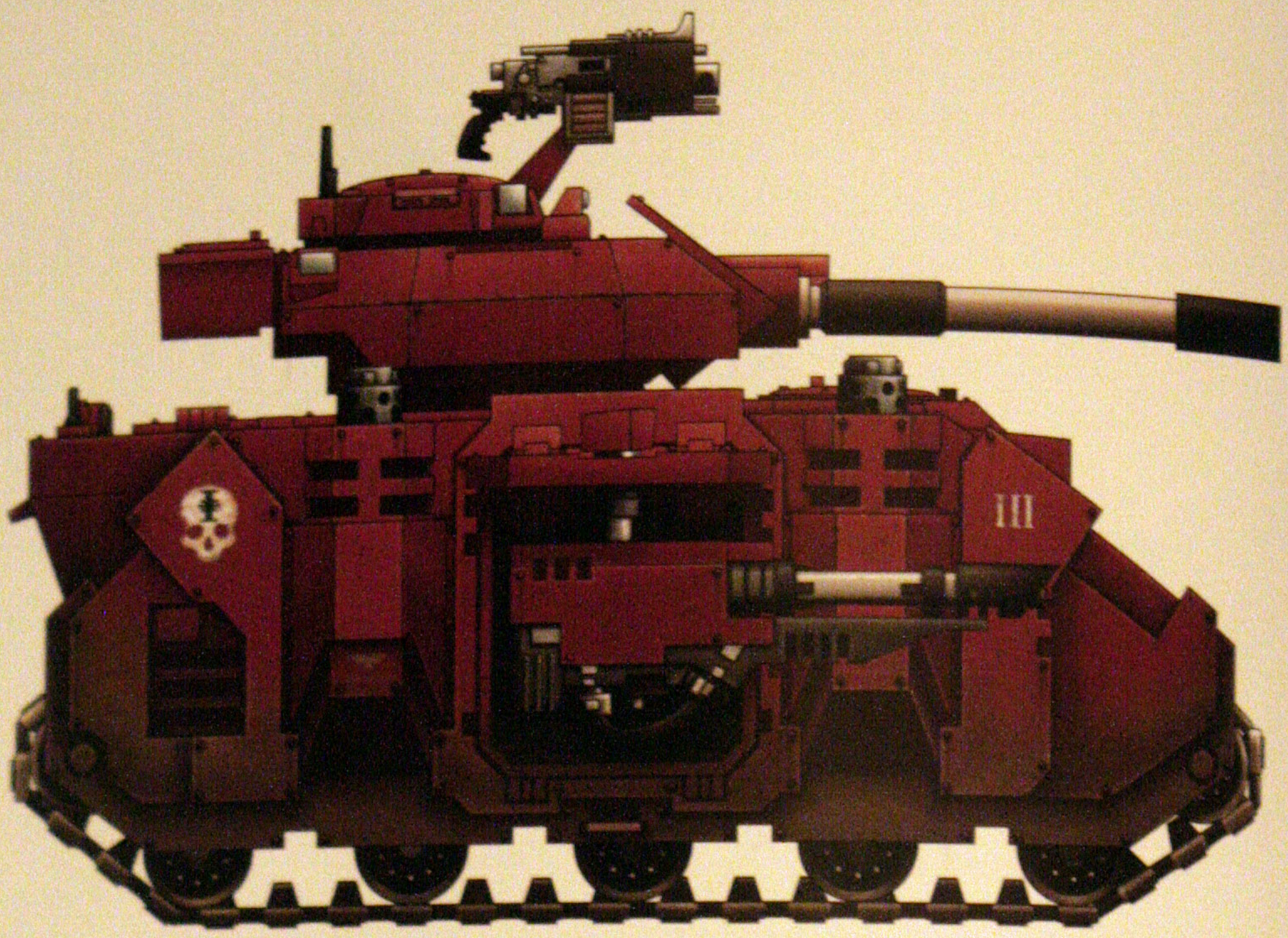
Nurgle Blight Drone, encountered in sector 592-440 and banished by Grey Knights squad Mattan.



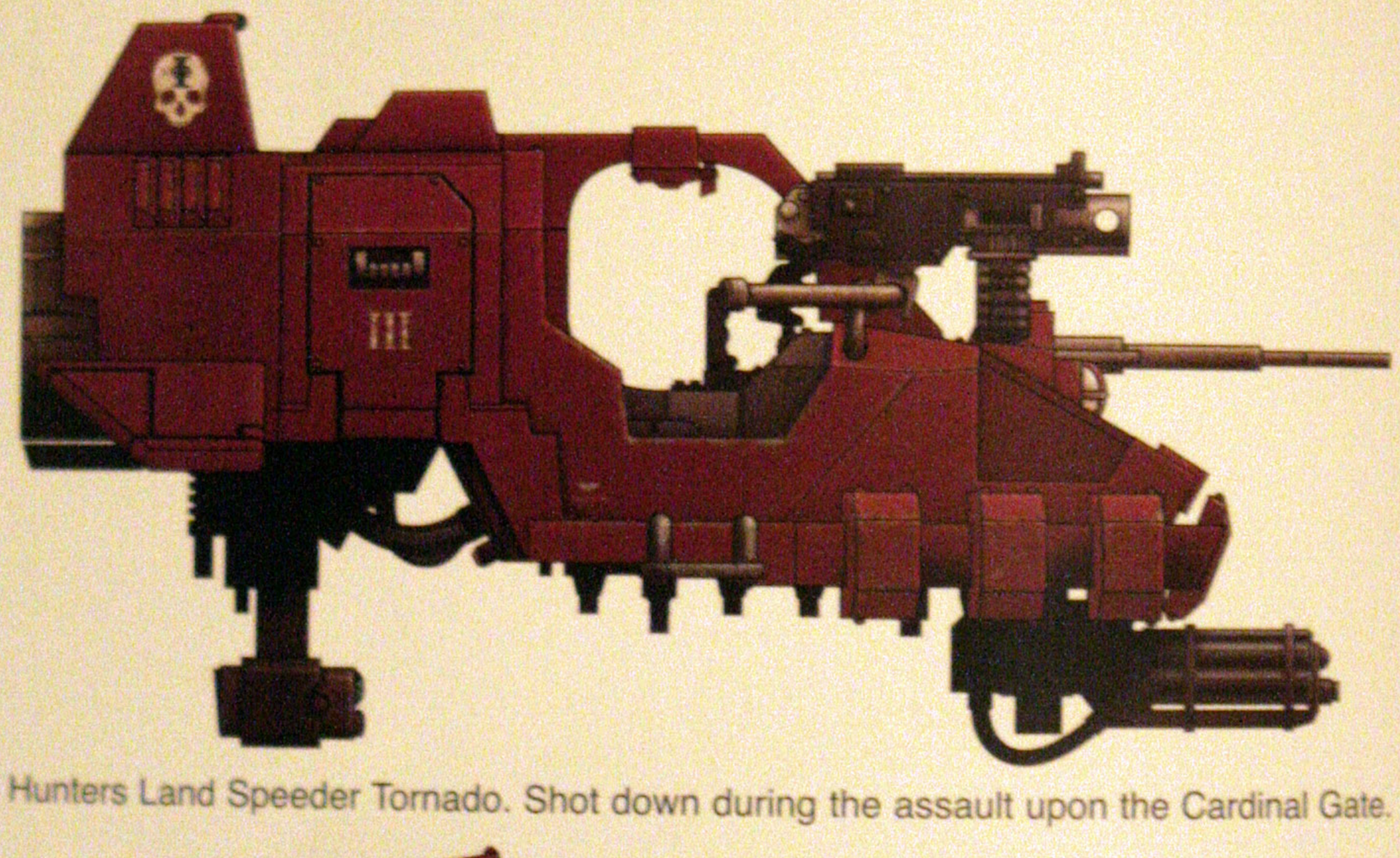
Nurgle Blight Drone, engaged during the battle for Armoury 59-44. Swarms of Blight Drones infested the area through which the 30th line korps advanced.



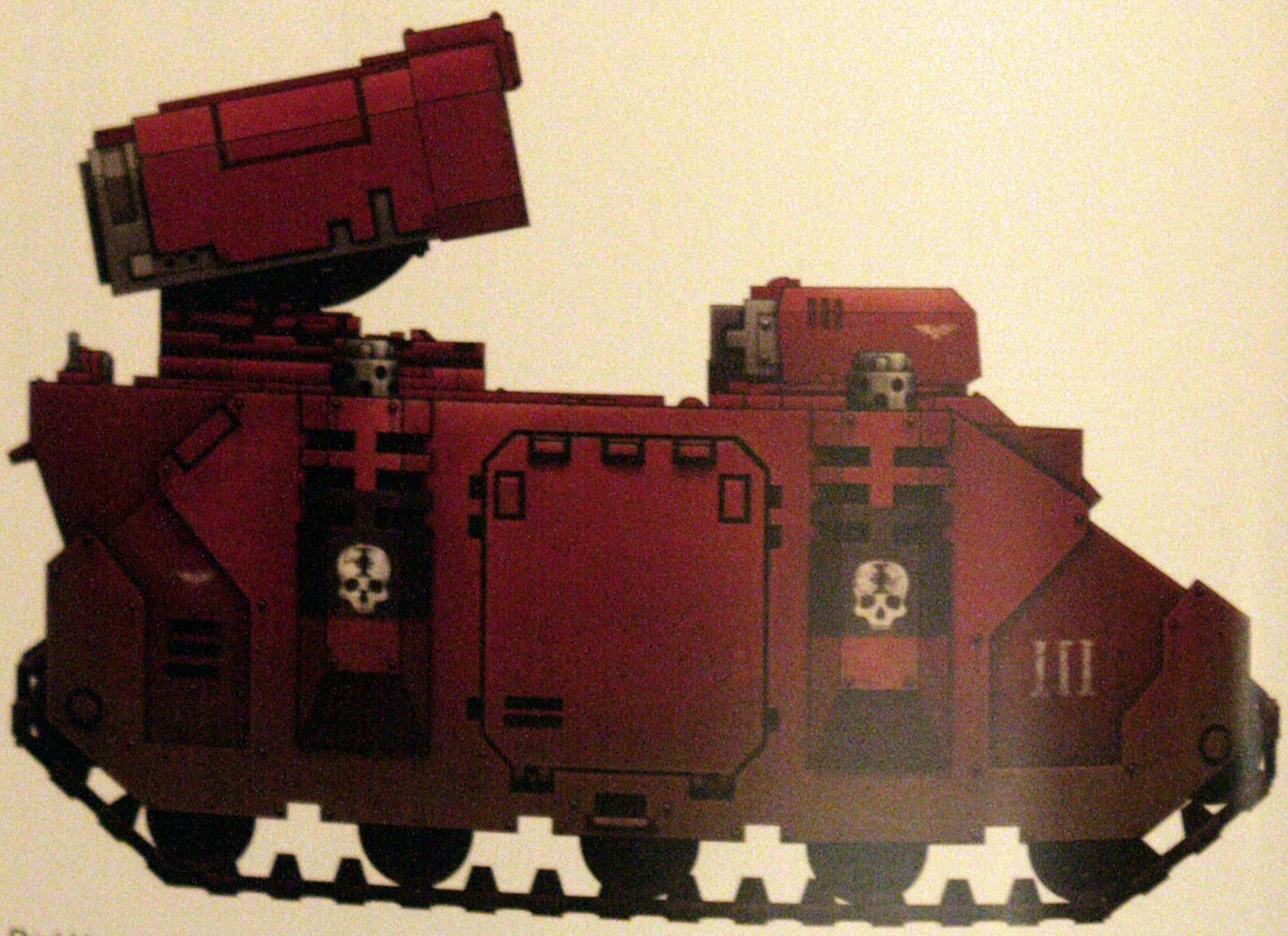
Reaver Titan Incaestus Prime of the Legio Astorum. This Titan has been re-armed with a melta cannon and Titan powerfist following earlier battle damage. Over their long deployment on Vraks, many of the war machines had to be re-fitted due to damage, wear and tear on their weapons or the changing tactical situation the Titans faced.



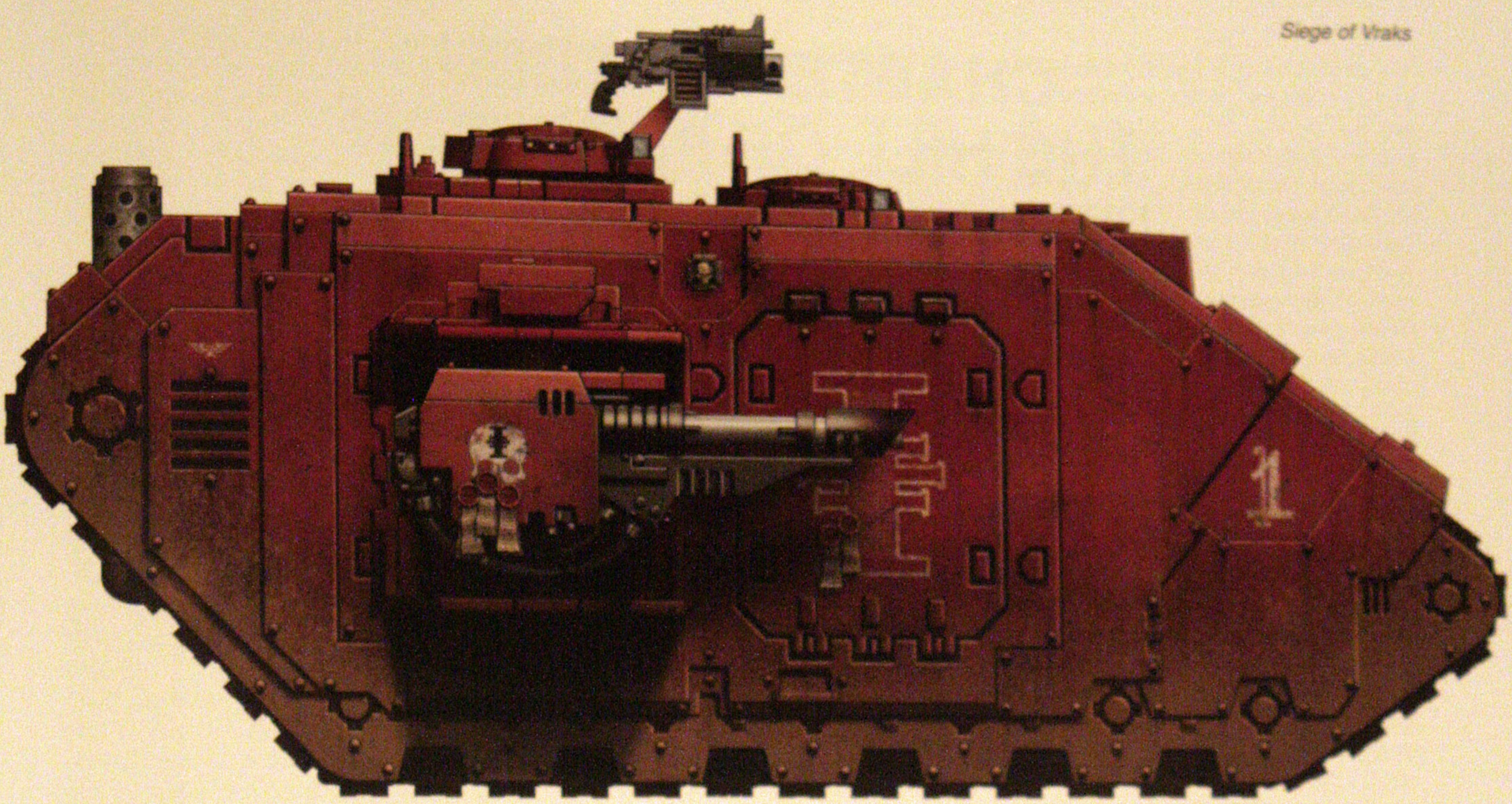
Red Hunters Predator Destructor. Attached to third company, which formed the backbone of the Chapter's deployment to Vraks.



Red Hunters Land Speeder Tornado. Shot down during the assault upon the Cardinal Gate.



Red Hunters Whirlwind. A battery of three Whirlwinds supported the Red Hunter's deployment.



Red Hunters Land Raider. This vehicle was a 1st company transport during the assault upon the Cardinal Gate.



Red Hunters Dreadnought, Mk IV, Brother Taeim, destroyed during the assault upon the Cardinal Gate.

The Red Hunters strike force on Vraks was never deployed as a single unit, but individual squads and vehicles were divided amongst Inquisitors to act as a core of elite shock troops for their operations. Hence, squads and vehicles could be found just about anywhere along the front, and Red Hunters were present (in small numbers) at most major battles until the end of the campaign.

CHAPTER FIFTEEN
THE HILL OF PERDITION
FIRST ASSAULTS UPON THE CITADEL

"We step forth on your path. Our Emperor be before us. Our Emperor be beside us. Our Emperor be in our tread."

Chaplain Landrath of the Red Hunters
Invocation before the first assault on the Citadel of Vraks

At the epicentre of the network of service roads which criss-crossed the Van Meersland Wastes, linking habitation areas with armouries, defence laser batteries and the defensive rings which now lay blasted and shattered in the wake of the 88th army's advance, stood the great Citadel of Vraks. Looming imposingly upon a tall pinnacle of volcanic rock, up which, by dint of several switch backs, the main road made its way to the Great Gate. Up and up the road climbed its serpentine way towards the majestic entrance, wrought of carved granite blocks, now long worn by wind and weather.

Within, above the grey walls and parapets of the Citadel's wall, rose the spires and pinnacles of the Basilica of St Leonis the Blind. From humble beginnings the original tower that commemorated the death of the martyred missionary in the 38th millennium had grown into a massive cathedral, where pilgrims of the faith came in hordes to visit the bones and relics of the long dead saint. A huge edifice in carved stone, the Basilica of St Leonis was not the tallest building within the Citadel. Higher still rose the censorium tower, once the abode of Vrak's chorus of astropaths and a centre for interstellar communication. It formed part of the Citadel's inner ward, separated from the main fortress by a sheer gorge that cracked the flanks of the citadel rock. The censorium spire reached skyward, where lightning storms danced around its pinnacle, and from it the whole panorama of the surrounding lands could be seen in detail.

For the observers now watching the approaching Krieg regiments, the surrounding land far below and as far as they could see, had become a blackened pit of smoke and fire. The boom of the guns, once a distant rumble of thunder had become an ear-splitting cacophony of ceaseless explosions that surrounded the fortress. Shells smashed into the hillside or flashed and sparked off the Citadel's powerful void shield curtain every minute. Dust and smoke lay as thick as autumnal fog, in dense grey clouds that roiled and boiled as more shells impacted. Down on the plain, amidst the fire, shrapnel and choking smoke clouds, the slaughter of murderous battle continued daily, ceaseless. Inside, the Citadel was now full of the materiels of war. The last redoubt of the defenders was bristling with men and weapons. Outside the safety of the void-shield protected walls, the slopes were thick with weapon pits and observation posts, covered trenches and camouflaged sniper holes pocked every face. Bunkers, pillboxes and dug-outs scarred the surrounding landscape as well. The rebel forces had laboured hard to turn the Citadel into an impregnable fortress, the mighty rock upon which the rising tide of the Emperor's armies would break and fall back, break and fall back, time and again. Despite months of Imperial Navy bombing raids and long-ranged artillery bombardment by the largest guns the Imperial Guard regiment could muster, the Citadel stood badly damaged but defiant. Now, after 18 years, the finale of the great siege was about to be played out.

88th Army's Plans

The 88th Siege army's plan for the assault upon the Cardinal's stronghold had been in existence almost since the start of the Vraksian war. Even 18 years ago the 88th army headquarters knew full well what they would be facing when the time came to re-capture the Citadel. They had complete access to all the plans and schematics they could wish for. Every modification, improvement and strengthening of the Citadel had been done by the Administratum, and their records were long and thorough. Originally Lord Commander Zuehlke had planned the assault in detail and in turn Marshall Kagori had reviewed those plans and modified them to suit his ideas. Now Inquisitor Lord Rex was the third Imperial commander to view the data slates and holo-maps of the Citadel and run through the logistical requirements and unit briefings to refine the plan. Before any orders for the assault were issued to the regiments, Inquisitor Rex convened his most trusted fellow Inquisitors for a major review of the plan of assault.

The entire operation was huge and highly complex. It involved a million guardsmen attacking in phased operations to wear down the defenders step-by-step, then take and hold key points. The greatest drawback of the entire operation was the nature of the terrain. No armoured units could be used in the final assaults – the ground was too steep. In many places the ground was too steep for infantry and this would channel the attackers into the enemy's prepared killing grounds. Whichever way the planners looked at it, the final push to break into the Citadel was going to be the bloodiest part of a bloody war. For most of the million Krieg guardsmen who would be thrown at the rock and the Citadel high above, it would be their last battle for the Emperor.

A high priority for the attack was to knock-out the Citadel's void shield generators. These massive shields, powered by geo-thermic heat-wells sunk under the Citadel rock, were the key to its invulnerability. Using the same arcane technology that protected Titans, the entire Citadel was surrounded by a protective forcefield. Each section of wall, tower or buttress had its own projectors. Whilst the forcefield remained, there was little chance of seriously damaging the structure of the Citadel itself. Inquisitor Rex had no doubt in his mind, he would pour enough firepower into the Citadel that not a single stone would be left standing upon another by the time he had finished. The Administratum would complain and the Ecclesiarchy would protest bitterly about the destruction of the Basilica of St Leonis, but it would be a necessary sacrifice to purge the planet of a far greater evil now festering and spreading its corruption from the hilltop.

The void shields could be overloaded but only when the energy of enough hits forced the generators to cut out or explode themselves. Overloading each void shield, and keeping it down would be the job of the siege artillery. The Earthshakers, Medusas and Bombards of the 21st bombardment korps could hammer the Citadel day and night with volleys of fire that would hopefully be too much for the void shield generators to cope with. They could only do this if enough ammunition was available, and so top priority was given for artillery ammunition to the bombardment korps. Each regiment's own artillery would suffer as a result, and that would mean a lack of shells for preliminary bombardment, smoke screens, counter-battery fire, rolling barrages and reactive fire, all exposing the infantry to greater threat from enemy fire and counter-attacks, but whilst that void shield remained up, all the infantry assaults in the world would not force passage through the wall. Each regiment would have to rely more heavily on its lighter field artillery and the guns of its Leman Russ could add to the barrages, given that they would have no role to play in the assault once the infantry started up the slopes.

Capture of the three main gates was the next objective. With the void shields down and the artillery battering the fortress' interior into ruins, the infantry must sweep up the hill and capture the gates. These would then become the stepping stones for the next wave, breaking into the fortress interior. And here would be the most arduous and thankless task, advancing across fire-swept open ground into the teeth of the enemy's heaviest defences and guns. All knew that the platoons and companies would be quickly chewed up in the meat grinder on the hillsides, with the enemy dug-in deep and behind massively thick walls, impervious to anything but direct hits from all but the biggest shells. It would be murder, but the planners could see no other way, somebody must climb that hill and die. Others would have to follow, and climb over the mounds of the first waves to be cut down in turn. And on the cycle would go, as they crawled closer to the gates, body by mangled body. Inquisitor Lord Rex had to decide who would be given this mission.

The regiment chosen to be the first wave up the slopes was the 261st siege regiment, under the command of veteran Colonel Tyborc. Throughout the war Tyborc had risen through the ranks to lead the 261st. On Vraks his name had become something of a legend. He had led the attack that was credited with breaking the first defence line, now some 14 years ago. His heroic efforts had seen him cut off and fighting for three days without aid. He had been wounded five times in that battle alone. In the ensuing years he had risen to command of the regiment, his predecessor being killed at the frontline when an enemy mortar shell had trepanned the top of his head off – the fractured part-skull now resided in a reliquary on the regimental banner. Colonel Tyborc continued to lead from the front, and had been wounded in action another four times, each time surviving – although an enemy chainsword had taken his left arm during the Kagori offensive. Still, he now had a bionic replacement and had returned to lead his regiment during the push through the curtain wall and across the battlefields that had led to the Citadel rock. Now his regiment would be committed en-masse in the first bid to capture the three main gates of the Citadel. Tyborc was summoned to the Inquisitor's command post and given his orders. He must have known what it meant instantly – the probable destruction of his regiment, but he never flinched, accepting the mission with a simple salute. Death in the cause of the Emperor was all he had ever expected, now he would get his wish!

261st Siege Regiment's Plan

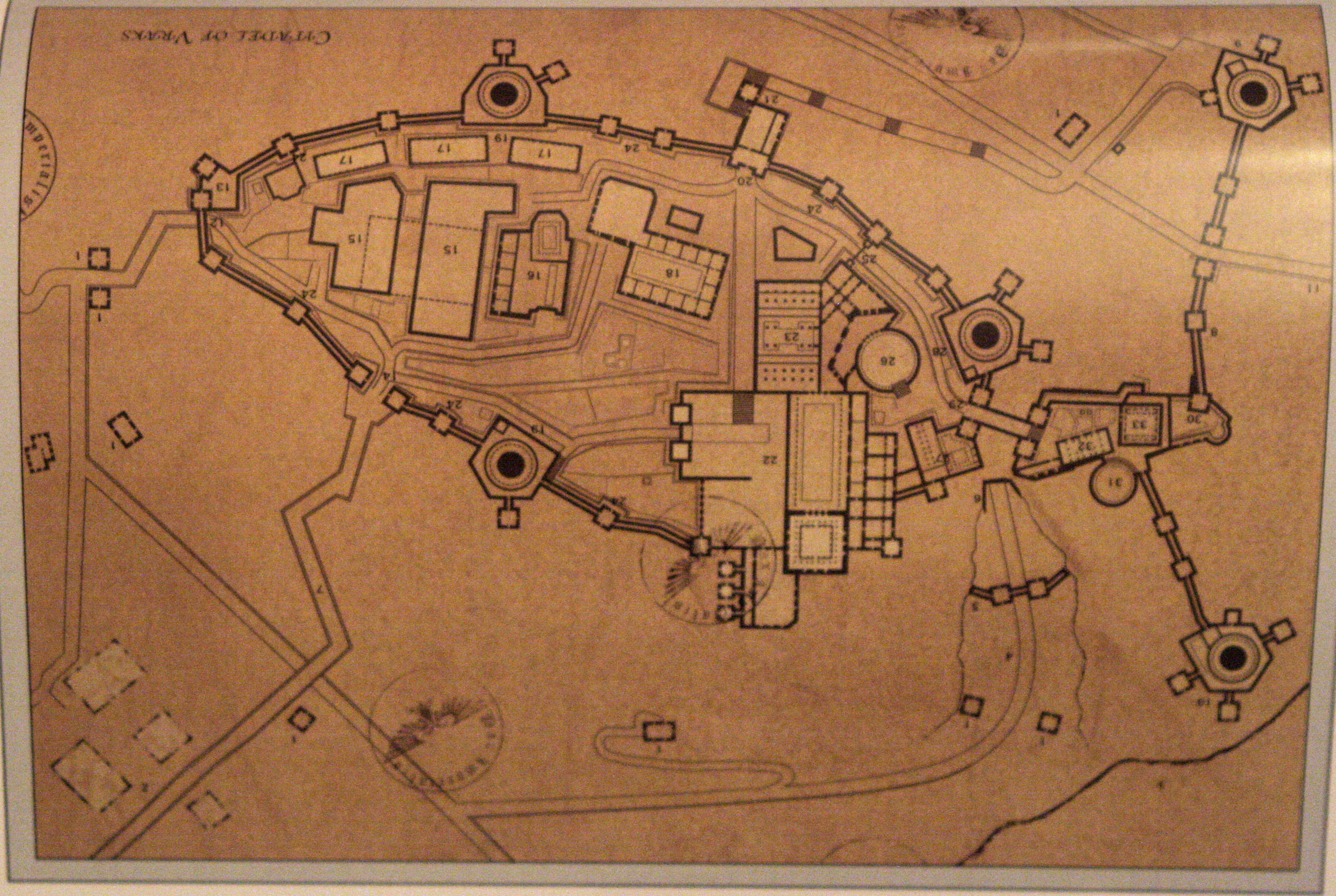
Colonel Tyborc had picked up the Inquisitor's poisoned chalice, now he must drink deeply from it. First he had to build up his regiment ready for the fight, more shells, more ammunition, more fuel and more men would all be requisitioned from the stockpiles and ferried forwards. Then he gathered his staff and began to study the holo-maps and details the Inquisitor Lord had provided.

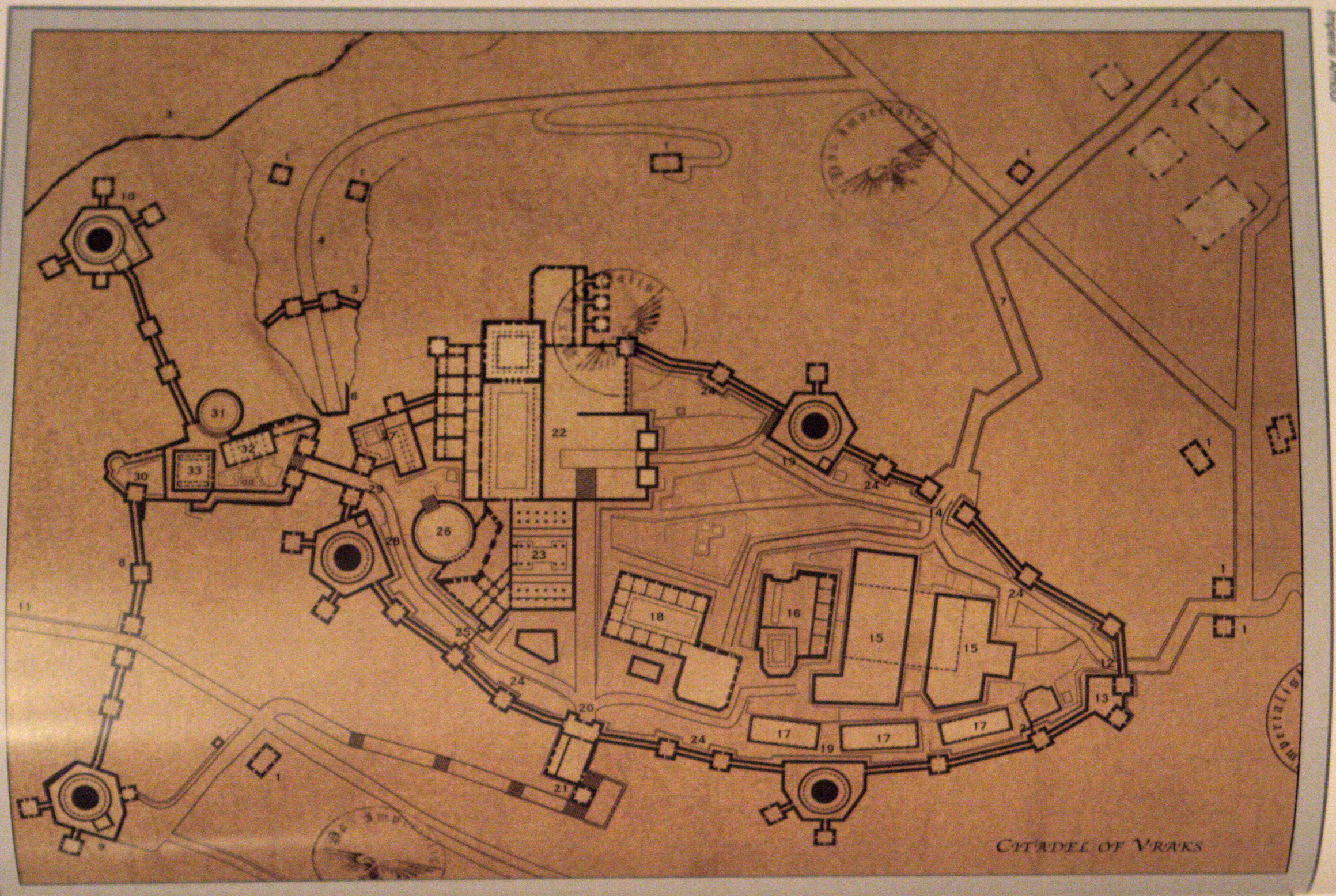
Taking up positions in the forward trenches that now surrounded the Citadel, the 261st regiment would attack from three directions simultaneously. From the north, aimed at the Cardinal Gate. From the west, aimed at capturing the Lower Gate and destroying the outlying defences and defence laser silo that in turn guarded the St Leonis Gate, and the most powerful strike would come from the south-east aimed at the Great Gate. Each attack would be led by an entire infantry company, each in fifteen Gorgons. 1st company from the north. 7th company from the west and 15th company from the south-east. Their attack could only begin after the bombardment korps' barrage had had its chance to work. Then, as the bombardment concentrated on the fortress itself, Tyborc would send forth his Gorgons. These big assault carriers would push the lead companies through the remaining outer defences and only disgorge the guardsmen when the slope became too steep. The infantry would then advance uphill on their own, under the covering fire of any tanks that could find their way forward into firing positions at the foot of the hill. It would be a three-pronged attack, each prong aimed at capturing one of the gates. When the Gorgon-mounted companies stalled, a second infantry wave on foot would be close behind, to push through the first wave and onwards up the slope. The third wave would do likewise. The fourth wave would contain most of the regiment's grenadier squads, and it was these guardsmen that would carry the assault to the gates and fight hand-to-hand for the bastions at each entrance. At the great gateway Tyborc planned to deploy Atlas recovery vehicles, each equipped with a heavy dozer blade to sweep the service road of mines and allow a company of Leman Russ to push up the road, in single file, and support the grenadiers' assault. Fresh reinforcements would also be waiting to strike directly up the road to hold the objective once it was taken.

The Great Gate would be the main focus of the attack, and demanded the largest commitment of forces. The other two gates, the Cardinal Gate and Lower Gate, were far harder prospects. Here each attack would be a strong diversion, carried forward with enough men and machines to pin enemy forces in place, and, if the enemy faltered, then they may even have a chance to take the gates. But it was at the Great Gate that Tyborc hoped to win his foothold. If he did then his mission would be complete and another regiment would take over the assault. By then the 261st would be a spent force, casualties would be very high but he knew that was why Krieg regiments had been chosen for this war.

The Murder Slopes

At last, at long last, the end was in sight. If the day's battle went well and the 261st regiment won their objectives then the end would be within reach. Dawn broke, barely perceptible in the stygian gloom of low clouds and the distant rumble of thunder, or was it guns? There could be no mistaking the opening roar of the bombardment. Situated on the south bank of the Darro rift, the 21st bombardment korps had


Imperial Armour


CITADEL OF VRAKS

THE CITADEL OF VRAKS

Xaphan's stronghold is the former centre of Administratum power on Vraks.

The Citadel is perched upon a pinnacle of rock – the remains of a former volcano, which is very steep (sheer in most places to the south). The top is surrounded by tall walls and defence towers. The pinnacle is split on its north-western side by a deep, sheer ravine, which is also the entrance to the Citadel's underground armoury.

The Citadel itself is split into two, with the bulk of the fortress (the outer and inner ward) sitting on the eastern side of the ravine, and the much smaller keep sitting on the western side. The two sides are connected by a fortified bridge spanning the ravine. The bridge restricts access to the keep to those with the required security clearance.

Outside the Citadel wall, the slopes of the Citadel are ringed by strongpoints sunk into the hillside. Many of these are accessible from the Citadel's undercroft. Others are interconnected via a complex system of covered trenches and hastily constructed rat-runs.

The Manufactorum is a recent addition. This is a mish-mash of pre-fabricated buildings and lean-to shelters used to fabricate munitions for the war. By the end of the siege it had been heavily targeted by the Imperium's aerial bombing campaign and now lay in ruins. One of twelve such facilities built around Citadel, it had been placed at the foot of a long causeway that carried a service road up to the Cardinal Gate. This ornate arched causeway had also been targeted for destruction and little was left but rubble piles and the stubbed remains of supporting girders and pillars.

The main working part of the Citadel is the outer ward, full of offices, stores, barracks buildings and pilgrim hospices; many of them simple practical buildings and lacking the ornate splendour of the Basilica and palace which dominate the skyline. The outer ward also contains the main plaza, a large open space used by the garrison militia as a parade ground, and for large gathering of pilgrims. This is all overshadowed by the huge Basilica of St Leonis.

Divided from the outer ward by the huge massif of the Basilica and the Cardinal Palace, the inner ward is the centre of the Citadel's religious activity. Also situated here is the Priory of the Argent Shroud, a small fortress in its own right. It also provides access via the bridge to the keep.

The keep is the high security centre of the Administratum facility, including the Vraks Administratum HQ, the planet's Prefects office and residence and the Aedificium; sometimes used by the Inquisition as a base of operations for the surrounding systems, including high security dungeons and interrogation chambers. The tallest structure in the Citadel, greater even than the main spire of the basilica is the Schola Astropathica's Censorium tower, a hub for interstellar communications.

Only part of the Citadel is on the surface. Underneath is a labyrinthine network of tunnels and technical facilities, all the way down to the Citadel armoury at the rock's base. The Citadel's main power supply is situated down here, invulnerable to enemy attack. Vraks' many banks of void shield generators are also situated in the undercroft, along with other generators and transformer stations. The upper levels of the undercroft contain more barracks, storehouses, weapons manufactorum and medicae facilities.

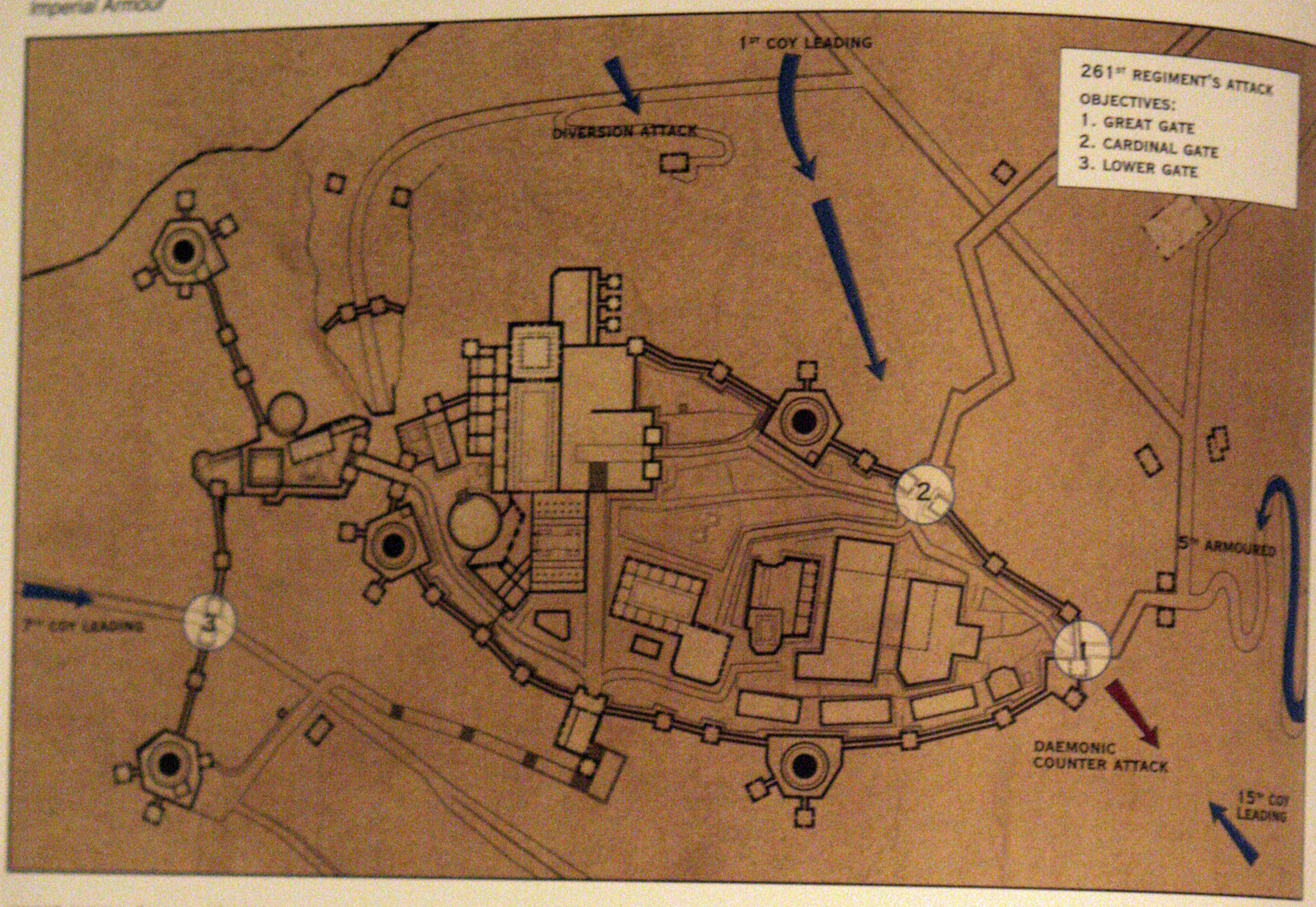
Citadel Exterior
1. Blockhouses and strongpoints
2. Manufactorum - destroyed
3. Gulley
4. Citadel ravine *'the Death Pit'.*
5. Ravine wall and gate
6. Armoury main entrance
7. Causeway - destroyed
8. Lower gate spur
9. Southern bastion
10. Northern bastion
11. Pilgrim's road

Outer Ward
12. Great Gate
13. Adeptus Arbites Precinct
14. Cardinal Gate
15. Militia Barracks
16. PDF Headquarters
17. Hab Blocks
18. Administratum
19. Defence laser silo
20. St Leonis Gate
21. Gate Bastion
22. Basilica of St Leonis the Blind
23. Cardinal Palace
24. Defence Towers

Inner Ward
25. Inner Gate
26. Inner plaza
27. Order of the Argent Shroud Priory
28. Defence laser silo
29. Fortified bridge

Keep
30. Schola Astropathica Censorium Tower
31. Landing pad
32. Administratum Prefectus Office
33. Aedificium (inner keep)

Undercroft (not shown)
- General storehouses
- Barracks
- Weapons Manufactorum
- Medicae facility
- Generatorum
- Geo-thermic heat sinks
- Void shield generators
- Power plants
- Citadel Armoury



spent many days and nights preparing for this fire mission. It would be sustained and accurate, concentrated and devastating, with every gun that could be mustered now trained on that hill and the Citadel on top. As the order to open fire on their pre-set targets was received, Krieg gunners hauled on lanyards and the guns boomed as one. The shells soared high, screaming and whining in flight. First to impact were the higher velocity Earthshaker rounds, screaming in. Next, seconds behind, came the Medusa rounds, a low bass whine as the heavy siege shells fell. Last came the Bombard shells, each huge shell plunging from the clouds with the rumble of a passing freight train. A thousand shells fell in the first minute. As Tyborc and the staff officers of the 261st regiment watched, the Citadel and its slopes vanished into a cloud of flame split explosions. Shell after shell added to the bombardment, thickening the ring of flames that now consumed the Citadel. Could anything live through such a storm? Surrounding the observing officers, men in brown greatcoats mustered by squad, platoon and company clambered aboard the Gorgon carriers as they idled, spilling reeking exhaust fumes to thicken the air. Each squad was counted onboard in a scramble of hob-nail shod marching boots, ringing on the metal loading ramps. Watchmasters and Commissars cajoled each guardsman into position before the pneumatic pistons hissed into life and the ramps drew up and locked with a solid clang. Sealed inside their metal behemoths, the next each guardsman would see of the world would be the base of that hill and the murderous fires of battle.

On time, Colonel Tyborc issued the order to attack, and seconds later each Gorgon's engine revved into life, tracks slowly grinding into the earth as they inched forwards, each lumbering carrier gathering speed slowly, men jostling inside, shoulder to shoulder in the packed holds. It had begun, and each company now had its part to play. The wheels of war were turning, and now Colonel Tyborc must now let them run their course. Behind the Gorgons followed more infantry on foot, still in ordered lines, each squad evenly spaced from the next. Leman Russ followed, crews riding out of their turrets to better pick a route forwards. Soon yellow tongues of flame would be adding their battle cannon shells to the bombardment ahead. The field artillery followed amidst more infantry companies, Centaur carriers bouncing across the track-churned ground. Then came grenadiers, some in carriers, other walking, all slouched under the weight of their heavy armour and hellguns. The entire regiment was on the move. Only the big artillery guns remained in place, the Earthshakers and Medusa siege guns, and soon they would also be firing. Colonel Tyborc had committed everything he had, with only three infantry companies and the Death Riders as his reserve, and these too would be committed if it seemed a breakthrough might come. It was all or nothing. Victory or destruction.

All three attacks met with expected fierce resistance. Despite the dense smoke and explosions, the lumbering Gorgons attracted heavy fire. The lead transport of 7th company took a direct hit in the side from a hidden artillery gun, the Earthshaker shell tore through the hold, shredding those inside, before exiting the far side, leaving a ragged hole. A second shot also hit, its high explosive warhead blasting the survivors into torn corpses.

1st company were soon in a minefield, and although the Gorgons' ramps pushed forwards, several were left burning. From high above, a defence laser silo opened fire, each huge laser impact tearing great scorch marks into the earth. First one, then a second, then a third Gorgon disappeared in a thunderous explosion of light and molten plasteel.

For the 15th company, withering fire was also taking its toll on the Gorgons. One had its driver's cab torn off by a tank shell. Slewing wildly, another's

tracks were shredded by artillery fire, leaving it stranded. The guardsmen inside disembarked into heavy fire and were soon scattered into cover or lying dead upon the earth.

When the assault ramps crashed down, all the other platoons experienced the same treatment. Heavy bolter and heavy stubber fire swept the ground, more hidden minefields blocking the advance. Defensive mortar fire was plunging onto pre-sighted targets with terrible accuracy. Squads were annihilated in a blaze of murderous explosions and bullets. Captain Attas, leading 7th company was dead, as were his entire command squad – all killed when a bunker that was thought to have been destroyed opened fire at point blank range. His men crawled forward towards the service road leading up to the Lower Gate, corpses piling up in their wake. More corpses and abandoned Gorgons littered the route forwards.

Against the 1st company the enemy counter-attacked and hand-to-hand fighting saw the first infantry wave thrown back. They had barely started to climb the slope up to the Cardinal Gate. The second wave of Krieg infantry charged in, bayonets fixed, counter-attacking in turn and turned the tide again, seeing the enemy cut down or falling back, but they had yet to reach the slopes, and already two waves had been exhausted. The third wave gained another few hundred yards in a spirited rush, but it was still well short of the Cardinal Gate when artillery and mortar fire racked its positions and turned the attack into a rabble. Captain Zolyan of the 19th company tried to press on uphill, but his company suffered the same fate as the first waves. Fewer than 100 guardsmen returned from a full strength unit of 740 when they set out. The Captain was not amongst them.

Whilst the northern and western assaults were stalling, the attack on the Great Gate was faring little better. No less courageous, it was no more successful. The Gorgon transports had taken the brunt of the enemy fire, eight of the fifteen were now wreckage. The others fell back, spitting heavy stubber rounds up the hill until their ammunition bins were spent. The infantry was slogging uphill into a gale of furious fire, plunging down onto them as the guardsmen scrambled forwards, all order was now lost in the tumult of battle.

On the switchback highway ascending to the Great Gate, the Atlas recovery vehicles had ploughed their slow way forward, scraping a path through the mines, before lascannon blasts from the walls left each a smoking hulk on the road, crews scattering out of the hatches and fleeing back downhill. Fighting their way up the hill in the wake of the engineering vehicles was a column of Leman Russ tanks of the 261st regiment's 5th tank company – 12 tanks in line astern. They crawled upwards, volleys of battle cannon fire pattering off the gate towers. One by one the tanks were knocked out, the last survivor reached the fourth switchback before the crew abandoned their immobilised vehicle. Burning tank wrecks littered the route back down and their rusting remains would block the road for any future assaults.

Ahead of the main assault the bombardment had now concentrated, hammering the Citadel. The deluge of shells had, as predicted, overwhelmed the void shields, although they could not destroy the generators. The generators were buried far below in the Citadel vaults, and so any damage done could only be temporary. The artillery was now tearing at the buildings, blasting great



Above: Valdor tank hunters supported by Chaos Reavers take up positions in one of the ruined manufactorums close to the Vraks Citadel.



High Princeps Rand Drauco, commander of the Legio Astorum battle group on Vraks, upon the command bridge of his Reaver Titan, Praetorian.

TITAN PRINCEPS

1. THE HIGH PRINCEPS

High Princeps Drauca pictured here is a veteran commander of the Legio Astorum, the Warp Runners of the Adeptus Titanicus. The most senior battlefield commander of the Legio during the entire Vraks campaign, this dour warrior was responsible not only for the battlefield command of *Praetorian* in combat against the hated forces of Chaos, but also the Legio's wider tactical operations and strategic planning. Although his rank afforded Drauca title and status equivalent to a senior Colonel of the Imperial Guard or a Flag Captain of the Imperial Navy, Drauca's lack of ostentation in uniform or display of the numerous decorations his lauded career had afforded him was in keeping with both his own character and that of his legion. Each Titan Legion has its own idiosyncrasies of operation and ritual, and the Warp Runners have long had the reputation for preferring to adorn their mighty war-engines with bold heraldry and striking decoration, while its Moderatii and Princeps favour an austere uniform and puritanical code of conduct.

During the Battle for Vraks, as well as the destruction of numerous 'lesser opponents' *Praetorian* was credited with the annihilition of 17 enemy tanks, two 'Brass Scorpion' Daemon Engines and a traitor Warhound Titan in separate engagements.

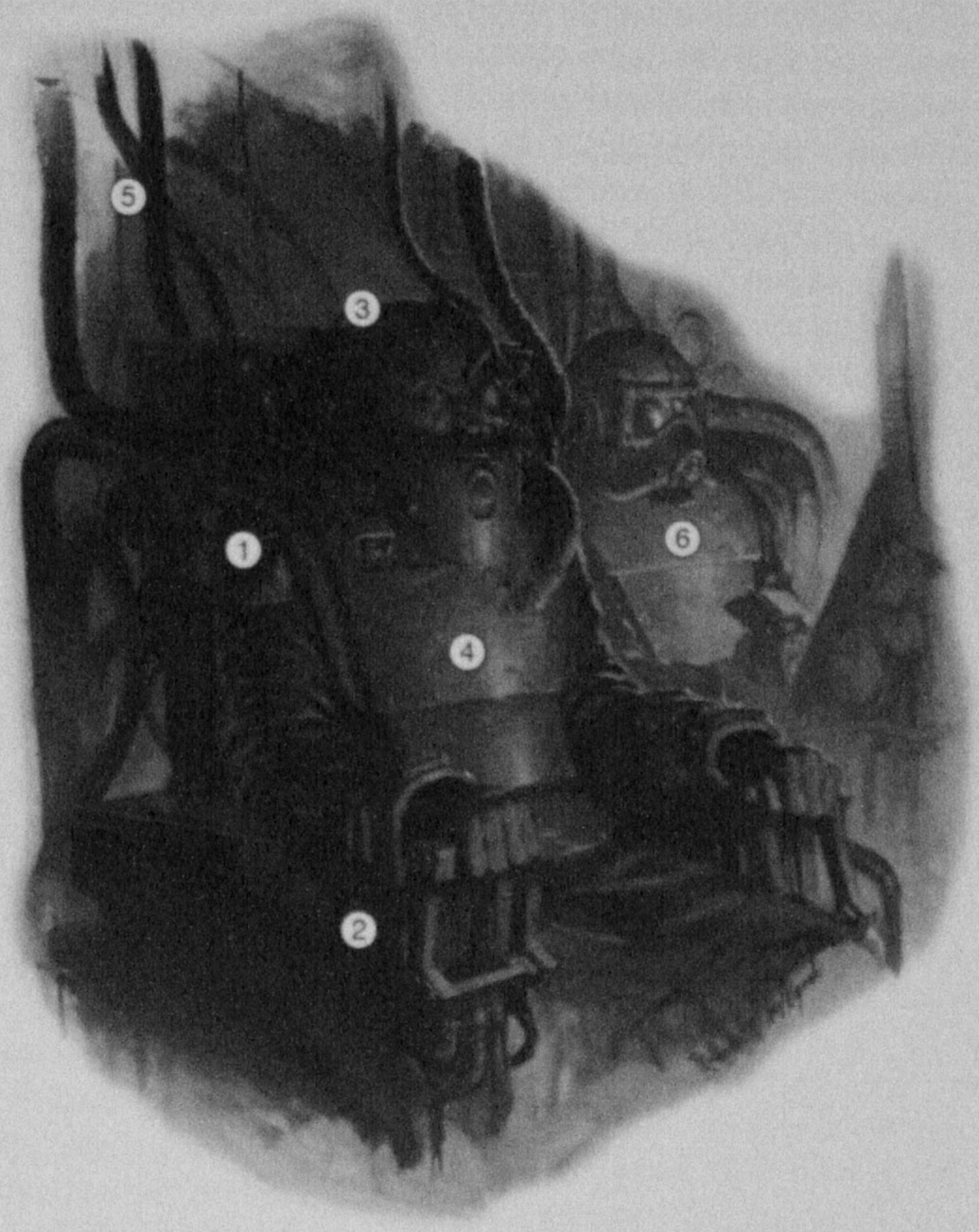
During the last stages of the Vraksian war, as the loyal Space Marine Chapters arrived and Warp phenomena began to increase exponentially on Vraks, the Legio Astorum deployed to support the attacks on the Citadel. Their guns added to the cauldron of artillery fire that hammered the Citadel daily. During the final assault, as the Angels of Absolution dropped into the heart of the Citadel, *Praetorian* was once again in the thick of the battle. By this time, the traitorous Legio Vulcanum had been defeated and the loyal Titans were almost unopposed as they smashed into the Citadel.

2. COMMAND THRONE

The armoured command throne of the Reaver is mounted at the centre of the battle-bridge in the Titan's head. Here the Titan's commanding Princeps bonds with the mighty war machine, mastering its bellicose machine spirit to his will and governing its actions on the battlefield via the mind impulse unit. The Command throne is the hub of the Titan, and allows for control of all the Titan's functions, should it be required, via the master override systems. As a last resort the Princeps has access to these manually activated overrides to control the Titan's gross motor functions, reactor output and so on – they are shown here in the arms of the command throne. Immersed as the Princeps will be in the mind impulse unit and the tumult of sensory input it brings in battle, using these controls is something only a highly trained and experienced Princeps has the monumental will power and self-control to enact.

3. MIND IMPULSE UNITS

A sacred mystery of the Adeptus Mechanicus, mind impulse unit interfaces come in a variety of forms. The most common is shown here, being a series of cranial socket connectors and cyber-optic implants and are favoured by the traditions of the Legio Astorum (although other Titan Legions prefer to use spinal-cortex coils, or even more drastic measures such as the fully immersive vitro-tanks). Mind impulse units allow for the direct and intuitive control of the Titan and for the



Princeps to receive information from its logis-engine, auspex and control systems directly through their own senses via neural connectors.

4. ARMOURED CUIRASS

As well as helping protecting the Princeps from injury from shrapnel caused by secondary damage from impacts, the heavy cuirass itself contains power and life support systems which provide the Princeps with clean air. It also serves to help regulate body temperature and monitor their life signs for dangerous feedback from the mind impulse unit.

5. SUPPORT UMBILICALS

These armoured umbilical cables carry power, life support and data feeds to the command throne, and incorporate multiple redundant channels so that if any one is severed or interrupted during battle, others can take their place without impeding the Princeps' ability to command the Titan.

6. MODERATII

Although the Princeps' commands are carried out primarily via the mind impulse unit interface, many of the Titan's functions are in the hands of attendant Moderatii – the junior Titan crew. In a Reaver there are two Moderatii, one dedicated to controlling the Titan's primary weapons systems, the other acting as helmsman and monitoring auspex feedback and battlefield tactical displays.

The attack plan for clearing the ravine was highly complex, but every unit involved had been thoroughly briefed, studied the maps and been issued their orders. Their first objective was to cross a natural gully that ran across their line of advance. From there the attack would then divide, with two forces assaulting the enemy strong points at the head of the gully, a third force veering right to strike at a defence laser silo that was believed to have been knocked out by heavy bombardment months ago, but its ruined ferrocrete walls still provided the defenders with excellent cover with which to enfilade the main route of advance – it had to be stormed and taken. A fourth force would then come forward to push on down the ravine and assault the gate and walls in conjunction with the Red Hunters' drop pod assault. Once the walls were breached, a renewed assault would clear the remainder of the ravine and drive the attack on to the end and the armoury gates. Once there the mission would be handed over to the engineer companies to blast through the armoured doors and begin to clear the complex beyond. As each objective was taken, new companies would be released to take over the attack. In all, Inquisitor Rex was expecting the assault to last for three to four days of sustained fighting. As ever, progress would be slow and hard fought.

When the order to attack arrived, the guardsmen went over the top and began to advance in good order. At first it went smoothly, tanks and infantry advancing into the smoke that drifted over the landscape following another softening up bombardment by the field artillery guns just behind. The heavy rain was falling again, deepening the mud under foot and tracks. But despite the smooth start the planners had overlooked something. On their tactical maps the natural gully appeared as a single line and was believed to be only lightly held – a minor obstacle to be overrun by the first wave. What the regimental staff had missed was the fact that the gully was actually a natural trench, steep on the northern bank and in many places it was impassable to armoured vehicles. The enemy had dug-in deep into the gully walls, untouchable by artillery, but in its concentration on the defences of the ravine and the threat from plunging fire from the Citadel above, the regiment's detailed artillery plan had only designated the gully for a brief bombardment by several quad launcher batteries. From this gully the enemy could foray out to engage the advancing guardsmen then quickly slip back to its protection. The enemy had also hidden tanks in the gully's base, and prepared firing positions for them at the edge. As the Krieg tanks moved forward, the enemy armour would roll into perfect hull-down positions and engage, before rolling back to change positions before any return fire could find them. Just taking the gully was going to be a far harder fight than anybody had planned for.

So it proved. The enemy was patient and only opened fire at short range with a sudden withering hail that flayed the lead infantry platoons. Leman Russ suddenly detonated from surprise flanking shots from unseen enemy tanks. Five tanks were burning in seconds, the others reversing away rather than risk the same fate. The attack stopped dead in its tracks. Mortar fire then began to land, the air singing with shrapnel above the pinned guardsmen's heads. The 3rd company's commander was killed in a blaze of heavy stubber fire. Six of his eleven platoon commanders would die in the opening fusillade. Despite the losses the attack must press on, and so it did. Unable to outflank the gully the only choice was to keep bulling forwards in a headlong attack, but little headway could be made.

Urgently re-directed artillery fire smothered the gully in high explosives, but the enemy were well protected, and quickly found shelter under the gully edge. The three Macharius tanks found no way of crossing the gully, then lost two vehicles to demolition charges thrown by unseen enemies from within the gully. More infantry companies were called forward, but it was not until the second day that, by weight of numbers alone, the Krieg guardsmen forced their way into the gully and started to clear it with grenades and bayonets. Inside they would find degenerate mutants, beastmen and renegade militiamen side-by-side, alongside squads of Traitor Space Marines, notable of the Steel Brethren, who had turned this minor feature into another killing ground. On the attack's right flank, the first crossing was made by guardsmen of the 16th company. Their mission had originally been to attack the defence laser bastion, but already most of their ten platoons had been savaged in the gully fighting. Lacking the firepower to suppress the hardened enemy outpost, their subsequent assaults soon failed.

Only by the end of the third day was an objective that should have been secured in the first hours finally in Krieg's hands – with more men arriving to turn it into a solid base of fire for the next spring forward. The mouth of the ravine was guarded by twin strong points, each a complex of pillboxes, bunkers, trenches and firing pits. Bombard shells were already targeting each, supplemented by direct tank fire from the gully, but with the attack behind schedule there was no time for a long bombardment. It was time to go again, and the lines of new Krieg guardsmen sprang out of the gully and headed south.

The expected three day battle for the ravine was into its fifth day before any of the Emperor's forces actually made it into the ravine. On the right the attack against the defence laser bastion had failed again, and the regimental commander had requested the aid of Titans to help his third assault. Even the arrival of the Reaver Titan *Astor Tyrannis* could not get the infantry onto their objective.

In the ravine itself the attackers soon found themselves in a nightmarish labyrinth of trenches and minefields, with tank traps thick as trees in a forest preventing tank support from pushing forward. The Steel Brethren had again been at work, and progress towards the gate was measured in metres. Furious fire from the gate towers and walls swept the service road, now little more than craters. The enemy fought for every position. To the rear, artillery ammunition was running low, the battle had now outrun its dedicated supplies. The suppressing fire on the Citadel above had been forced to slacken. The result was murderous plunging fire from the cliff tops from which there was no cover. Companies expended themselves for no gain in the ravine – which had earned itself the name 'the death pit'.

It was seven days into the ongoing battle before Inquisitor Rex gave the order for the drop pod assault to begin. Originally scheduled for day two, it had been delayed, then delayed again. Finally given permission to go, the Ordo Malleus Inquisitors and their Red Hunters strike force plunged into the ravine preceded by a wave of Deathstorm drop pods that scoured the drop zone with random fire. With the low black clouds and the ravine lip blocking their view, the attacking Krieg officers could not see the Space Marine attack arrive, and so failed to make the planned co-ordinated push against the

wall and gate to strike from two directions at once. The four Inquisitors and almost 150 battle brothers of the Red Hunters Chapter descended into a trap. They were isolated from all support, trapped in a cauldron of fire with no escape route. It quickly became apparent that the enemy had expected just such a move and prepared a counter-attack.

Out from the massive armoury doors marched a Reaver Titan, around its feet a swarm of degenerate creatures and sub-human scum, all baying for blood and desperate to earn their master's rewards. The hordes threw themselves at the Red Hunters, who gunned them down mercilessly with the purifying fire of their sacred bolt guns. Hundreds died, but they were just the first wave, expendables that allowed the Chaos Space Marines to close in. Again it was the Khorne warbands and their Berserkers that struck, again led by Zhufor and his bodyguards.

Against the traitorous Legio Vulcanum Reaver even ceramite and adamantium armour provided little protection. Trapped in their own isolated battle, the Red Hunters requested assistance, and eventually the Krieg guardsmen were ordered to attack the gate in a desperate bid to break in. The gate itself was vaporised by multiple plasma blasts from a Stormblade, but the guardsmen could not force a passage inside. A heroic charge by the entire 35th and 36th Death Rider companies was cut down to the man – now the last reserves available for the assault had been used up.

Without relief the Red Hunters strike force was wiped out. All were lost, including the four Inquisitors leading the courageous assault with them. Those not lucky enough to be killed by the followers of Khorne faced a fate worse than death. The wounded and prisoners were dragged away by Zhufor and handed over to the Sanctified, the Traitor Marines with an intimate and deep knowledge of daemonancy. The prisoners would be offered up as daemon-vessels, fodder for hungry daemons to consume. They would soon return to the battlefields, unrecognisably deformed as Possessed.

The bad news for the 269th regiment did not end with the failure of the assault on the ravine, or the failure of the assault on the defence laser bastion, or the annihilation of the drop pod assault. Out to the north-east, during one of the many company-strength diversionary attacks that had supported the main efforts, disaster had also befallen the regiment. The 17th infantry company, skirmishing through the outskirts of the now ruined manufactorum had advanced into an ambush. Arkos the Faithless' Alpha Legion warband had somehow infiltrated into the bombed-out manufactorum, most probably using unknown underground passages, and set up a trap. The Traitor Space Marines had managed to surround and annihilate the entire company before any forces could be freed up from their own attacks to help. A full strength company had found itself surrounded by the Alpha Legion and been overwhelmed. Over 700 guardsmen had been lost, many no doubt captured and returned to the Citadel for some horrible fate. Such spoiling tactics were the hallmark of the Alpha Legion.

The offensive was called off a day later. The 269th regiment had suffered the same fate as the 261st. Butchered, most of its infantry manpower now lay dead on the fields, the ravine itself was choked with the corpses of guardsmen and Death Rider steeds, along with the wreckage of tanks and guns. The regiment withdrew but left a strong ad-hoc force of survivors to garrison the two captured strong points and form a stopping force at the end of the ravine to prevent an enemy break-out. It was the only gain they made from the entire attack. Eight days of hellish fighting had seen a second regiment devastated, it was no longer an effective fighting force. Inquisitor Lord Rex had little alternative but to again disband the regiment and move its survivors into the two remaining regiments of 30th line korps. It had seen its fighting strength halved in the two attacks.

First Victory of the Last Battle

At 081830.M41, as the attack on the ravine was going over the top, Inquisitor Rex craned his neck and peered skywards as the first dozen of some 68 Marauder bombers passed above, their four engines a bass rumble, passing like dark crucifixes as they flew overhead en route for their target. As the Inquisitor watched, the bombers dumped their payloads onto the Lower Gate spur, which instantly vanished from sight in a cauldron of smoke and flame that boiled up from the hillside. The next wave was already inbound, and more bombs followed the first. Hundreds of artillery rounds then joined the bombardment as the Lower Gate spur was pounded with all the high explosives that the 88th siege army could throw at it. Five more bomber waves soon followed the first.

As the last Marauder bomber banked away, its engine noises fading to nothing, the smoke and dust of the saturation bombing began to clear. The Inquisitor was handed a surveyor by an aide and scanned the walls. In at least four places the wall had been breached. At least two towers had been turned into smouldering piles of rubble, fires still burning deep within the ruins. The Lower Gate itself stood in defiance, scorched and blackened but resolute. Above, parapets had been smashed and ramparts crumbled. Inside their bunkers many of the defenders had been crushed by the falling masonry, others had been deafened by the bombardment. More crawled from the rubble, digging their passage out into the open again.

The intense bombardment had been an awe-inspiring sight, and the Krieg guardsmen of the first wave now rose to begin their assault. Their objective was still the wall, even if it was little more than rubble in many places, but still enough sections had survived to make it a fine defensive position for the survivors to fight from. And fight they did! Despite the destruction, the bombing was actually of dubious benefit. The survivors set about burrowing into the rubble, creating new firing positions. The heavy weapons that had survived nestled in the masonry, gunners and snipers soon perched on the broken ramparts. The southern bastion of the defence laser silo, the strongest of the spur's defences, had also survived mostly intact and would soon be operational again.

On command, the 269th regiment's assault companies sprang forward, with companies of tanks and super-heavy tanks alongside the platoons, along with High Princeps Rand Drauca's Titan *Praetorian* and two other Reavers, *Tritus* and *Invictorus*. There were also four Warhounds close by. Inquisitor Rex watched as the first waves set off towards the Lower Gate spur, climbing the ever-steepening slope as they vanished into the dust and cordite smog.

In defiance of the air raid, the defenders were still waiting, and soon the first Krieg wave had slowed to a crawl again. But the weight of armour – nearly 100 vehicles had been dedicated to this wave alone – and the raking blasts of the Reaver Titans, with their massive missile pods and gatling blasters were smashing the remaining walls and defence lines asunder. It was only a matter of time until the attacker's



Top: Grey Knights Dreadnoughts of Strike Force Stern clear the enemy from the approaches to the Citadel.
Above: Last ditch defence. Valdor tank hunters join with traitor Warhounds in the defence of the Citadel.

firepower overwhelmed the entrenched defenders and carved a path for the infantry to exploit. Still, the tanks found it hard going, the ground had been heavily cratered by the air raid and many were bogged down in the churned earth, becoming pillboxes until their ammunition bins were empty. From Lord Rex's command post, the attack seemed to be working – if slowly. The first infantry platoons were now fighting in the rumble of the walls, clearing them section-by-section. The Titan *Invictorus* had retired to rearm, whilst *Praetorian* was supporting the main thrust. On the right *Tritus* led the attack against the southern bastion. Then came the first major hitch. The bastion might have been heavily scarred by the air raid, but buried within its weaponry had survived. As the Reaver launched salvoes of missiles at the bastion, suddenly, surprisingly, it returned fire. The first defence laser shot overwhelmed *Tritus'* remaining void shields, the second scored a direct hit – the massive laser cannon penetrating through the Reaver's frontal armour and critically damaging the plasma reactor within. *Tritus* staggered under the impacts, came to a halt and its weapons fell ominously silent. Then, spectacularly, the plasma reactor detonated. With the force of a small sun the reactor exploded into an iridescent ball of super-heated gases, so bright that its after image burned into the retinas of those who saw it, and it was so hot nothing within 100 metres survived. Rising into a mushroom cloud, when the gases eventually dissipated there was nothing left of the once proud battle titan. Only black scorched ground for a hundred metres in every direction marked its death. Small fragments of smouldering, melted wreckage was all that could be recovered. Another of the Legio Astorum's venerable machines was gone.

Inquisitor Rex commanded more artillery onto the bastion, and a barrage of heavy bombard shells was soon hammering the area. Then, his battlefield retinue trailing close behind him, the Inquisitor left his command post to join the front line.

At the front the Krieg guardsmen were still pushing forward. In places they had almost reached the walls, in others they had been checked and were pinned down. Lord Rex took direct command of the attack on the defence laser bastion, calling off the heavy artillery barrage as he ordered the lead platoons and their supporting grenadiers to charge. By nightfall they would be inside, fighting in the tunnels and galleries within. Inquisitor Rex and his retinue led the close quarters fighting and it was he who triggered the demolition charges that finally disabled the defence laser.

Meanwhile, as the Krieg guardsmen forced the enemy from its boltholes and section-by-section captured the Lower Gate spur wall, the enemy counter-attacked. Just as with the first assault upon the Great Gate, the enemy spilled out, this time from the St Leonis Gate high above and raced down the Pilgrim's Road. Armoured vehicles, Dreadnoughts, Blood Slaughterers, Defilers and other great clanking war machines, shrieking and screaming their hatred joined the battle. They were reinforced by the Black Brothers of Ayreas, a warband of the Black Legion – once the personal legion of Horus himself. There were no troops in the galaxy more dedicated to Horus' ambition to overthrow the Emperor.

At first their counter-attack swept the Krieg guardsmen back from the wall, only for the survivors to rally, and fresh waves of infantry, supported by massed battle cannon fire surged up the rubble glacis again and over the rubble piles. Fighting for the wall was bitter. Six times it changed hands as the day long battle stretched on into the night. It was a night of hellish combat against daemonically powered war engines. The air was filled with their shrieking wails – the tormented screams of those sacrificed to give each machine life. By dawn the rubble pile was back in the Traitors' hands again, and four full Krieg infantry companies had been broken in the repeated counter-attacks. Bodies littered the rubble and filled the craters.

On the second day, as the Krieg infantry again attempted to wrestle control of the objective back, Inquisitor Rex summoned his own reserves. Grey Knights squads raced to his assistance. Still in the thick of the fighting, Inquisitor Rex organised the survivors around him for the next push, as the Grey Knights strike force roared into the battle. Ornate silver Land Raider transports, dulled by their exposure to Vraks' sulphurous atmosphere arrived, attacking head-on in a blaze of lascannon and heavy bolter fire. The assault ramps dropped and out burst the elite Space Marines within, force halberds glowing with a corona of blue light. Psychic forces flashed and sparked as the daemon-hunters unleashed their powers. Hacking and slashing with unstoppable wrath they cut their way through the enemy. Bellowing invocations against the corruptions of Chaos, Inquisitor Lord Rex joined them, bounding up the rubble scree, Krieg infantry close behind. They once again reached the top of the tall rubble piles, beyond which was the cliff-like slope of the hill's southern face, across which ran the Pilgrim's Road, climbing up under the Citadel's walls to the St Leonis Gate. Back along that road the surviving enemy now withdrew, still firing wildly as they went. The Grey Knights sudden strike had tipped the balance and smashed the traitors back. In a sudden furious holocaust, Daemon Engines had been sent wailing, exorcised back into the Warp. As he surveyed the battlefield, all around the Inquisitor Lord was a scene of utter devastation. The Lower Gate spur was all but gone, the towers had tumbled, the walls had been pulverised to rock and dust. Shattered tanks and war machines lay all about on the crater-scarred ground, many were still burning fiercely like orange beacons upon the dust shrouded field, spewing black smoke. The dead of both sides littered the ground, but after two days of fighting, what remained of the Lower Gate spur was in their hands. Here the enemy counter-attack had been defeated and the Emperor's forces had won themselves a platform for an assault on the St Leonis Gate.

It was the first victory of the last Battle for Vraks.

Grey Knights Brother Eramirillis of Strike Force Arturus – seen here prior to the third assault upon the Citadel of Vraks. Eramirillis was killed in action during the Battle for the Cardinal Gate. His body was returned to the temple of the Emperor on Titan.



GREY KNIGHTS SPACE MARINE



1. AEGIS SUIT

Each Grey Knight is equipped with his own armour, fitted and modified for the individual warrior by the Chapter's armourers. Superficially, a Grey Knight's armour resembles that of the other Space Marine Chapters, but within the powered suit's workings many secrets are hidden. Constructed of the finest ceramite, adamantium and the most advanced alloys the metallurgists of Mars can provide, it incorporates crystalline filaments within the suit that form a psychically attuned matrix, called the Aegis. Hence a Grey Knight's armour, be it powered armour or Terminator armour, is referred to as an Aegis suit.

Much of the Aegis suit exactly mirrors the functions of a powered armour suit, with its autosenses, bio-diagonistic functions, sub-atomic core power pack and muscle actuators. As well as this, an Aegis suit is also anointed and inscribed with hexagrammic wards, ritually consecrated against daemonic attack and psychically charged to enhance the wearer's mental powers.

The Chapter's aegis suits are hallowed objects that enable the Grey Knights to face the most terrible of daemonic threats, safe from the threat of possession and better able to resist the lethal powers of the Warp that such creatures often control.

The aegis suit's breastplate carries the Grey Knight's copy of the sacred *Liber Daemonica*. Upon completion of his initiation, each Grey Knight is presented with this small book. It is a copy of the much larger master-work contained within the secret vaults of the Chapter's fortress monastery on Titan. Its pages list the central tenets of the Chapter's beliefs and duties and their sacred rites of battle – which they use to counter the power of daemon-worship. The book is a powerful symbol for the Chapter, and features in the Chapter's iconography as a symbol of enduring wisdom and secret knowledge.

2. NEMESIS FORCE HALBERD

The signature weapon of the Grey Knights is the nemesis force weapon. They come in many shapes and sizes, but all are large. Most commonly they are halberds, poleaxes and greatswords. Each weapon is consecrated and anointed with sacred oils, and inlaid with devotional scripts and words of warding to assist in dispelling daemons. Like other force weapons, the nemesis halberd is psychically attuned to its wielder, allowing him to channel psychic energy from the Warp, through his mind and into the blade. Wreathed by the glowing Warp energies, a nemesis force weapon then becomes almost unstoppable – smashing through the thickest armour with ease. A well-trained psyker can deliver devastating attacks, blasting foes apart with pure energy, as well as using the blade as a focus through which to unleash a holocaust of Warp energies.

Each nemesis force weapon is made from rare psychically resonant materials. Where these are attained from is a closely guarded secret. Before entering service, each is ceremonially blessed at the Synod Ministra on the Cardinal world of Ophelia IV and uniquely tuned to match the user's psychic field. Once complete, each force weapon can only be wielded by its owner, much of whose training revolves around controlling and channelling power through the weapon.

3. STORM BOLTER

The Grey Knight's secondary weapon is his storm bolter. It is the Space Marine's main ranged weapon, but it is only intended as a back-up to the halberd and the formidable psychic powers of a Grey Knight himself. The storm bolter provides fearsome firepower when confronting conventional foes.

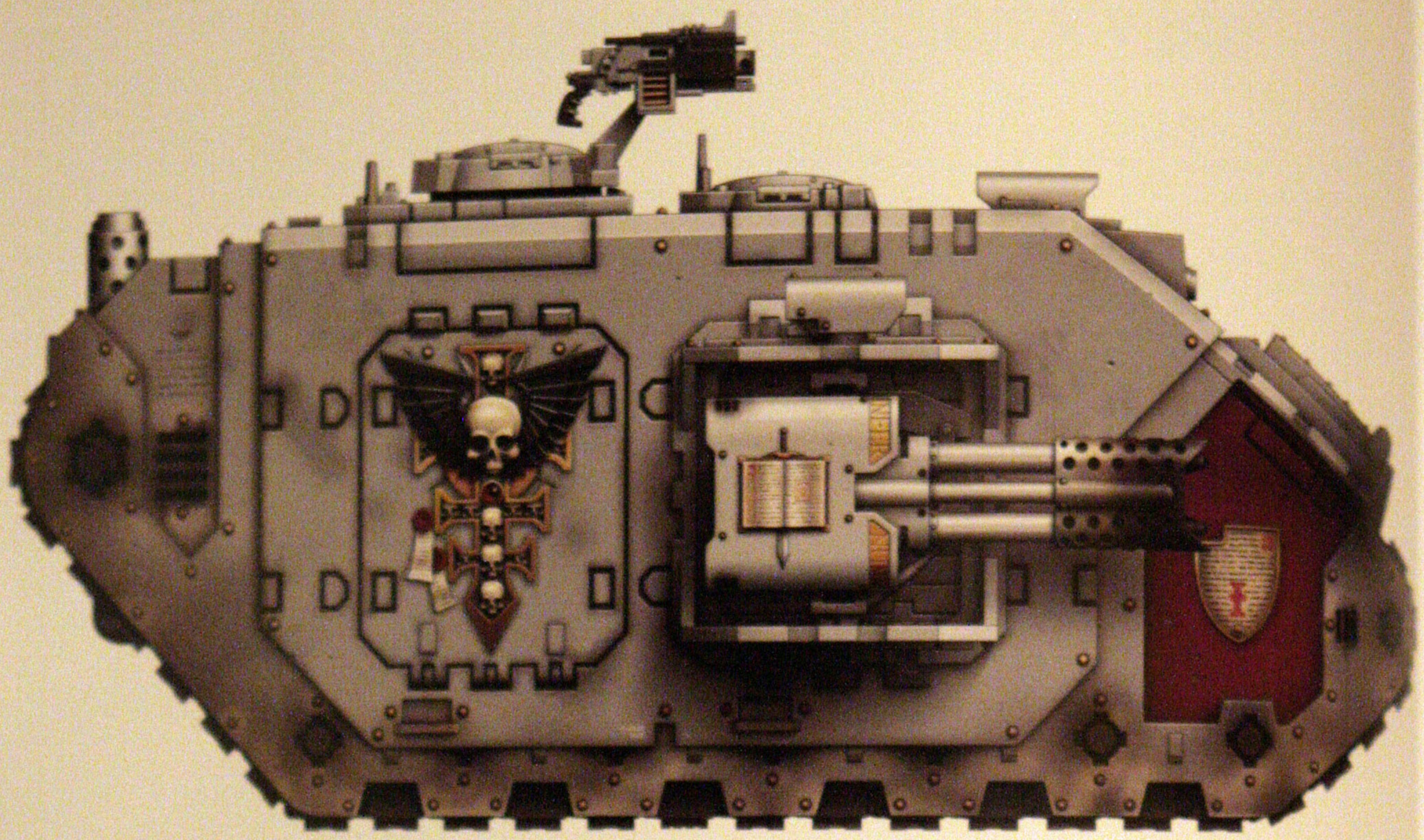
Utilising the best technology that the munition-adepts can provide, the Titan pattern, mark IX storm bolter is a very compact weapon. To free the user's left hand (to best use the force halberd), it is attached via a thought-activated wrist mount, which is a standard part of the suit's armoured vambrace. Connected via the suit's autosenses to targeter and range finder information, as well as an ammunition counter, temperature gauge and other weapon status readouts (all visible though the suit's display), the storm bolter can be fired using only thought-commands.

The Titan pattern storm bolter's main drawback is its ammunition capacity. Lacking the more common patterns 'dual magazine' design, the storm bolter's magazine carries just 20 bolts. Given the Grey Knight's other offensive capacities this is not regarded as a serious problem. The storm bolter includes a genetic security code, linked to the user's unique genetic profile. Without the correct match, the weapon will not activate.

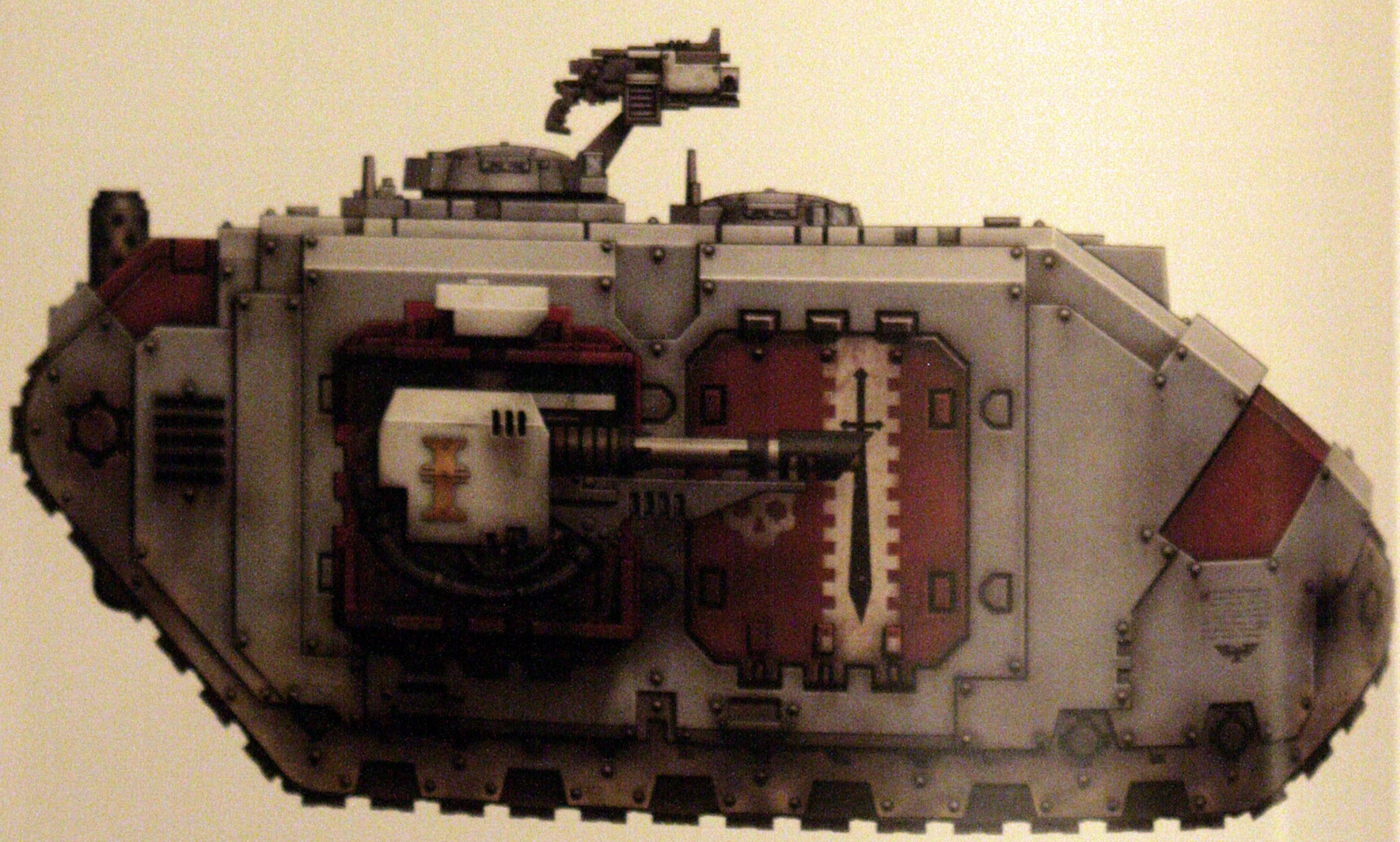
4. INSIGNIA

The insignia and heraldry of the Grey Knights Chapter is complex, as befits a Chapter of such long and glorious heritage. Each brother has his own heraldry, utilising the colours red, black and white in combination. Common iconography includes books, swords, skulls, keys and gates. These are worn upon the shoulder pad or upon the Insignium Valorus, a heraldic shield worn on the shoulder bearing personal heraldry as well as campaign markings and other awards.

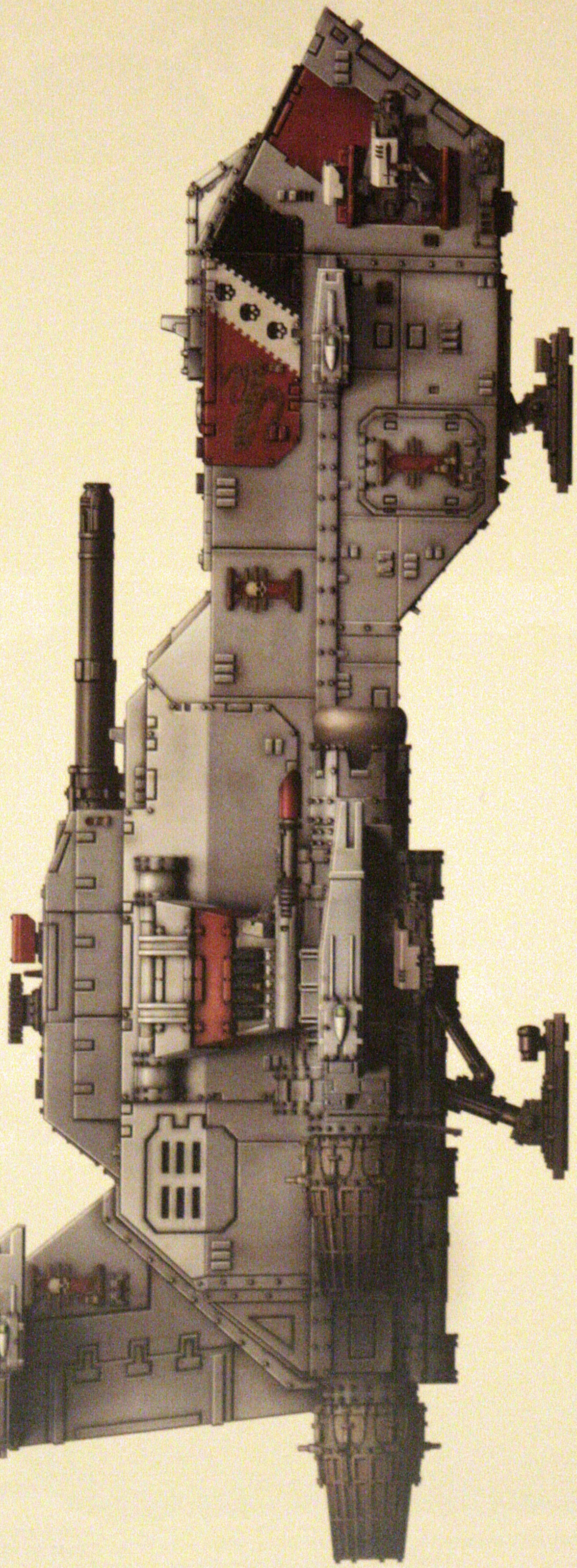
Purity seals are commonly worn to provide extra protection against the threat of possession. They are symbolic of the Emperor's personal blessing upon a brother, and as such are revered. They prove that a warrior is strong in faith and pure in heart – incorruptible. For the Grey Knights these are no mere words, but a statement of purpose. No Grey Knight has ever fallen to the powers of Chaos. No Grey Knight has ever borne the title of traitor. They have proved themselves to be the dark power's most implacable foes. It is for this reason that they are hated, and feared, by the worshippers of the Chaos gods.



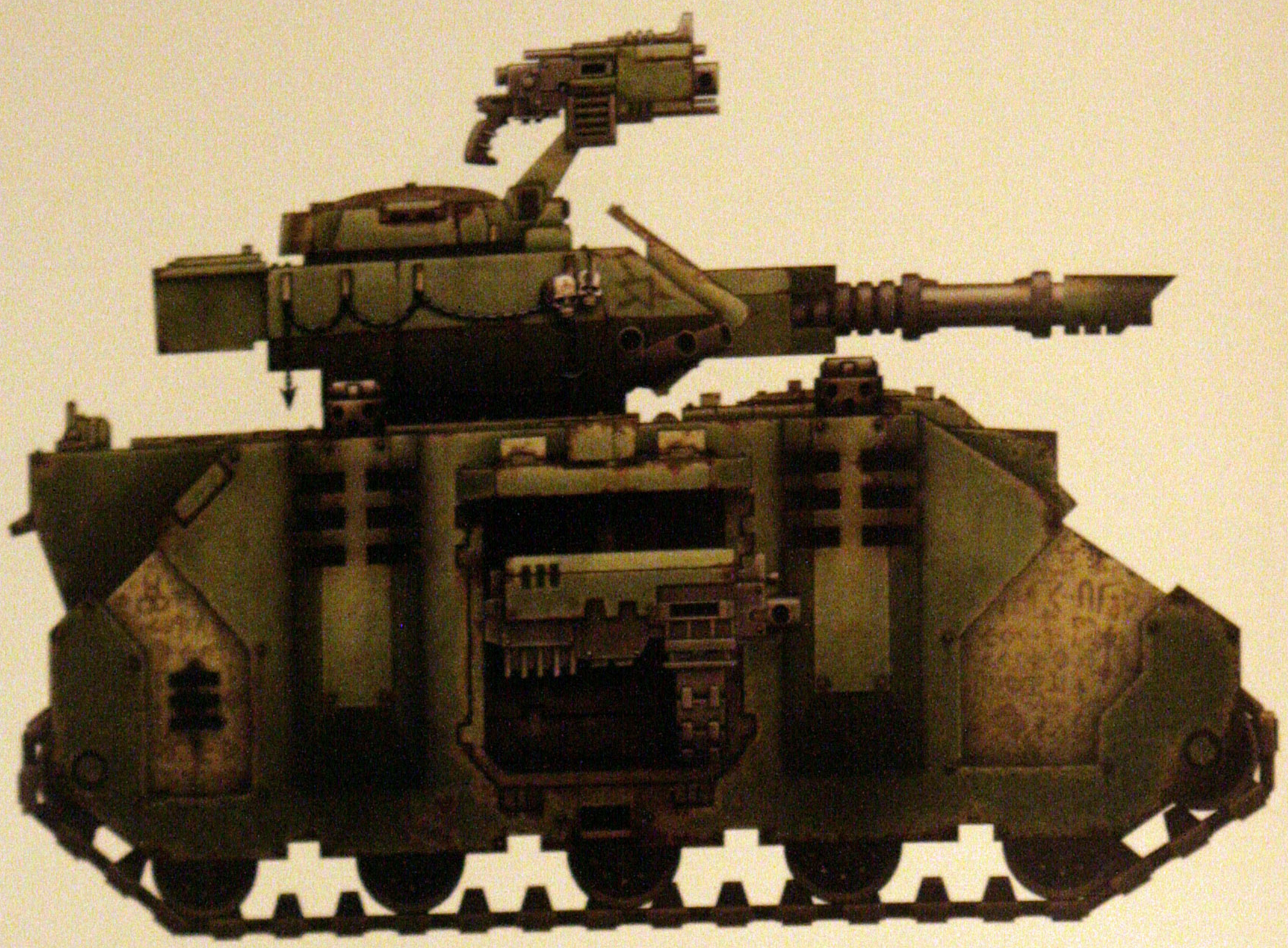
Grey Knights Land Raider Redeemer of Strike Force Arturus.



Grey Knights Land Raider of Strike Force Stern.



Grey Knights Thunderhawk of Strike Force Arturus.



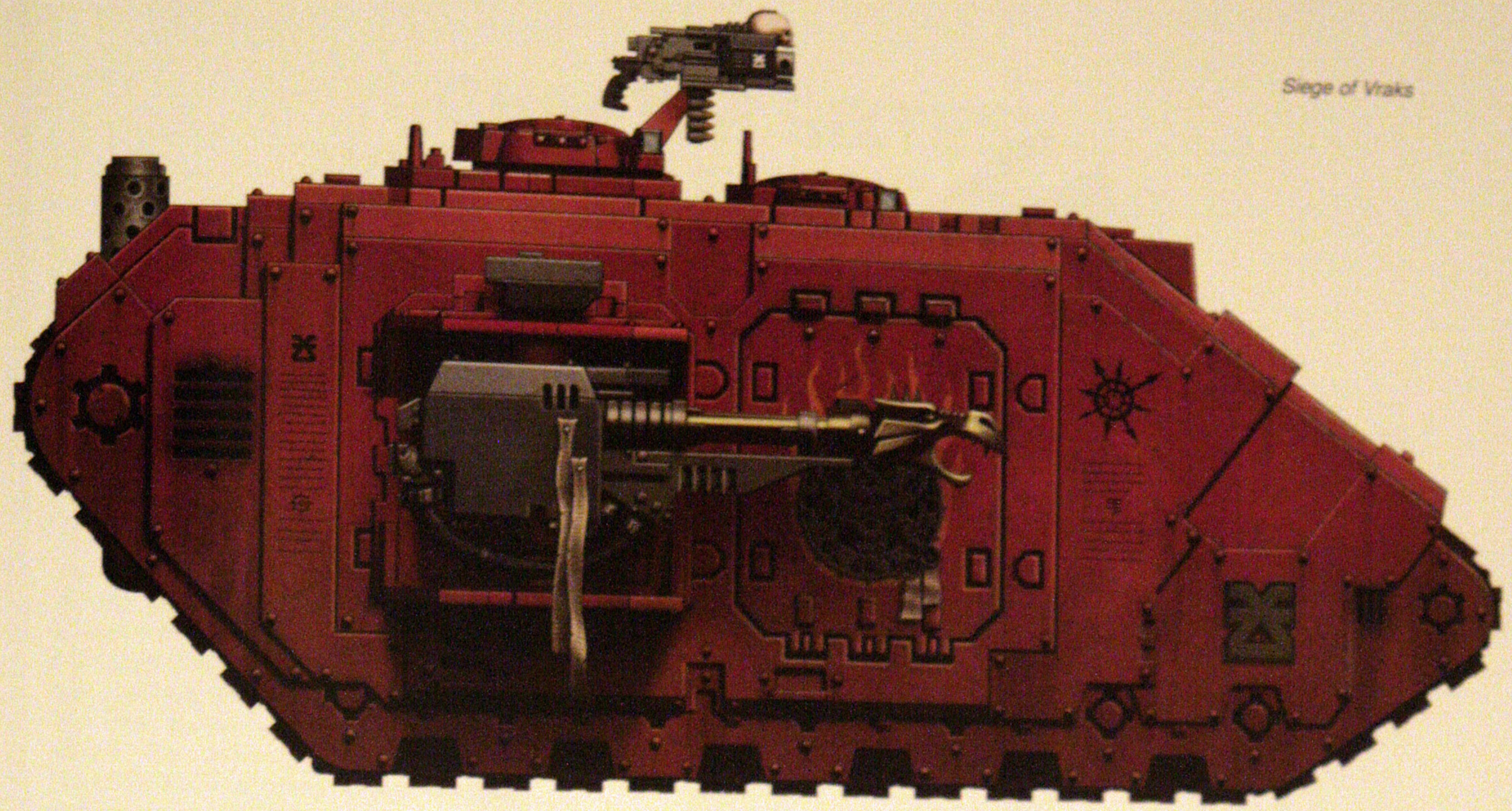
Chaos Predator Annihilator of the Purge identified in Sector 596-442.



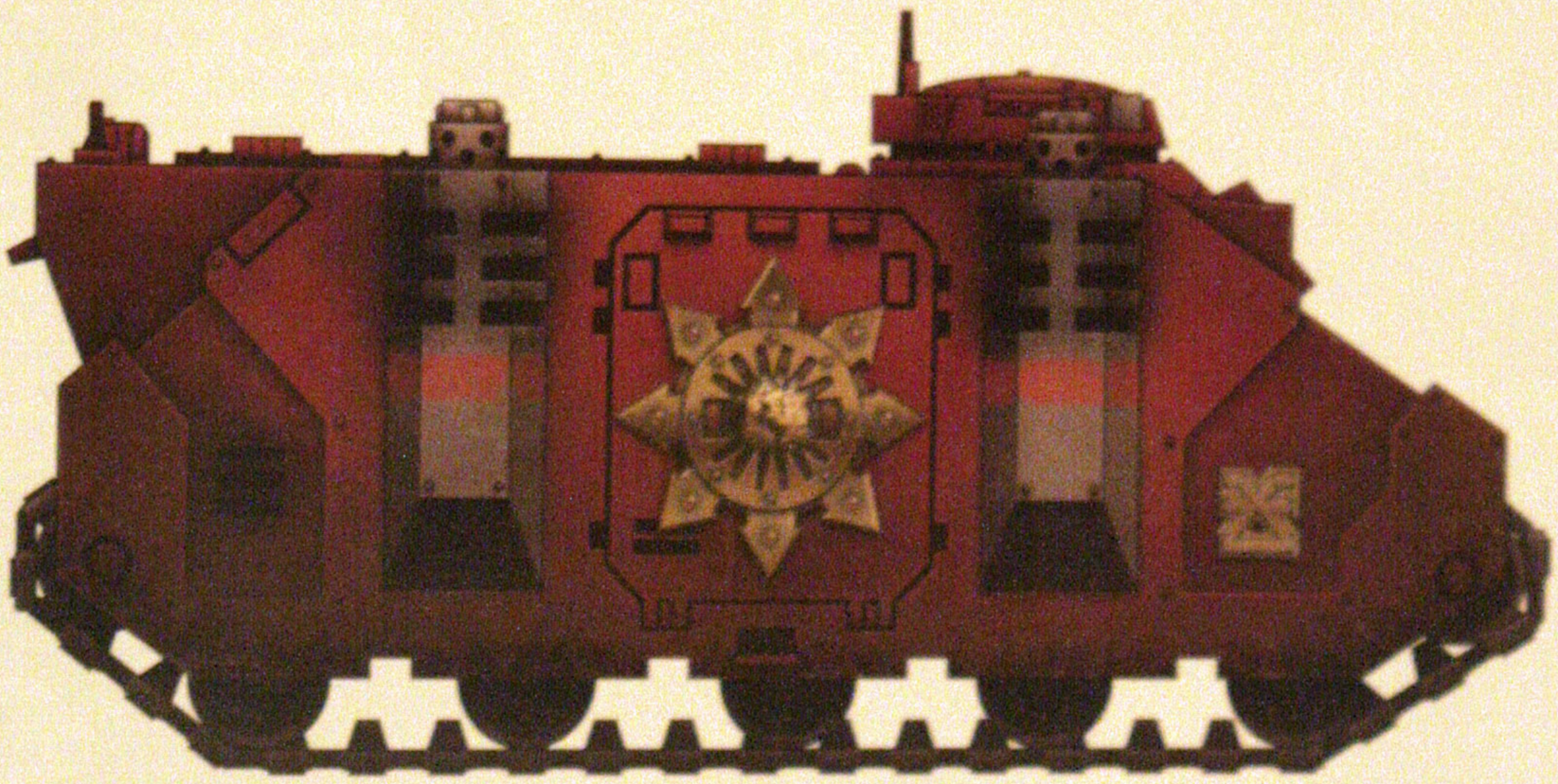
Chaos Rhino, with spaced armour, of the Faithless.



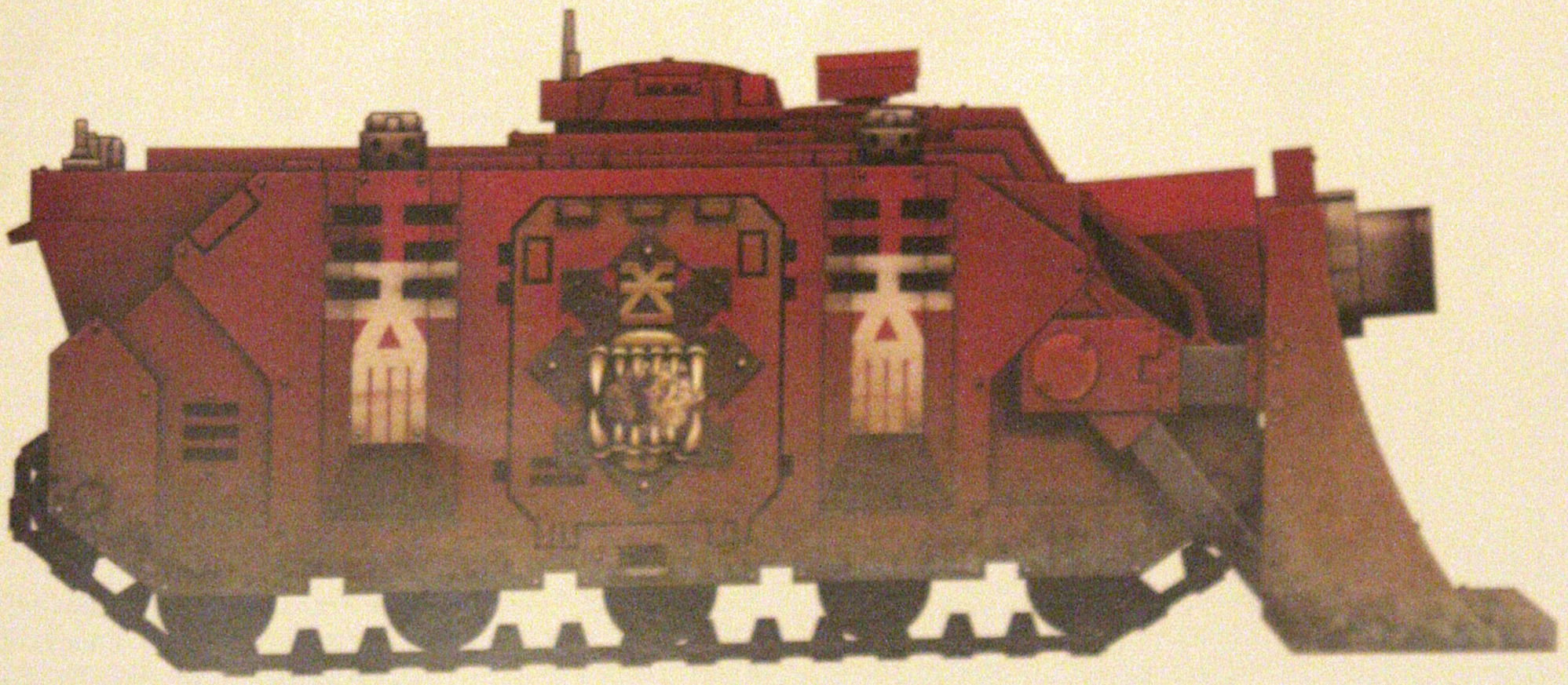
Chaos Basilisk, with enclosed fighting compartment, taken from Vraks' stores by the Steel Brethren and destroyed during the battle for the 'Death Pit'.



Chaos Land Raider of the Sanctified.



Chaos Rhino transport of the Berserkers of Skallathrax, knocked out by artillery fire close to the Great gate.



Chaos Vindicator of the Skull-takers encountered in the 'Death Pit'.



Brass Scorpion of Khorne, banished by Brother Captain Arturus during the assault upon the Cardinal Gate.

CHAPTER SIXTEEN
WHERE DAEMONS TREAD

"Better crippled in body than corrupt in mind."

Inquisitor Thor Malkin

The Return of the Red Scorpions

At 159830.M41, Inquisitor Lord Rex's earlier diplomatic efforts to secure additional Adeptus Astartes units for the war on Vraks were finally repaid. His emissary had sought out the Red Scorpions Chapter as ordered, travelled via Terra to the Zaebus system and placed the Inquisitor Lord's request directly into the hands of the Chapter's Lord High Commander, Verant Ortys. In turn Commander Ortys had taken it to his own trusted officers in order to confer. No Space Marine Chapter commits itself to battle lightly. Each Chapter is only 1,000 brothers, the finest the Imperium has, so they must be used wisely and with care. Of course, in this case Lord High Commander Ortys already had some knowledge of events upon distant Vraks. A strike force under Commander Ainea had returned from their first operation badly damaged but victorious. Now, the Inquisitor Lord was asking that he follow up that invaluable assistance with a second deployment. The enemy was not yet defeated and the war not yet won. As an Inquisitor, Lord Rex could have demanded the Red Scorpions' presence, and sent one of his Inquisitors to indenture a strike force, but Space Marine Chapters are infamous for their fierce independence, and Chapter Masters do not take kindly to interference in their Chapter's affairs by the bureaucracy of the Imperium or the Inquisition. Their record of loyal service is enough to buy them the trust to operate beyond the many restrictions of the Administratum. Chapters are tied directly to the Imperium by a sacred oath of loyalty to the Emperor. To many Space Marines, those that have broken that oath are the worst of all enemies. Their stain of disloyalty could, and has, been seen to contaminate all. The destruction of traitor Space Marine forces is amongst the highest priority and the most glorious service any Chapter can do for the Imperium.

It was this persuasive argument that Inquisitor Rex's diplomats used to convince Lord High Commander Ortys to return to Vraks. Ortys gathered his entire Chapter together to make the announcement that, after much long thought, he had decided to dispatch a large strike force back to Vraks. Commander Ainea had begun the mission, but he would now personally lead a force large enough to finish it. There were still many traitors to Mankind on Vraks, vile fiends who would bring about the downfall of the Emperor's rule. Preparations were to be made for four full companies to join the war. The battle barge *Sword of Ordon* was to make ready for the long journey back to Segmentum Obscurus.

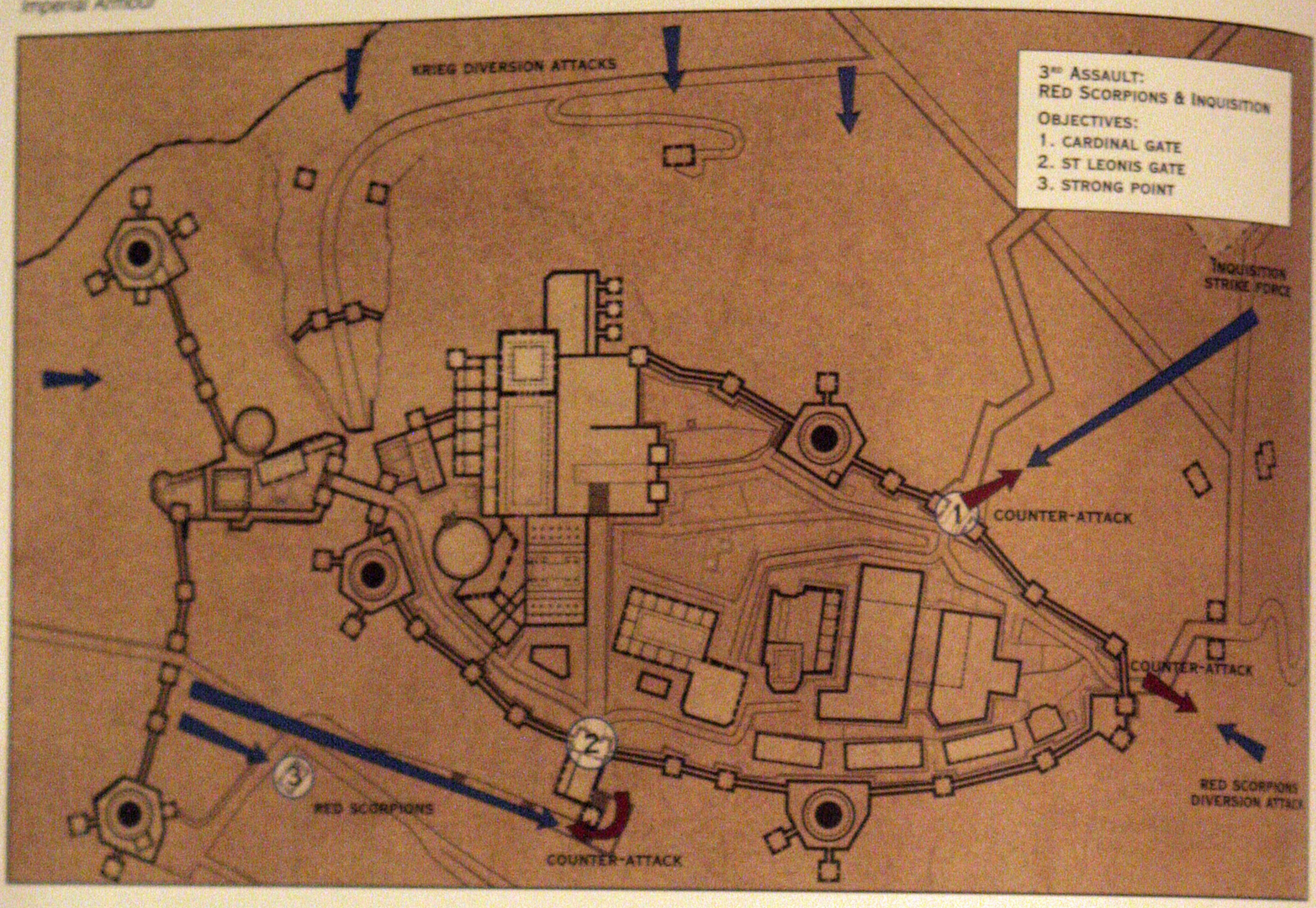
With the precision of a well-oiled machine, the Chapter immediately went into action. It was a routine that had been practised thousands of times before. The Chapter was readying for war. The Master of the Fleet would take command of his battle barge, and 400 battle brothers must be prepared for the crucible of battle against a terrible foe, both physically and spiritually. The Chaplains warned all their charges that Vraks had become the haunt of daemons, and the vile creatures would lust after the souls of each individual. They would face not only the enemy's guns, and they were many, but also the false promises and cruel temptations offered by the dark powers of the Warp. All would have to call upon the power of the divine Emperor in order to resist the morally corrupting temptations and falsehoods that would seek to break their will to fight and turn them away from their true calling as the shield of humanity. Each would be tested spiritually and morally. Combat against the forces of Chaos must be won not just on the battlefield, but within each battle brother's heart and mind.

Within days, arming rituals were completed and Dreadnoughts awoken from the Chapter's stasis crypts. The Master of the Forge had each vehicle of the armoury blessed and litanies and purity seals attached so as to protect the machine spirits within. All was complete. The battle brothers filed aboard their battle barge, its two escort ships were already in position. The Lord High Commander gave the order to put out from dock, and the *Sword of Ordon* made best speed for the Vraks system.

The strike force arrived at 159830.M41, its arduous journey through the Warp complete. Upon achieving a safe orbit, the *Sword of Ordon* disembarked its entire strike force down to Vraks' surface via Thunderhawks and drop pods. High Commander Ortys met with Inquisitor Lord Rex directly and placed his strike force at the Inquisition's service. He had come to complete the mission his fellow commander had started four years ago. After a tactical briefing, the two men went into private council to discuss how best the Red Scorpions could be put to use. Commander Ortys studied the holo-maps in detail. The Citadel was a formidable objective but martial duty and pride demanded that his strike force take the toughest mission the Inquisitor could offer. It would be the Red Scorpions' honour to force the first breach into the Citadel.

It was agreed that the Red Scorpions would make a strong attack up the Pilgrim's Road from the now destroyed Lower Gate, up the cliff side to capture and hold the St Leonis Gate. The attack would have to be directly along the road itself, under the eyes and guns of the Citadel's southern walls for every step of the way. The St Leonis Gate itself was a massive bastion of stone with its own guard towers. The outer gate led through a long tunnel – no doubt another killing zone, to an inner gate, and then on along a colonnaded procession to the Basilica of St Leonis itself. So far, due to the void shields that protected it, artillery fire had only damaged the surface of the gatehouse strongpoint. Inside, the defences would be intact and no doubt full of heretics... and worse.

Commander Ortys and his staff gathered to plan the attack. It would take every weapon they had at their disposal in order to succeed. The first objective would be to clear a cliff-side strong point that blocked the Pilgrim's Road. This task would be given to assault squads of the 3rd and 8th Companies, led by the vanguard assault squad of 1st Company under Brother Sergeant Culln – a veteran of the first Vraks mission.



Once the bunkers were captured, Ortys would lead the main strike force in Rhinos, Razorbacks and Land Raider transports up the Pilgrim's Road at high speed. They would be covered by Whirlwind strikes and all the Land Speeders the strike force had. These small anti-grav gunships would be invaluable, not being restricted by the terrain they could engage the Citadel walls to keep the defenders suppressed whilst the armoured strike force advanced. Thunderhawk gunships would also attack the walls and the gate with bombs and rockets. As the main force began the attack on the gatehouse, supported by Dreadnoughts, so the *Sword of Ordon* would manoeuvre into position in low orbit and begin an orbital bombardment of the Citadel, including the Basilica. The Master of the Fleet would have to unleash every gun the battle barge had to overwhelm the void shields and prevent enemy reinforcements reaching the gatehouse. The enemy did have a few remaining defence laser silos still operational, but no longer possessed enough firepower to seriously threaten the massive Space Marine battleship. Also aboard the battle barge would be a coup-de-main force of Assault Terminator squads, led again by Commander Ainea of the 3rd Company. On Ortys' command, the veteran battle brothers would teleport directly into the gatehouse bastion, just as the main force was attacking from without. The combined power of the attack should see the St Leonis Gate's defences fall.

Those battle brothers not dedicated to the assault would be used for a secondary attack against the Great Gate, mostly as crew for Predator tanks and Vindicators.

The Red Scorpions would not be attacking alone. The Krieg 158th regiment would put in another strong attack from the north, whilst Inquisitor Rex, his followers and a strike force made up of more Inquisitors, Storm troopers, the Red Hunters and the Grey Knights of strike force Arturus would simultaneously be launched at the Cardinal Gate.

Battle for the St Leonis Gate

Veteran Sergeant Culln watched from the lip of a three storey high pile of rubble that had once been part of the Citadel's wall. Behind and below him were gathered assault squads from three companies. His own vanguard squad was also close by, each a veteran of at least 100 battles, each equipped as he preferred, each amongst the finest warriors of his Chapter. They had trained for missions such as this daily. The target was a collection of low bunkers dug deep into the cliff face. From here he could see their gun embrasures. All were constructed of thick ferrocrete, resistant to plunging artillery fire but each attacking assault squad had been issued melta-bombs that would quickly demolish such defences and allow his men access to the degenerate sub-humans awaiting within. All were about to be expunged from the galaxy.

As Culln watched the first Thunderhawk roar in low over his position, the heat of its quad-jet's washed over him as the gunship unloaded its cargo of plasma bombs directly onto the strongpoint. Culln's photo-chromatic lenses dimmed as the target vanished into a bright burning inferno of super-heated hydrogen that melted rock and sucked the surrounding air into a swirling vortex of dust and smoke. As the inferno burned out, it was time to go. Culln gave the order over his thought-activated comm-link. "For the Chapter! For the Emperor! Attack!". His idling jump generator unit burst into life, twin jet engines propelling him though the air in a single long bound. Behind him his men followed, each battle brother dropping from the sky, jets blazing, weapons in hand, bolt pistols hammering out a wall of micro-explosions. The Battle for the St Leonis Gate had begun.

As Culln's force launched into the attack, Commander Ortys climbed aboard his command Rhino and ordered the column of armoured vehicles to move up to their departure point, the former Lower Gate. Over the comms-channel he listened to the flight crew of a second Thunderhawk as it approached the Citadel, locked onto the gatehouse bastion and unloaded a salvo of Hellstrike missiles before banking away hard and climbed back towards the *Sword of Ordon* in orbit above. Flicking channels he noted that the Land Speeder squadrons, his close air cover, were already inbound, on time and on target. Flicking channels again he gave the command for the Whirlwinds to open fire. Shrieking, the Whirlwind missiles screamed overhead, trailing fire, and impacting along the Citadel walls, where the void shields sparked and flashed as they absorbed the energy of the repeated impacts. Ortys held the grab rails inside the command compartment as his Damocles Rhino pitched and jolted violently across the heavily cratered landscape. The road that had once led to the gate was gone now, blasted into broken shards by repeated artillery bombardments, but with their engines gunning hard the Space Marine transports churned through the mud and over rocks towards the position from which to begin their part in the attack.

Checking suit camera feeds, the Lord High Commander could see Culln's men were inside, clearing the strongpoint in bloody hand-to-hand fighting. The comms were garbled, as ever in battle, and no doubt the veteran sergeant had no time for reports. Checking Culln's bio-readouts showed him to be under great stress, both heart beats high – no doubt more heathen heretics were being cleansed from the galaxy by the sergeant's powersword.

Satisfied that everything was in place, and with the strongpoint now fully engaged and being gradually overrun, it was time for the main column to advance, three Land Raiders leading the way. High Commander Ortys ordered the Land Speeder squadrons into their attack runs, then strode from the Damocles Rhino and up the single line of armoured vehicles to the leading Land Raider. He climbed through the side door and into the red-lit gloom within, where his battle brothers stood ready, weapons loaded. He took his place at the forefront of the squad, drew his sword and bolt pistol and ordered the driver to advance, full speed ahead.

The huge battle tank lurched forwards, tracks throwing up great clods of earth, exhausts spilling blue fumes as it powered over the rubble and down onto the remains of the Pilgrim Road. One-by-one the vehicles behind followed, gradually gathering speed uphill. Muffled beyond the tank's armoured walls, the firing had begun. The blasts of sponson-mounted lascannons, the tearing shriek of assault cannons and the thunder of missile impacts – the cacophony of battle was rising.

The Red Scorpions' armoured advance was swift, the leading Land Raiders racing past the strong point where Culln's force was still engaged within. Every weapon the vehicles had was blazing ahead and up the steep rocky slope to their left, hammering the walls and the St Leonis Gate's bastion. The route was a narrow one, it was just a single roadway used by files of pilgrims for millennia. To the left were cliffs up to the Citadel's ramparts. To the right a near sheer drop to the valley floor. The road rose up the hill steeply, and occasionally became broad steps. Here the Space Marine drivers gunned their engines and thrust their vehicles forward, smashing into the steps, the tracks fighting for grip, then biting and lurching the armoured carriers upwards, ancients stones shattering under the Land Raider's seventy tonnes of pressure. Bounced and jarred, the Space Marines within held tight as each vehicle surmounted the obstacles, fire and explosions impacting about them, hulls ringing with the hammer-like impact of autocannon shells falling like rain. Then the lead Land Raider was hit, slewing to a grinding halt across the roadway, smoke belching from the engine deck, tongues of orange flame licking skywards. The troop compartment quickly filled with oily smoke. Commander Ortys snapped his helmet into place, engaged the night vision and hit the assault ramp open stud on the wall. Nothing happened. The mechanism was damaged. He pulled open the control panel and disabled the mechanism, breaking the magnetic locks that held the huge armoured assault ramp in place. Ordering those beside him to assist, he leaned on the ramp and pushed with all the might his body and power-assisted armour could manage. Three Space Marines heaved and heaved again as the smoke thickened. Behind the stricken Land Raider, the tank column was stalled, as yet not halfway up the road. The ramp moved, moved again then gave up its resistance and collapsed, smashing down under its own weight. High Commander Ortys led his squad out, plunging out from the smoke and fire within to set off up the road on foot with his men at his side, spreading across the road, boltguns levelled.

The second Land Raider rammed the stricken vehicle, driving it to the side of the roadway, then backed up, swerved hard around the knocked out tank and began to move forward again, only to hit a hidden mine which tore away its right track and left it immobilised. Behind, the Razorbacks and Rhinos could go no further. The ramps fell and from the rear of each vehicle disgorged squad after squad, all following their commander uphill, to where the Chapter banner could be seen moving ahead through the thickening flame-streaked gloom.

On foot now the Red Scorpions stormed onwards, and from the St Leonis Gate above the enemy spilled out to meet them. Again the dark armoured figures of the Black Brethren of Ayreas led the degenerate hordes of the Chaos gods. Commander Ortys raised his sword and waved all squads forward into the charge, to meet them head-on. The fighting on the roadway and up the steps was savage. Ortys lifted one Chaos Space Marine off his feet and pitched the traitor over the road's edge, down the plunging cliff beyond, then cut a second heretic in two with the arching slash of his powersword. Overhead the Land Speeders were banking and diving, assault cannons tearing into the horde. Behind Ortys came his brothers and the Dreadnoughts. Now they proved their worth, climbing to where the armoured fighting vehicles could not go. Their arrival turned the tide back, driving the enemy before them with withering salvoes of heavy weapons fire. In minutes hundreds of shredded bodies lay strewn across the roadway. The Red Scorpions' advance continued until, under the walls of the gate tower, it paused to regroup. The enemy had withdrawn within and barred the first gate behind them. The High Commander gathered his men around him, including the venerable Dreadnought Chaplain Nair. They had reached the target. Now to storm the bastion.

The enemy might have been driven back but he was not yet beaten. Within the bastion more warriors of Chaos awaited, and at their call were the daemonic legions. The rites had been completed, the sacrifices made, now they choose to unleash their allies,

tearing a rend into the material universe. The gates opened again and, from a pool of darkness, out they stormed – Bloodletters and Flesh Hounds, great brass Juggernauts of Khorne charging, heads down like demented bulls. With them came hideously deformed Possessed, frenzied Chaos Spawn, and mutants, all the filth of the Warp now came wailing into battle.

The fighting ebbed and flowed up and down the wide steps in the shadow of the bastion. Hard pressed, High Commander Ortys ordered his Terminators into battle, and in seconds, with a flash of white light they appeared, crackling with energy as they teleported to their master's aid. Lightning claws tore and raked, Thunderhammers clashed with the warp-twisted brass of Bloodletters' swords. Many Red Scorpions fell, cut down, their powered armour little protection from the daemonic power that the enemy wielded. The Chapter standard bearer fell, smashed down then trampled by the goreing charge of a Juggernaut, its rider screaming in killing frenzy before a plasma pistol blast tore it cursing back into the Warp. The venerable Chaplain Nair also fell, toppling backwards and crashing down the steps. Blood was slick across the stones as the Red Scorpions fought with all their might against the inhuman foe. Bolt guns hammered white hot, cutting through the daemonic ranks as the 2nd company's Chaplain chanted his liturgies of hate and prayers against corruption, crozius arcanum held high for all to see. They would not give way.

High Commander Ortys fell wounded, but was dragged clear of the mêlée by an Apothecary, the commander's helmet and weapons were gone. It seemed his brothers must fall back before the onslaught or be destroyed, then, as victory was slipping away, more reinforcements arrived.

His mission at the strongpoint complete, Sergeant Culln and his remaining battle brothers fired their jump packs and swooped into the swirling mêlée at the gate. They dropped from the sky unlooked for, and smashed into the enemy ranks. Culln's unstoppable charge vanquished the daemons and sent their mortal followers fleeing. The Assault Marines' remaining melta-charges blew a great hole through the outer gate and the Red Scorpions leapt inside, Culln leading once again.

Meanwhile High Commander Ortys shrugged off his Apothecary's attentions and rejoined the fray, limping but snatching up a fallen chainsword as he went.

The battle brothers inside the bastion were clearing it, level by level. There was no mercy for any that remained. Soon the daemon-haunted bastion was in their hands. Blasted and scorched, wounded and bleeding, the Red Scorpions battle brothers sealed the entrances and set up their defence. Most of those brothers that had begun the attack were now at peace with the Emperor, their torn bodies lay strewn along the Pilgrim's Road and piled against the gatehouse walls where they had fought and died. Those that survived pledged to stand and hold against whatever horrors may come – too many brothers had died to allow their gains to be lost now. Then, wearily, Ortys climbed to the bastion roof, the tattered Chapter banner in hand and planted it on top, a signal to all that the assault had succeeded. As he did so the first lance salvoes of the *Sword of Ordon's* orbital bombard began to impact on the void shield defences.

As High Commander Ortys and his squads were attacking and dying for the St Leonis Gate, so their fellow brothers were fighting their diversionary attack against the Great Gate. Led by Predators and Vindicators they met the enemy's walking war machines and daemonic engines, exchanging fire and keeping the enemy busy, whilst all the time monitoring the main assault's progress.

Battle for the Cardinal Gate

Meanwhile, as High Commander Ortys and his brothers fought their way along the Pilgrim's Road and into the St Leonis gate, Inquisitor Lord Rex's assault force was ready and assembled for its own attack upon the Cardinal Gate. Westward, already the rolling barrage of artillery that preceded the 158th regiment's fresh attack was pummelling the hillside again, shrouding the Citadel above in a fog of thickening grey dust.

Lord Rex's assault force was ready, a hand picked team of the best troops he had available to him: eight Ordo Malleus Inquisitors and their full retinues, supported by the brothers of the Red Hunters chapter, Inquisitorial Storm Trooper companies and reinforced by selected Krieg grenadier squads from the 150th and 158th regiments. Also in support was the Grey Knights strike force of Brother Captain Arturus, Terminator and Purgation squads mounted in Land Raider transports, his Brother Captain himself leading them. Thunderhawk gunships were already airborne and on standby to provide air cover as the attack closed in on the gate itself.

The sounds of battle were rumbling down the hillside as Lord Rex strode out between his waiting troops, who knew respect for his rank. Rex's personal priests followed in his wake providing a blessing to each man, a final ward against the terrible enemy they must now face and defeat. The Inquisitor inspired courage, taller by a head than even the Space Marines around him, in ancient artificer armour bedecked in beautifully ornate symbols and seals. In one hand he carried the sacred force sword *Arias*, gleaming silver white. Legend had it that it had been blessed by the hand of the Emperor himself. In the other hand he effortlessly carried a huge storm shield, too large for any normal man to carry, let alone wield in battle, sculpted into the shape of the symbol of the Inquisition, the 'I'. He was a giant of a man, a goliath, and it seemed that no foe could stand against him. Even daemons must quail before such a man.

On the Inquisitor Lord's word his men rose as one. The enemy awaited up the long hill, an enemy that loathed and hated them, an enemy that existed only to despise them and the Emperor that they served. Here was a test worthy of heroes, today great names would be forged in the heat of battle, great honours won and legends made.

The ordeal began. Inquisitor Rex signalled for the advance to begin, and the men moved out alongside their armoured vehicles. Land Raiders and Rhinos rumbled forward at walking pace, the burnished red carapaces of Red Hunters Dreadnoughts mixed with the dusty greys and black of the Krieg grenadiers. They began to climb as the skies blackened like an omen of the approaching storm. Ahead of the lead squads the first artillery rounds began to land, blossoming in fiery flowers of yellow and orange around the Cardinal Gate.

Above, the lightning storm broke with a crash of thunder that made the ground tremble. Great bolts of light flashed in the sky – the wrath of the gods was unleashed upon Vraks. But there was no rain, just coruscating waves of lightning leaping amongst the clouds as Inquisitor Rex and his men heaved themselves upwards, ever upwards



towards their objective. It was dark now, unnaturally so, and a great foreboding was in the air. Inquisitor Rex's psychically attuned mind felt that doom had descended upon Vraks, great deeds were afoot, maybe even his death awaited. So be it, he would go to his Emperor willingly, but only after the foe had been vanquished.

And then, suddenly, the enemy was coming, pouring down from the Cardinal Gate to meet them, in a tide of red and brass, chanting their war cry "Blood, blood, blood, blood..." as the Inquisitor's men opened fire. But on they came, through the explosions, their chant ringing around them. Bloodlettters and Flesh Hounds, Juggernauts of Khorne and Brass Scorpions clanking and wailing, daubed in blood, their cannons belching molten brass and spitting death. They charged and the Inquisitor sent his men forwards to meet them, *Arias* shining, held high, storm shield before him, the two sides clashed. Hacking and slashing, grunting and screaming, the daemons shrieking as Inquisitor Rex cast them back to the Warp. Psychic power now encircled him, crackling about his armour, his very presence made the daemons shrink from him as he exorcised their blasphemous forms back into the realm of Chaos from which they had been summoned.

The Grey Knights disembarked from their transports straight into battle, psycannons and incinerator units purging great swathes of the enemy ranks, force lighting flashing blue from their halberds. Overhead a Thunderhawk swooped in, its psychically infused ammunition flaying the red devils below. It was a pitiless fight, Inquisitors bellowed orders as the Storm Trooper squads maintained a steady fire, but the daemons would not be denied their harvest of skulls. "Blood, blood, blood, blood..." they chanted, and their hell blades left the hillside soaked in gore. Inquisitor Rex forced his way onwards, *Arias* still shining bright, his halo of divine power about him as he drove the foe ever backwards. About him many had fallen, savaged upon the insatiable fangs of the great red hounds that hunted the hillside in ravenous packs, but many men were still with him as he approached the gate. Through it poured out still more foes, eager for the battle.

There, they found only destruction at the hands of the Grey Knights who blasted their own path after the Inquisitor, sweeping the daemons before them. A great Brass Scorpion of Khorne was sent shrieking back into the Warp, a force halberd driven deep into its unholy workings, where the bodies of the sacrificed writhed in torture within. Their Land Raiders were close behind, all weapons blazing as the last of the daemons were destroyed. The battle had been savage and bestial, but brief, the Cardinal Gate now lay before them. It seemed victory must be theirs – until the Bloodthirster arrived...

A Daemon Lord Cometh...

Vraks' dark sky was sundered by lightning and vomited forth An'ggrath, mightiest of Bloodthirsters, guardian of the Throne of Skulls, most beloved servant of Khorne, come to Vraks to revel in its landscape of destruction and death. He plunged from the storm-ridden skies on black pinioned wings, a child of the lightning, and came to rest upon the ramparts of the Cardinal Gate, perched so as to survey his battlefield, glowing red eyes sweeping back and forth, searching for a target worthy of his mighty martial prowess. He paid no heed to the shells that exploded about him, red-hot fragments of shrapnel sizzling through the air as harmless as rain.

With a great beat of his outstretched wings An'ggrath rose, and for the first time bellowed his master's name as a war cry into the sky, to announce his arrival. His cloven feet slammed into the ground, splitting stone as he raised his axe high above his head and smashed it down with all his might. The red hull of a

KHORNE TERMINATOR CHAMPION



Among the most powerful and experienced shock troops the Traitor Legions possess, for a Chaos Space Marine to have earned the right to wear one of these rare and powerful pieces of wargear, they must have fought in hundreds of engagements if not thousands, and the blood of uncounted lives stains their hands. On Vraks, Chaos Terminators featured in the forces of several warbands, such as the Steel Brethren and the Purge, but the most numerous and most dreaded were those found in the personal cadres of Lord Zhufor. These so-called 'Blood Cult' Terminators fought with inhuman skill and savagery, and were feared in equal measure by their enemies and their erstwhile comrades, whose blood they were more than inclined to spill when the battle-rage overcame them.

1. TACTICAL DREADNOUGHT ARMOUR (Heretical pattern)

Originally dating back to the later stages of the Great Crusade, Tactical Dreadnought armour, (more commonly referred to as Terminator armour) represents the zenith of Imperial military technology before the Great Betrayal split the Emperor's realm asunder and affords unparalleled personal protection for the wearer. Based on the principles and construction found in Astartes power armour, the armour is framed on an armoured adamantine exoskeleton overlaid with bonded ceremite, plasteel and other exotic materials, along with integrated augmetics and life support systems. Terminator armour enables the wearer to survive in the harshest environments and withstand firepower that would wreck a tank, as well as wield heavy weapons as easily as a common solider might a sidearm.

Rare and vital relics, even among the loyal Space Marine Chapters, those few suits in the hands of the traitors are hugely valued by Chaos warlords and are themselves fought over as worthy prizes. As a result each suit has been salvaged, modified and corrupted many times down the millennia so as to be almost unrecognisable from their Imperial counterparts, passing from hand-to-hand as new aspiring champions of Chaos strip them from the carcases of rivals and the dead of the battlefield. However, some believe that the ancient relics of the past and however few may have been taken in death from the Loyalist Chapters still cannot account entirely for all the suits possessed by the renege factions, given thousand of years of attrition. Whispered tales of Dark Magos charging a Daemon Prince's ransom in blood and souls for new suits of twisted Terminator armour, crafted in the hellish forges of the Eye of Terror, have long been known to the Ordo Malleus.

2. CUSTOMISED BOLT GUN

This Terminator is armed with a customised bolt weapon of heretical and unknown pattern. Such weapons, while inferior to the loyalist's storm bolter, offer a substantial increase in firepower over the standard bolt gun and often feature integrated close-combat attachments such as the chain-blade shown here. These weapons are often erratic in operation and belt-fed examples such as this one are also prone to jamming. The servo-assisted strength and recoil dampners of the Terminator armour however allows the bulky weapon to be easily wielded in one hand.

3. POWER FIST

This Terminator's principle close-combat weapon is an integrated power fist. This armoured exo-gauntlet contains a powerful energy field generator that disrupts matter at the molecular level, massively increasing the strength of the user's blows and allowing them to punch through stone or rend and tear the heaviest armoured plating with contemptuous ease. The power fist, while cumbersome, makes the Terminator not only deadly in close combat but able to rip their way through hardened defences and bulkheads and threaten even heavy vehicles and tanks.

4. INSIGNIA

This Chaos Terminator, like all of his brethren in the Skulltakers warband has sworn their allegiance and worship to the Blood God, Khorne, the Chaos deity of slaughter and wrath. This dedication can be seen in the blasphemous adornment of the armour, with chains of skulls and trophy heads taken from worthy foes and branded with Khorne's dark rune, as well as other imagery associated with this Ruinous Power and the distinctive jackal-like headpiece that marks out many of Khorne's Berserkers.

In addition to the bloody panoply of the Skulltakers and the Blood God, this armour also features the baleful eye symbol of Horus, long associated with the Great Heresy, Horus's Black Legion and in more recent times, the Black Crusades of Abaddon the Despoiler. The reason for this symbol's presence remains unknown, but speculation might be made either that the Terminator himself may once have served in the Black Legion before succumbing to the bloody worship of Khorne and joining Zhuphor's banner, or perhaps the presence of the Eye signifies some wider allegiance or pact on the part of the Skulltakers to Abaddon's service.



Gorfan, a champion of the Skulltakers warband and commander of Zhufor the Impaler's personal bodyguard during the Siege of Vraks. He is seen here during the defence of the Citadel, equipped with a corrupted suit of Terminator armour in the livery of the feared Skulltakers warband.

Dreadnought splintered, its sarcophagus torn open, a second blow shattered the Red Hunters Dreadnought into a thousand pieces as its reactor exploded.

Enemy fire was raining around An'ggrath as he plunged into the enemy again, sweeping aside all within reach, his rage now unstoppable. His axe cleaved down onto a Land Raider, the Grey Knights vehicle unable to reverse away fast enough, the weapon's saw-toothed blade sheared through the armoured hull, driven deep by An'ggrath's vast strength, then it exploded into a fireball that engulfed both the tank and its assailant. Consumed in orange flames the beast bellowed in delight, and leapt high again on its beating wings, its mane and wings now trailing fire. Still smoking An'ggrath landed, flicking out with its fire-wreathed lash to claim two more souls for Khorne.

Seeing the destruction, Brother Captain Arturus charged, his fellow Grey Knights at his heel, force halberds levelled as they met the great beast at a run. Force power whipped from the halberds, and for the first time An'ggrath roared in pain, Arturus' brethren added to the psychic barrage, each unleashing their mental powers, blasting the Daemon with waves of force lightning that grew into a storm raging about it in searing bolts of light and flame. An'ggrath writhed in agony and lashed out wildly, its first axe blow sending one brother flying through the air, its second cut a Grey Knight in two, torso severed. "Die!" demanded Captain Arturus, the effort of his psychic exertions now draining from him, and with it his strength. But his reactions were still fast, and his halberd swept up to meet An'ggrath's axe as it cut down onto him. The weapons met and sparked with energy, but neither gave way.

The fierce psychic vortex around the mêlée was dissipating, but the surviving Grey Knights plunged forwards again. An'ggrath countered, sweeping aside the halberd strikes and driving his enemies back in a flurry of massive blows and another brother was cut down, his body trampled beneath cloven hooves. Arturus summoned the last of his strength and felt power surge through him again, and into his halberd, re-energised it crackled into life with a blue halo. An'ggrath swung again, a blow to split a mountainside, and Arturus met it, crying out with the agony of the effort. Again both weapons met, dark energies sparking, and this time his halberd was destroyed in an explosion of psychic energy that illuminated the darkness. Arturus stumbled back, disarmed, grievously wounded and collapsed, utterly spent. The last two brothers of his squad leapt to his defence as An'ggrath bellowed his rage. A swift strike sent one wounded Grey Knight tumbling back down the hill, then he snatched up the last of his victims in a massive clawed fist and beat his wings again. The captured Grey Knight struggled but could not break the beast's grip as he was lifted into the boiling thunderous sky. The best of the Grey Knights had been defeated. Surely all must now be doomed and Vraks lost to An'ggrath...

The Inquisitor and the Bloodthirster

As An'ggrath was launching his rampage into the Grey Knights, Lord Rex was approaching the Cardinal Gate, having gathered about him all the survivors he could. Most of the gate and its two towers lay in ruins, the artillery bombardment having torn away the masonry stones and left little but craters and rubble. The incendiary shells had also scoured the surrounding walls clear of defenders.

Then the Bloodthirster plunged from the boiling skies like a meteor, dark wings spread as it landed in the remains of the gateway, blocking their passage forwards. An'ggrath roared in defiance, cracking its whip in a challenge to any to stand and fight it. The guardsmen quailed before it and shrank back. Here was a creature from their darkest nightmares, all the malevolence and violence of the human soul drawn together into the perfect killing machine. Only the Ordo Malleus could stand before it – and so Lord Hector Rex did.

The Bloodthirster and Inquisitor fought, sacred sword against daemonic axe, unbendable will and the blessing of the God-Emperor against insatiable battle lust and the strength of the Blood God. It was a battle that had been raging for the last 10,000 years, the Emperor protecting humanity from the dark gods of the Warp and from the darkest recess of the human psyche. Inquisitor Rex was bathed in holy light, whilst white fire crackled from his blade and brow, lashing the Daemon with the power of his mind, striking unseen psychic blows. The Bloodthirster was all fury and strength, but what strength! Its blows shattered stone and gouged the earth as Inquisitor Rex dodged and parried time and again, until his storm shield had become useless wreckage. Both were wounded, but An'ggrath never tired of battle and bloodletting, and the Inquisitor was being worn down, his own great strength sapped by the impact of blow after blow that could have sliced a battle tank in two.

In the end it seemed that the Inquisitor Lord had met his match. Finally, here he must meet his doom, as the seer Malphius had prophesised. Lord Hector Rex was tired beyond the limits of a mortal man, and An'ggrath roared with glee at his impending victory and the slaughter he would wreak in its wake – for who now could stop his reign of destruction?

But, with the very last of his strength the Inquisitor Lord thrust *Arias* deep into the Bloodthirster's chest, plunging it into the Daemon's heart and channelling all his psychic power through it. Shrieking in rage and torment An'ggrath vanished, cast back into the Warp.

THE INQUISITOR AND THE BLOODTHIRSTER

"KHORNE!", the thunder in the skies seemed to boom the dark god's name as the Bloodthirster plunged back to earth, the limp half-crushed figure of a Grey Knight still clasped in his blood-soaked fist. An'ggrath landed at the Cardinal Gate and, without pause, attacked.

On came An'ggrath. Violence incarnate. A great red beast of destruction, hatred for his foe etched upon his face, his blood reddend mouth and fangs dripping as he bit the unconscious Grey Knight in half, spitting the ruined remains of the once valorous Space Marine aside, torso sundered from legs.

On came An'ggrath, a bestial roar of triumph to the blackened skies above, lightning flashing as if in answer. His eyes burned with the fires of damnation, his whip crackled with dark energy, as it flicked out before him, plucking another fleeing Storm Trooper from his feet and flinging him through the air like a rag doll, smashing to the ground with the sickening thump of breaking bone and torn flesh.

On came An'ggrath, blood-bathed destroyer of Khorne, mightiest of Bloodthirsters, and none who looked upon his face saw anything but death. He was death. Each sweep of his mighty axe scything down the ranks of guardsmen that quailed before his passage. All turned and ran before his fury – all but one.

On came An'ggrath and only the Inquisitor Lord stood in his path. The mere mortal's very presence was a challenge to the mighty daemon lord. Who dares challenge me? Who dares to stand and fight when all else must run or die?

But Lord Hector Rex did not quail before his foe, but rose up to his full height and spoke without fear. "I know your name, slave of Khorne, and I know your nature. An'ggrath you are," and the mention of the name was like a blow to the Bloodthirster, who reeled back from it, "and the bonds that hold you here are not so strong. Go back to the chaos, back to your master's side and beg his forgiveness for your defeat here."

Pride stung, An'ggrath roared and attacked, furiously launching himself forward, aiming to crush his enemy under cloven hooves. The Inquisitor side-stepped and cut hard, *Arias* becoming a shining blade of pure white light in his right hand, storm shield held high in his left. The blade sliced deep and An'ggrath roared in pain, the holy sword's wound far more than physical to the Daemon, each cut severing it from the Warp, the well from which it drew its power and fury. Each cut alsosevering it from the power of the god that sustained it in the material universe. So the great duel began, with Vraks as the prize for the winner.

Sword and axe rang, echoing across the hillside, blades leaping to and fro with blinding speed. Axe beat upon shield, each blow slamming the Inquisitor backwards. Psychic energy crackled about Hector Rex as he focused the power of his mind upon his enemy. Stabbing flashes of white lightning leapt from his brow and his blade, impaling the Daemon that again roared in pain and frustration. In fury it swung again and again, cleaving only air as the Inquisitor spun away, then from the tip of *Arias* a bolt of power leapt forth, and the Bloodthirster staggered, its legs suddenly buckling beneath it, and for the first time it showed weakness – its strength was being sapped away. More bolts of force flickered, and the beast lashed out in torment, each bolt's touch clawing at its flesh like fire.

In agony An'ggrath attacked again, blow after whirling blow battering the Inquisitor's storm shield into ruin, with each block *Arias*' parries became weaker and the Inquisitor was driven down to his knees, sword held before him as the beast paused to roar its master's name once more, calling Khorne to see him at his moment of triumph and witness the kill.

Then, with the last of his strength, Hector Rex lunged forwards, thrusting his bright sword up, plunging it deep into the beast's chest. The halo of light exploded into a searing blast as Inquisitor Rex unleashed all his power, channelling it along the blade and into the heart of the Daemon. Gathering every last particle of his power he willed the creature dead, and thrust deeper again, twisting the blade hard.

An'ggrath roared and swatted the Inquisitor away, arcane armour buckling under the bone-crushing blow and *Arias* torn from his grasp as he was sent sprawling across the ground. But *Arias* was still hilt deep in the Daemon's chest, its light burning ever brighter and the Lord of Bloodthirsters, shrieking in agony, knew that he was defeated. The life-giving energies of the Warp were severed from him, the burning fires within his eyes faded to black as his massive form became hollow and transparent. His life force was fading. Then in a flash of dark energy he was gone. Destroyed. Cast back into the chaos. All that was left was *Arias,* now just an ornate sword again, lying in the ground amidst the mud and dust. In the heavens above the violent storm ended, lightning receding into the higher atmosphere, and the black clouds suddenly breaking up and blowing away.

Alone, it was strangely calm as Lord Hector Rex struggled back to his feet, bleeding from his wounds but alive. No artillery fell, no cannons roared, and a pool of tranquillity had descended as the Inquisitor staggered to pick up *Arias.* The daemon-lord was no more...

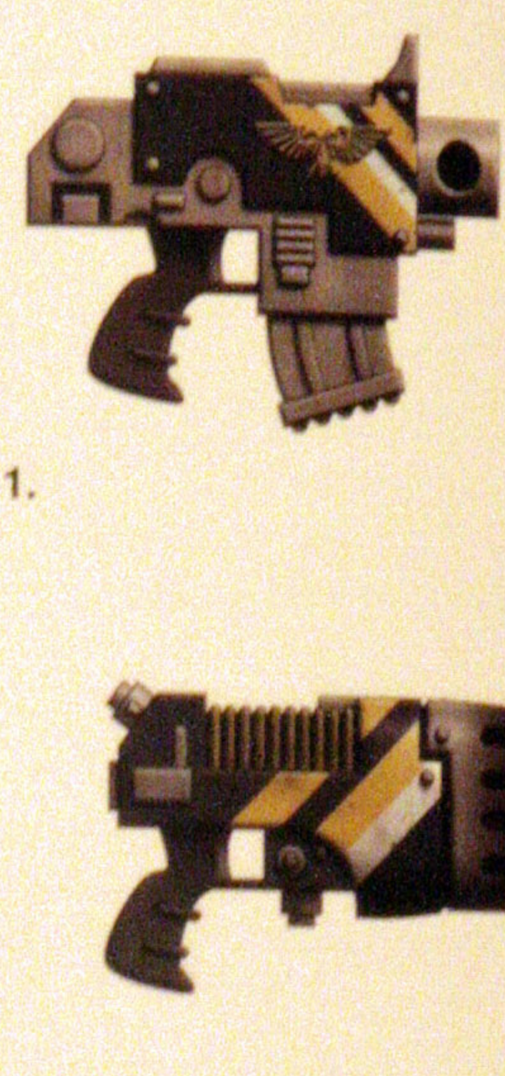
RED SCORPIONS
VANGUARD VETERANS
SQUAD CULLN
10th Squad, 1st Company



1. Veteran Sergeant Culln
133 missions



1.



2.

2. Veteran Brother Urus
100 missions

3. Veteran Brother Rorl
104 missions



4. Veteran Brother Nasn
113 missions



5. Veteran Brother Lythr
121 missions

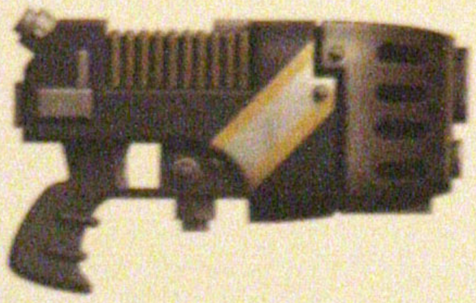


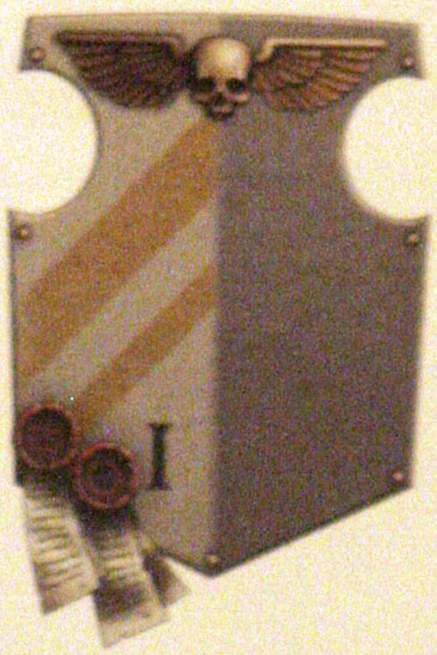


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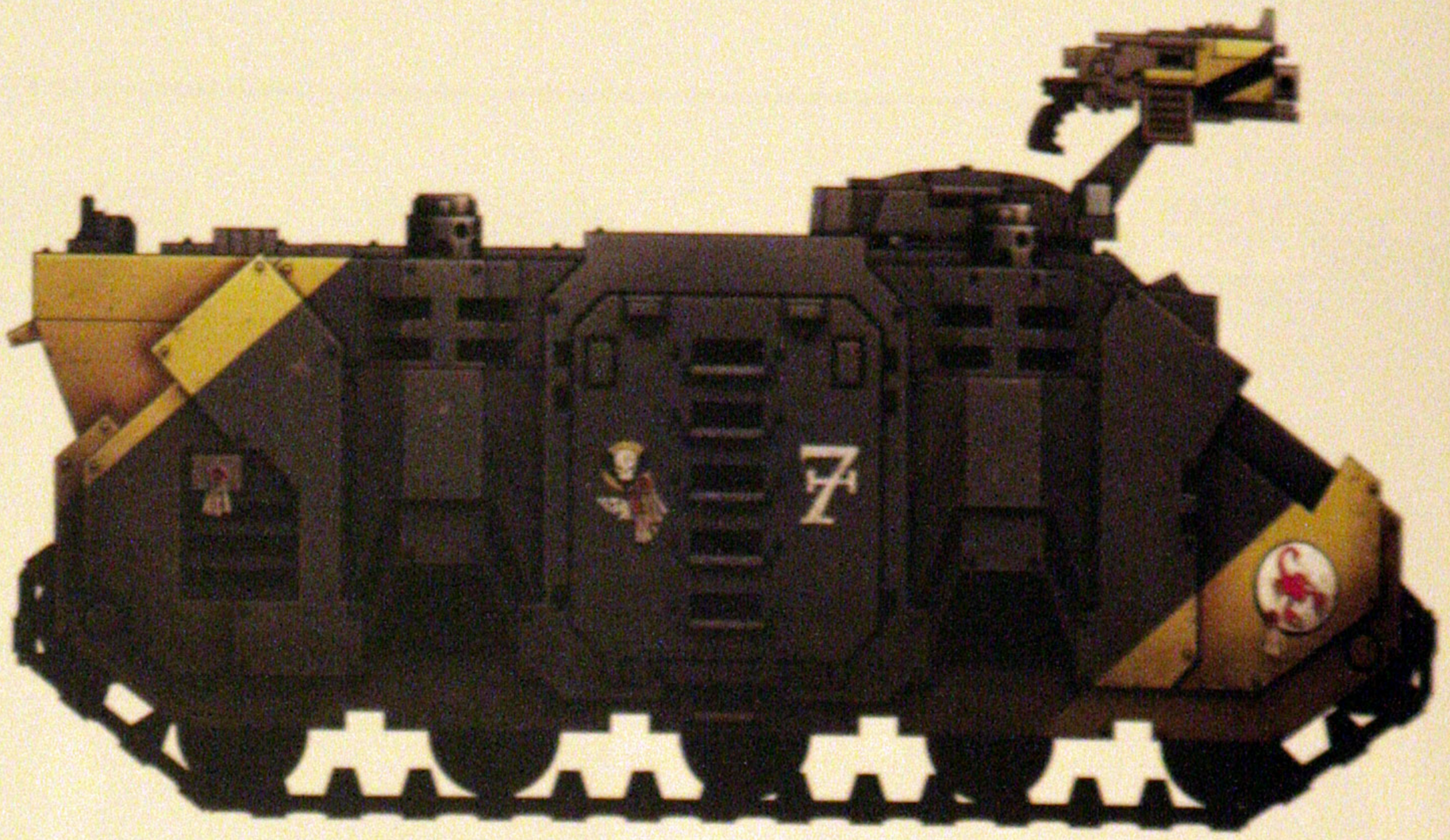
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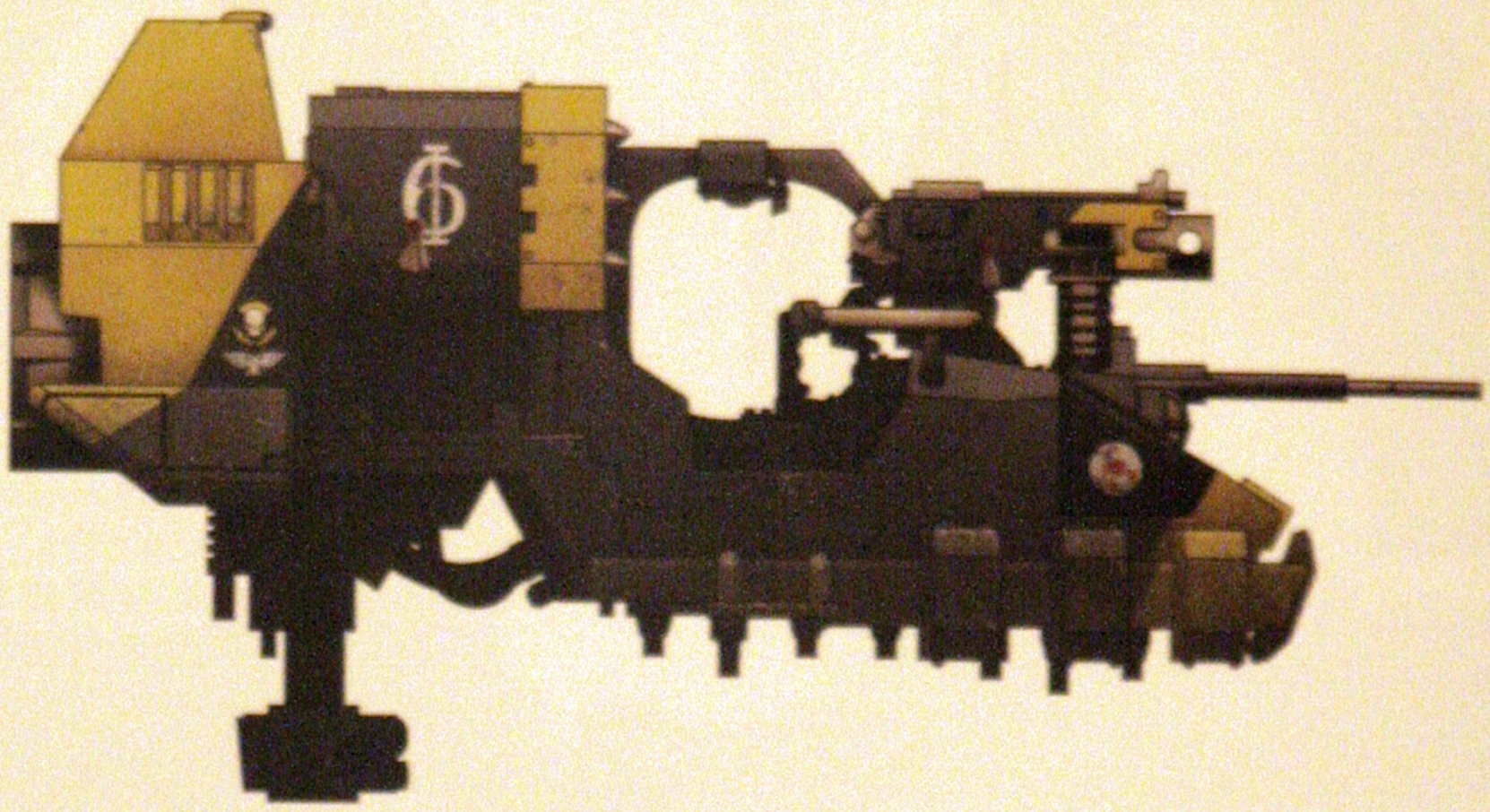


1. Powersword and bolt pistol
2. Chainsword and plasma pistol
3. Chainsword and bolt pistol
4. Poweraxe and plasma pistol
5. Powersword, bolt pistol and storm shield

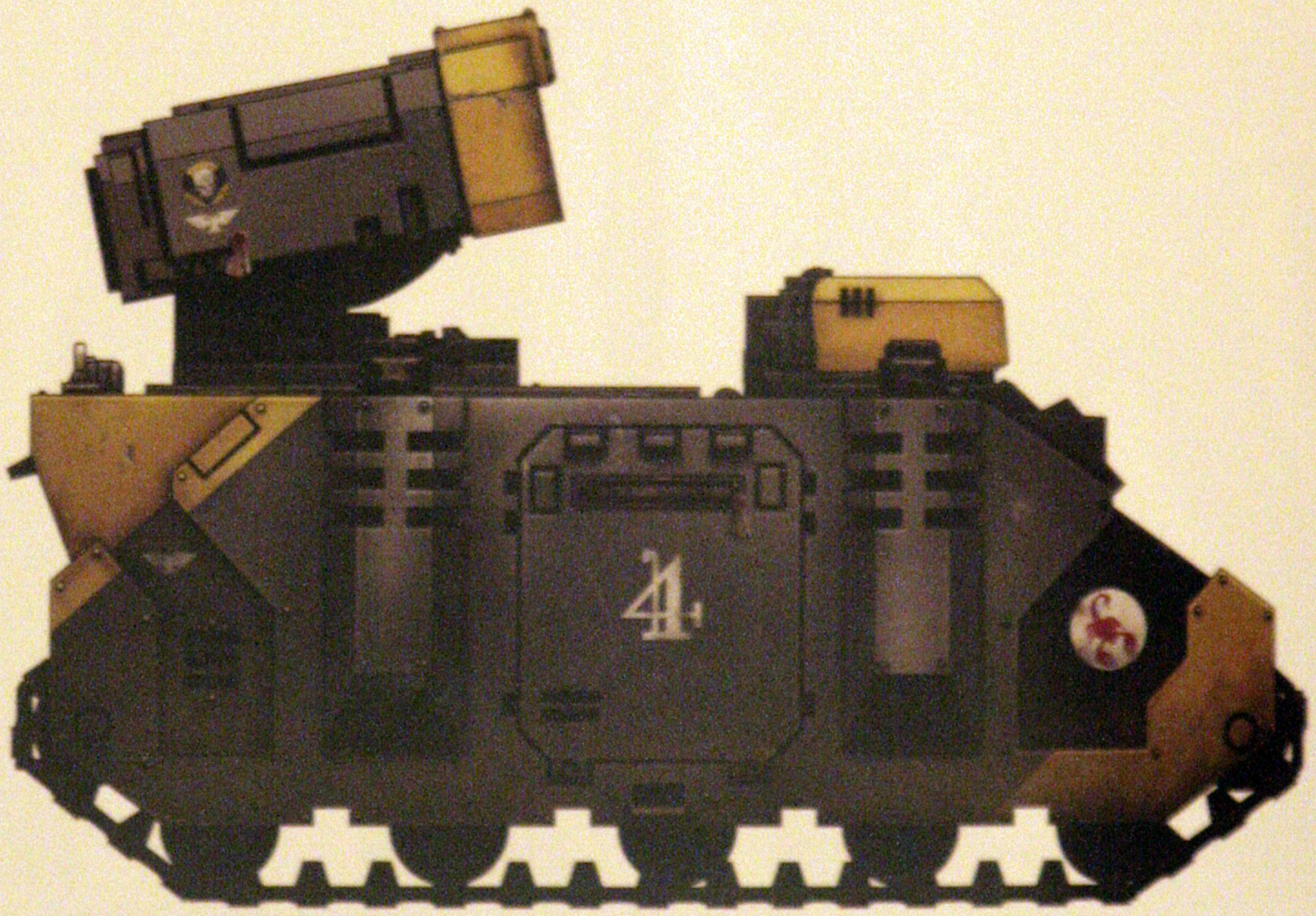
(all weapons chosen as a matter of personal preference)



Red Scorpions Rhino, Tactical squad transport of third company during the St Leonis Gate assault.



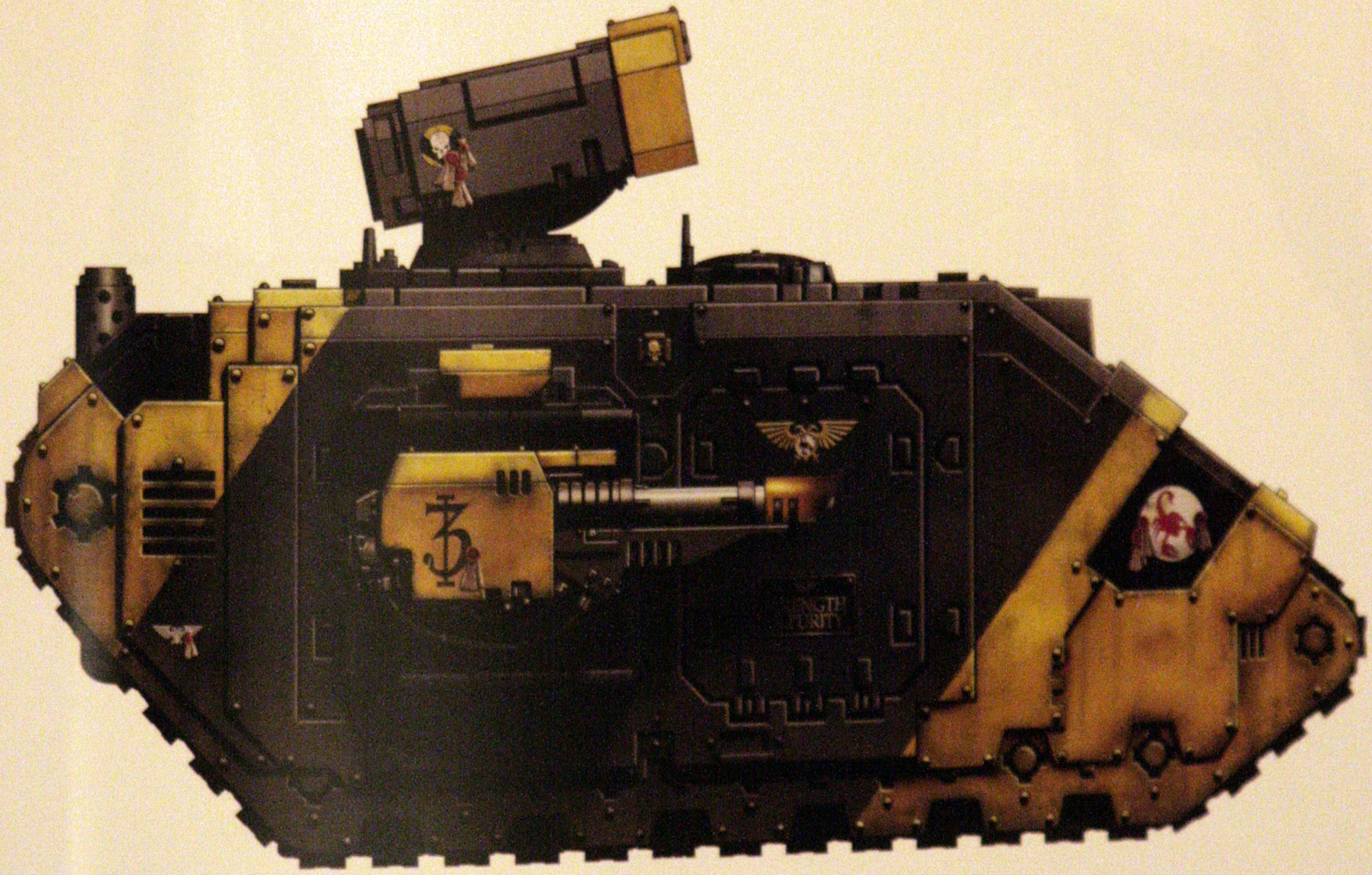
Red Scorpions Land Speeder. Squadrons of Land Speeders provided the assault force with air support during the attack.



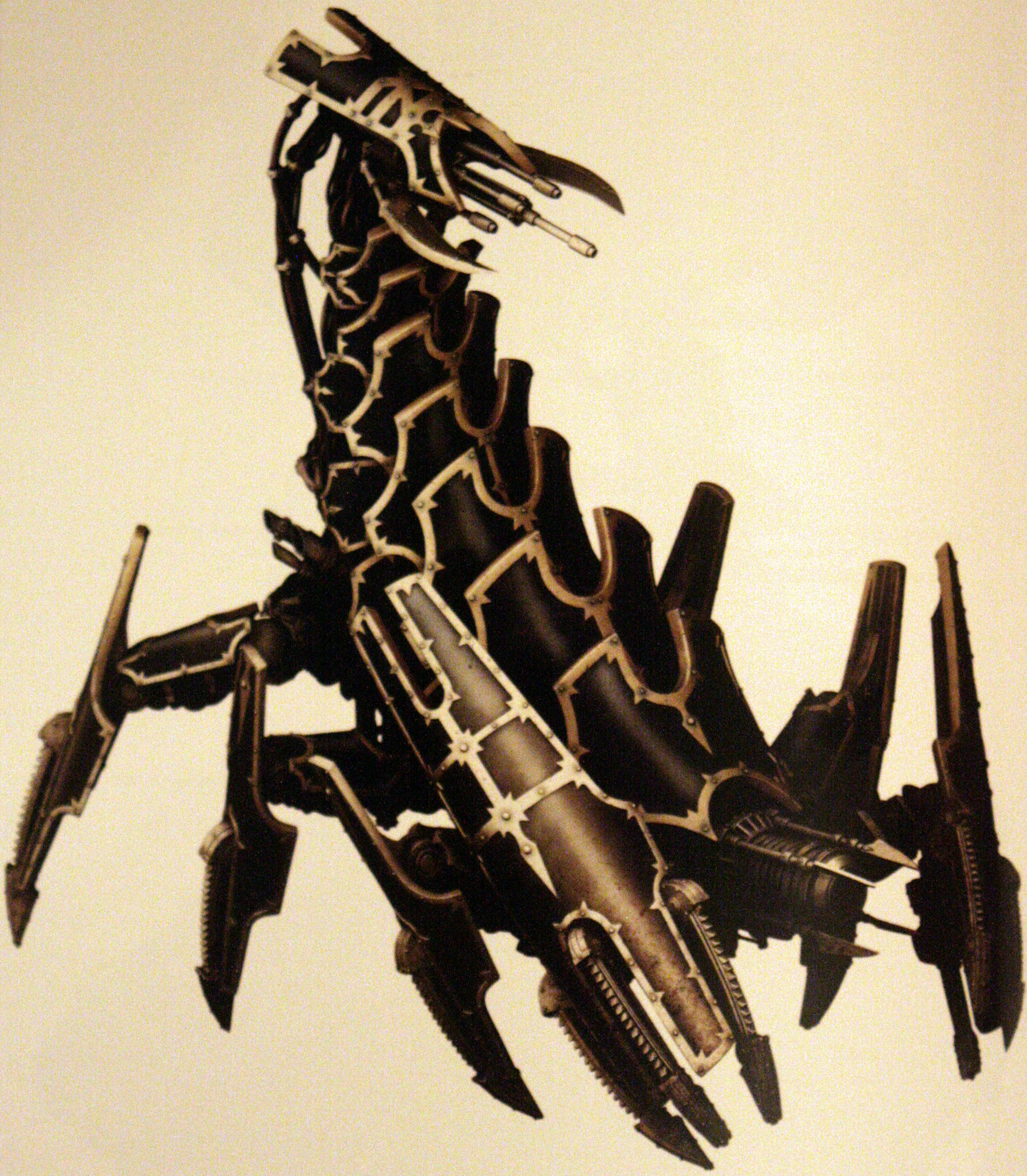
Red Scorpions Whirlwind. These provided the armoured strike force with accurate artillery fire before and during the main assault.



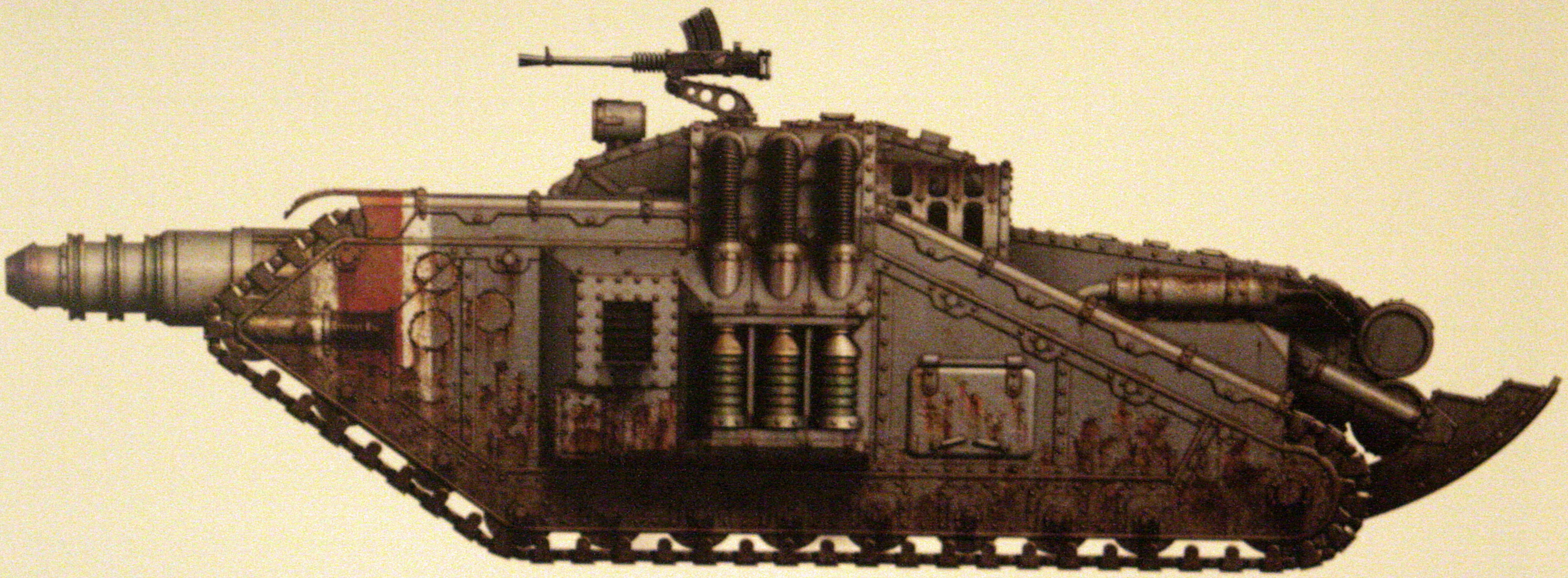
Brother Chaplain Nalr. A veteran of the Red Scorpions and a survivor of both the Chapter's deployments to Vraks.
The Dreadnought was damaged during the attack, but was later recovered for repairs.



Red Scorpions Land Raider Helios, the third vehicle of the Armoury.
This vehicle was knocked out whilst climbing the Pilgrim's Way towards the St Leonis Gate.



Brass Scorpion of Khorne, sighted by Krieg forces during their failed attack upon the Citadel armoury.



Valdor tank hunter. Note its very poor state of repair. It is unlikely that this vehicle was still mobile, and it may have been deployed as a static 'bunker' position.

CHAPTER SEVENTEEN
EXPULSION OF THE HERETICS

"For those that conjure up the most evil of those half-tamed daemons that prey upon the human soul, only death will suffice."

Interrogator Chaplain Belphegor

Angels Descending

At the point when it seemed the siege was almost over, with the Citadel breached and Inquisitor Rex's forces poised for the final push to clear the Citadel of its last stoic defenders, new reinforcements arrived – the battle barge *Liberatorii Delictum* accompanied by the strike cruiser *Repentant* and their two escorts. All were vessels of the Angels of Absolution chapter, and they had come to Vraks upon the request of Supreme Grand Master Azrael of the Dark Angels.

The Angels of Absolution were a Chapter with close ties to their progenitors and organised to exactly mirror their originators. At the Supreme Grand Master's request, Interrogator Chaplain Belphegor had also been attached to the strike force. He had a personal score to settle, but commanding the strike force was the Angels of Absolution's own Company Master Yafrir. Both officers flew down to meet with Inquisitor Rex to request permission for their brothers to join the battle. They had come with a specific mission, to find, capture and return with the traitor Arkos the Faithless of the Alpha Legion. Chaplain Belphegor explained that the Dark Angels themselves had narrowly failed to capture him during their mission to Vraks nine years ago. Not to be so easily thwarted again, it seemed Grand Master Azrael had kept a close eye on developments on Vraks. He regularly received reports from the Segmentum Obscurus High Command on Cadia, in order that the Chapter and its successors should be kept up to date with any urgent developments in war zones around the Eye of Terror.

The Supreme Grand Master had awaited the siege's finale and planned to intervene again in a second attempt to take the fugitive Arkos prisoner and destroy his dangerous warband. But now the time had come, the Dark Angels themselves were already fully committed and could not spare the forces required for the mission. Azrael had turned to his most trusted successor Chapter. The Angels of Absolution had always worked closely with the Dark Angels and at times had even undertaken combined deployments. They had come in their place. Before they arrived Master Yafrir had already been fully briefed on the current situation on Vraks, as were his squad commanders.

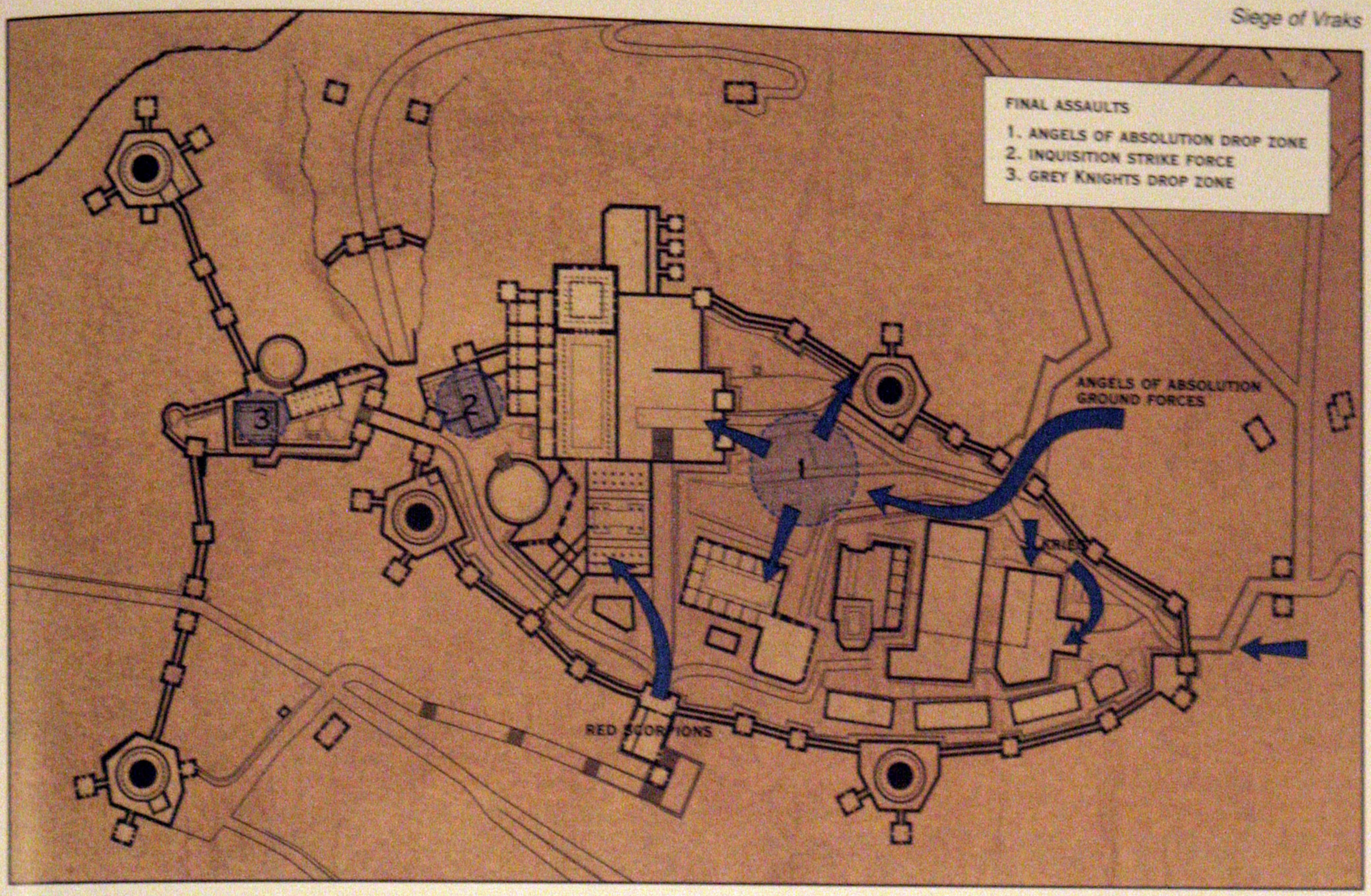
Inquisitor Rex enquired why Supreme Grand Master Azrael wanted Arkos captured rather than dead, but the Interrogator Chaplain could not answer. It should be enough for the Inquisitor to know that Arkos was a traitor to the Emperor and must be stopped. Hector Rex could not disagree, but felt that such a prize as a high ranking Alpha Legion commander, with all the sensitive intelligence he could reveal would be best used in the hands of the Ordo Malleus. The Inquisitor's interrogations could extract no end of information about spies and traitors within the Imperium's ranks and would use it to strike at cultists and traitors across Segmentum Obscuras – such a wealth of intelligence should not be the preserve of a single Space Marine Chapter. He feared that in the Dark Angels hands, Arkos would vanish into the depths of the Rock and never be heard from again.

Chaplain Belphegor's position was immoveable. He had explicit orders from the Supreme Grand Master, as did Master Yafrir via his own Chapter master. Arkos must be returned to the Rock, otherwise Yafrir would be forced to withdraw his vessels and battle brothers from Vraks. The Angels of Absolution had authority to join the finale of the siege but only on the strict condition that they would be allowed to search for the Alpha Legion, and any prisoners, in particular Arkos the Faithless, would be theirs and theirs alone, to return with to the Rock. No Inquisitorial interference would be tolerated in pursuit of their mission.

The negotiations left Lord Hector Rex in a difficult position. On the one hand here was the opportunity to deploy a fresh, powerful strike force into the Citadel, but the price was to lose control of any information the Alpha Legion could reveal for the future. He conferred with his closest advisors. Ultimately the Inquisitor Lord had to decide, did he trust the Dark Angels? Would Azrael make good use of any information he acquired? Would his Chapter use it purely for their own ends, or for the good of the wider Imperium? Eventually Interrogator Chaplain Belphegor and Master Yafrir had their answer. They may deploy to Vraks – with the Emperor's blessing. They would have free rein to plan and execute any operation they needed to. Lord Rex should be kept informed, but he would allow any Alpha Legion prisoners taken to be turned over to the Angels of Absolution. The deal was done. The Space Marine officers returned to the *Liberatorii Delictum* to prepare the attack. The Angels of Absolution would fight.

Master Yafrir's brothers would be launching a drop pod assault directly into the Citadel. The designated drop zone would be the outer ward's main plaza. The drop would be preceded by a wave of Deathstorm drop pods to clear the area, then Belphegor and his battle brothers would descend upon the enemy in a lightning strike. Their target would then be the Basilica of St Leonis, the heart of the Citadel. They would sweep it clear and then press on deeper into the Citadel as required. Supporting ground forces would be landed ahead of the attack and move up via the Cardinal Gate to join the deployed force. Master Yafrir would command this force. Whilst the vast majority of the battle brothers were engaged with the heretics, the *Liberatorii Delictum* and the *Repentant* would begin their own operation to find and destroy the Despoiler class battleship *Anarchy's Heart*. The destruction of the *Anarchy's Heart*, wherever it was hiding, was the strike force's second objective.

When Lord Rex received these plans and reviewed them, he decided to maximize the advantage he had gained from the unexpected reinforcements. The Angels of Absolution operation would form the core of his final assault to clear the Citadel and end the siege. Lord Rex would again don his armour ,unsheath *Arias* and lead his own strike



force. The Red Scorpions would also join in the kill, springing from their breach head at the St Leonis Gate to clear the Cardinal's Palace. The Imperial Guardsmen would be called upon too. It was only right that after so long and so many dead that the men of Krieg should be in on the final act of the war. The 150th regiment would be ordered to join the overwhelming assault, and the last of High Princeps Drauca's Titans would again support them. At last the final battle of this long war had come.

The Final Battles

Before the ultimate attack could begin, the Citadel was again subjected to a heavy and sustained artillery bombardment. The guns of the Krieg artillery companies poured shells onto the hill, overloading the remaining void shields and smashing the buildings within with concentrated fire that pummeled it day and night. Buildings were smashed into rubble and dust and towers collapsed in an inferno of destruction. Marauder bombers added to the firepower now crushing the Citadel into ruins. The bombardment aimed to reduce much of the Citadel to rubble in the hope of sparing the attacking infantry the task of clearing the buildings room-by-room. By the time the assault came, it was hoped that there would be little left of the Citadel but ragged shell-torn remains amidst piles of masonry and shattered stones churned into dust by repeated artillery impacts. Hidden below ground, the defenders would no doubt endure the punishment and emerge to face them when the attack came. The Citadel had been their ultimate objective for so long, the heart of the enemy's resistance, and it glowered down from its peak as if with an evil eye, seeing all that moved on the battlefields below, protecting the enemy and his stores within its impenetrable walls. Now it was no more. Even the sacred Basilica of St Leonis was targeted until repeated Bombard shelling felled the great spire. Men below cheered as first the spire leaned, then it slowly tumbled, crumbling into more ruins scattered across the inner ward's plaza.

As the destruction continued, playing out Lord Rex's promise not to leave any stone upon another on top of that hill, the many elements needed for the final battle were readying themselves. The *Liberatorii Delictum* was primed, her bombardment cannons were already joining the barrage that was preparing the ground for the drop pod assault. It would be targeted on the great courtyard and would take careful planning and precision execution to land the first waves on target. On the ground the armoured vehicles of the relief column were in place along with their supporting squads.

The remaining Red Scorpions squads were also ready. Re-armed and reinforced, Inquisitor Rex inspected the troops before sanctioning their attack plan. The Chapter had taken heavy losses in winning their foothold, but the war was not yet won, so they must fight again. The St Leonis Gate had been heavily reinforced by guardsmen, so the Red Scorpions could withdraw in preparation for their next mission.

Underground the engineers were ready for the final push and breakthrough into the undercroft. Their assault would require every available engineer company for a sustained effort to clear the Citadel from below. Inquisitor Rex expected the Adeptus Astartes Terminator squads to join that mission once they were freed from operations on the surface. Lord Rex would now lead a Grey Knights strike force personally. His first objective would be the former Priory of the Argent Shroud, followed by the inner keep with the censorium tower and the Aedificium.

Lord Rex knew that what awaited them inside was going to be a hellish enemy – the last Warp spawned dregs, but fighting with a ferocity borne of desperation. The Citadel was now the haunt of daemons and mutants, daemonic and possesed war engines and unnamed horrors that spilled from the ether to feast upon human souls.



Top: Inquisitorial storm trooper transports await the order to advance deeper into the daemon-haunted ruins of the Citadel.
Above: The Angels of Absolution lend their armoured weight to the assault upon the Citadel.

It was the heart of darkness, a canker, a corrupted and blasphemous boil that he was about to lance. The result would be messy and bloody, but once it was done, this war would be over.

The first Angels of Absolution drop pods flashed across the black skies of Vraks, small bright burning comets as they entered the atmosphere, adjusting their course as they approached, retro-engines firing to slow the descent before impact. Their inertial guidance systems brought them down directly on target, each drop pod landed, crackled open and unleashed a torrent of bullets and missiles, smothering the plaza in fire as the Deathstorms cleared the drop zone. The next wave of drop pods was already close behind, as was the third. They came crashing in, smashing into the rubble to disgorge squad after squad of bone-armoured Space Marines, weapons leveled and ready as the ordeal began. The squads divided and headed for their objectives.

As the firing began, the Red Scorpion's Lord High Commander Ortys gave the order to attack. Led by his assault squads the battle brothers moved out, using the shattered remains of the colonnade as cover as they closed in on the Cardinal's Palace.

Below ground the Hades drills whirred into action, hacking the last few metres of rock away to breach the undercroft, behind them the first engineer squads scrambled through, preceded by a barrage of grenades and demolition charges, before they too began their own horrific battle in the deep darkness.

The 150th siege regiment's leading infantry companies, mounted in Gorgons, made for the Cardinal Gate, slowly climbing the hillside once again, before ramming into the rumble piles that barred their way – all that remained of the gate and its surrounding walls. Their mission was to clear the outer ward and its garrison blocks, buildings now mostly reduced to mere shells by artillery and fires. The grey-clad infantry plunged into the Citadel, bayonets fixed – Demolisher siege tanks in close support and behind them came the heavy footfalls of the Titans.

Lord Rex knew that scouring the Citadel would take days, perhaps weeks of hard fighting. The daemons soon came again, the crackling warp rifts spilling more of their hated kind into the world to shriek and chant, leaping amongst the rubble piles, hacking and lashing with glee at the Space Marines and guardsmen. For days the battle was a confused and bloody mess, but the enemy was no longer a co-ordinated, well-equipped and determined army, it was now just a rabble of desperados who knew their downfall had come. There were few Traitor legionnaires left now. Most had abandoned Vraks, even Zhufor had gone, his slaughter complete.

Within the Cardinal's Palace, the Red Scorpions found the remains of the Apostate Cardinal's guards. Men no longer, they had become more like maddened beasts or psychotic animals. Discipline and order had now ceased to have any meaning, they just fought because they knew nothing else, and they could not surrender. Many had become mutants, others had been given over to possession. In the shattered and scorched remains of its former ornate splendour, the Red Scorpions moved forward with well-rehearsed precision. Each squad knew its role, moving and covering, blasting a path into the heart of the palace, whilst the assault squads forayed forward at need to clear enemy resistance points in brutal hand-to-hand combat, Dreadnoughts in close support. It took the Red Scorpions four days to purge the Cardinal's Palace of the remaining heretic dregs that defended it. No prisoners were taken.

Last Stand of the Faithless

Meanwhile, Interrogator Chaplain Belphegor led his battle brothers towards the massive arched entrance of the ruined Basilica. It was now a shell of a building, choked with rubble, fires still burned inside, their smoke thickened the air. The Angels of Absolution had planned the attack in detail, and each squad had its own objectives. Chaplain Belphegor was leading the Sternguard, veterans of 1st Company. It would be they who would face down Arkos when, or if, he was found. Careful reconnaissance work from orbit had revealed that the Alpha Legion were still in the Citadel and formed the backbone of the Basilica's defences. Arkos' warband had been much reduced by the long war, but the potent Chaos Lord would not be far away and he remained a dangerous opponent even for the vaunted Space Marines.

Bolt shells were already exploding, their thunderclap detonations echoed around the Citadel. A salvo of cyclone missiles erupted around the Basilica's entrance as Belphegor's men climbed the wide steps up to the archway, into the enemy fire that was now whipping around them. Cresting the steps, Belphegor felt the jarring fire of bullets whining off his own Terminator armour, heavy bolter impacts made him stagger as the veterans about him fanned out, dropped into firing position and unleashed a hail of accurate return fire at their enemies who were taking cover behind barricades and rubble in the entrance. On his left a Terminator squad waded forward, their own storm bolters adding to the metal storm of explosions and fizzing shrapnel that now engulfed the enemy. Taking that archway was the first objective. Belphegor waved his squads onwards with his crozius arcanum, levelled his plasma gun and fired. Instantly a barricade was vapourized along with its defenders by the super-heated hydrogen impact. The Chaplain charged, his brothers beside him, the enemy rose in response and charged. Suddenly it was a swirling mêlée amongst the rubble. Hacking and slashing, Chaplain Belphegor smashed his crozius into the face of a mutant and saw its skull shatter like thin glass. His back swing swept another mutant off its feet, before he stamped down on his screaming victim, his heavy Terminator-armoured boot crunching bones beneath it. From somewhere a flamer unleashed a blaze of burning promethium, a gush of flaming orange liquid washed over him, but encased inside his armour he barely felt the intense heat. Still burning, he charged on, pitching head long into a huge mutant creature, all slimy skin and festering wounds, its face insectoid with mandibles and fly-like eyes. Again the crozius rose and swung, the bone at the creature's knee broken, its leg buckled under it. A second swing smashed its chest, exposing broken ribs and spilling internal organs. The creature flailed wildly, its claws gouging uselessly across the Chaplain's armour as it writhed. Belphegor paused to fire a bolter shell into its head, which exploded in a shower of blood and pink brains that spattered across the stones.

Soon, the enemy was falling back, the assault had broken them. The Sternguard squad kept them running with more bolter shells that sent them diving for cover. The Basilica's entrance had been captured. Belphegor ordered a halt. Now he needed his support.

It soon arrived. The Space Marine armoured column had roared up the hill, Land Raiders and Vindicators in the vanguard as they scaled the wreckage of the Cardinal Gate and plunged down into the Citadel behind. The heavily armoured vehicles could not be delivered via drop pod and so had been landed days before. When the drop pod

Inquisitor Lord Hector Rex and his retinue arrive before the third assault upon the Citadel of Vraks. He is accompanied by the Grey Knights of Strike Force Arturus – Terminators can be seen disembarking from their Thunderhawk transport.

Arrayed for the Inquisitor's arrival are the squads and vehicles of the Red Scorpions Chapter, whilst overhead their Thunderhawks are still arriving with additional forces for the forthcoming battle.



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landing had begun, they had already been en route. Now their heavy weapons tore into the enemy again. Vindicator cannons boomed, smashing aside the remains of buildings and blasting holes for the battle brothers now disgorging from their Rhinos around them. The entire strike force was now inside the Citadel. Master Yafrir was in command here, and directed his own Land Raider towards the Basilica's entrance. The vehicle roared up the wide steps to Belphegor's side, tracks locked as it skidded to a sudden halt. The assault ramp fell and Master Yafrir appeared, his command squad alongside him. After a brief pause to assess the assault's progress, it was time to push on inside.

Inside the Angels of Absolution squads spread out and began to search the rubble. The Basilica was vast. Rubble mountains had formed inside where the roof and interior walls had caved in. The battle brothers fought their way towards the transept. It too was now just shattered remains, but here the Faithless awaited. Clad in their blue-green armour, emblazoned with the hydra symbol of their chapter, the Alpha Legion made their stand.

With bolt gun and pistol, chainsword and powersword, grenade, knife and power-gauntleted fist, the Space Marines fought. They were old foes. The Alpha Legion had deserted the Emperor ten thousand years ago. Their demise would be another step along the path to salvation for the Unforgiven. Those that could be taken alive, even grievously wounded, would be kept alive by the Angels of Absolution's Apothecaries until they reached the Rock. Most died fighting. Driven on by their master and the Interrogator Chaplain, the Angels of Absolution hammered at the surviving traitors and cut them down.

In the midst of the battle, Master Yafrir found his target. Arkos the Faithless was brought to bay, surrounded by the last of his warband. He still grasped the darkblade in his armoured fist, but he had been wounded, blood was seeping through a puncture in his chestplate. He was already gasping for breath, desperation in his eyes. The last battle-worn survivors stood defiantly around their lord, their armour too was blackened and rent, one legionnaire was missing his right arm.

Arkos bellowed defiance and cursed his enemies as the Angels of Absolution moved in, surrounding their dangerous foes, guns leveled and ready for the order to attack. Arkos stood no chance now, he was trapped in his lair. He had done his worst on Vraks. His plotting had brought about this long war and millions had died for it. But there would be no escape now.

Old Foes

Trapped with nowhere to run, the Traitor-lord attacked in a rush. Master Yafrir met his charge, springing forwards and thrusting hard with his powersword clutched in both hands. But Arkos rolled aside, letting the blade side off his breastplate and into his thick shoulder pad, then, fast as a snake strike, rammed his own blade forward and up into Yafrir's face plate. The visor cracked, plunging the warp-sword's point into the flesh beneath, turning it into a bloody ruin. Then Arkos shoulder charged, battering the wounded Yafrir backwards, off balance, before a second hammer blow from the darkblade sent his enemy crashing to the ground. He stood over the wounded and barely conscious Yafrir, killing any who came to rescue him. One after another Space Marines were cut down with warp-powered blows that shattered armour, flesh and bone as they fought to save their commander.

Chaplain Belphegor arrived as Arkos stood over Master Yafrir, one foot on the fallen Space Marine's back, pinning him to the ground as blood pooled under him. The last two survivors of Arkos' warband flanked him, empty bolt guns discarded, blood-splattered chainswords in hand.

"Yield!" bellowed Belphegor. "Yield or be destroyed!". Arkos laughed in contempt. Yield to what, capture and torture? He would not. He was surrounded now, more of the Angels of Absolution had come to their Master's aid, if too late, but there would be no escape for Arkos. He raised his sword in challenge and Chaplain Belphegor stepped forwards, beside him came the Sternguard veterans, each ready to spring into action.

The two champions had met before. Belphegor's intervention had saved Grand Master Azrael's life. If Arkos recognised his old foe he showed no sign. Now would be vengeance for the injuries inflicted upon the Dark Angels by the Alpha Legion. "Come and die!" bellowed Arkos, and Belphegor attacked. His crozius swung with crushing force, but Arkos parried, whip fast. Beside him Arkos' two men were using their chainswords, slashing at the Angels of Absolution who closed in about them.

But Belphegor swung and swung again, massive, relentless blows that Arkos blocked, one after another, but never having time to recover his sword for its own deadly swing. Belphegor knew the Emperor was with him, the dark gods were being driven from this place, and now was his time. The crozius glittered with a patina of power as he smashed Arkos' weakening parries aside, then drove the weapon's ornate handle hard into his enemy's face. Arkos staggered, stunned, his guard down and Belphegor slammed the crozius down again, cracking against Arkos' skull, who sank to his knees, blood pouring down his neck and onto the floor, where it ran in rivulets into the dust. Dazed and badly wounded Arkos tried again to raise his sword, but the Interrogator-Chaplain stood over him, and swept it aside with contempt. "Seize him!" he ordered the battle brothers close by, turning to see that both Arkos' last bodyguard had also been cut down. "Find an apothecary. It is imperative that this man be kept alive. And disarm him."

Immediately, the Interrogator-Chaplain looked to Master Yafrir, turning him over. The Company master was already dead, the lower half of his face smashed. He had bled to death, even his superior internal organ's unable to compensate for the sudden massive blood loss inficted by Arkos' blows. The Chaplain said a short prayer for the brave officer's soul before the Apothecaries arrived to take away his body and recover his precious progenoid gland. Belphegor deemed their mission complete. The order was given for the Angels of Absolution to disengage and withdraw.

The Destruction of the Anarchy's Heart

With its payload of drop pods and Thunderhawks released to Vraks' surface, the *Liberatorii Delictum* set out in search of the *Anarchy's Heart*. Last sighted in the system in 824.M41, the enemy battleship would no doubt be lurking in the outer asteroid fields, hiding and awaiting its master's call. She remained a major threat to the Imperium's shipping in the Vraks system and for those surrounding it. For that reason alone her destruction would greatly aid the war, but the Angels of Absolution hoped that the sudden attack on the surface and the end of the siege would flush the battleship out. During this mission the strike cruiser *Repentant* would act as scout, with a single escort, both searching the asteroid fields, whilst the battle barge and its escort positioned themselves ready to respond





Top: Wreathed in smoke and flames, the Angels of Absolution secure the Basilica of St Leonis

Above: Krieg engineers emerge from the undercroft into the blasted remains of the Citadel. Behind are the smoking remains of a former barracks block.

swiftly should any contact be made or should the massive battleship make a run towards Vraks.

As expected, the final battle on the ground did bring the battleship from its hiding place. The war on the ground was lost, and Arkos and his survivors needed an escape plan. At 288830.M41 the *Repentant's* long range augurs detected the energy spike as the Despoiler powered up its engines. Immediately the *Liberatorii Delictum* moved to intercept and the two colossal capital ships were about to meet in a dual of titanic firepower. Both traitor and loyalist ships bristled with massive weaponry behind banks of void shields and thick armour plates. The two leviathans were a match for just about anything else in the galaxy, and equal to each other.

Engines at flank speed the *Liberatorii Delictum* closed in on the *Anarchy's Heart*. The enemy's first salvoes began to detonate against her armoured hull, void shields shrieking in resistance to the titanic energies of lance battery impacts. The captain ordered the forward batteries to return fire, and the duel had begun.

The *Anarchy's Heart* did not run but turned to bring her broadside to bear. The Space Marine vessel was fast, and whilst they remained determined to be engaged, there was no escape for the big battleship in the open. It must fight. As the two leviathans lined up, the *Repentant* was racing to join the battle, her firepower would be enough to swing the advantage decisively to the loyalists. Meanwhile, both the escort vessels withdrew to safety. These small vessels would be of no use in this clash, they would quickly be overwhelmed by enemy firepower to no gain. The escorts could only stand by and watch as the capital ships traded salvoes.

Both ships unleashed massive salvoes, tearing at the other's armoured hulls. The gun decks boomed and roared, shrieked and screamed as the big guns unloaded in volley after volley, broadside after broadside. The battle barge was damaged, several fires were burning as the ready magazines exploded, but the Despoiler was wounded too. Her engines were damaged, hampering her manoeuvering, and allowing the *Repentant*, just closing into range, to attack from the rear. The strike cruiser's guns turned the duel, the balance had shifted in the Space Marine vessel's favour. Shells tore through the vulnerable engine rooms and plasma reactor chambers of the battleship. *Anarchy's Heart* was losing power now, and the *Liberatorii Delictum* was moving in closer. With her cargo of battle brothers all landed upon Vraks she could not risk a boarding action, but her orders were not to capture the enemy vessel but destroy it. Her lance batteries raked the enemy's flanks again, and opened a great breach in her hull, bleeding oxygen into space, that soon ignited into a sudden fireball that flashed in the void.

The traitor battleship was dying. Listing heavily her remaining batteries still returned fire, but explosions were shaking her from prow to stern as uncontrollable fires within took hold. A plasma reactor overheated and detonated at the stern, tearing away more engines and leaving a trail of debris in her wake. The *Repentant* manoeuvred away, her job complete. The Space Marine battle barge finished the job.

The *Anarchy's Heart* died. One by one her guns fell silent as the *Liberatorii Delictum* turned her bombardment cannons onto the enemy's superstructure, blasting the enemy vessel again and again. It was a storm of fire that would have seen any vessel in the galaxy smashed apart. Defenceless, the Despoiler class battleship was hammered into burning debris as she was torn apart by internal explosions. The Space Marine battle barge banked away, her own damage control teams fighting to bring the fires under control. The ancient traitor battleship would never again threaten the Imperium's shipping lanes.

Into the Undercroft

Whilst the assault raged across the ruins of the Citadel, deep below the engineers of the Krieg regiments began their own battle. They had undermined the Citadel rock; it had taken them over six years of work, digging, digging, always digging, until they had cut their way through forty kilometres from the inner defense line all the way to the Citadel. Their Hades drills and breaching charges smashed through the last few metres of rock and into the depths of the Citadel and its armoury.

Much like an iceberg, what was visible of Vraks' Citadel was only a small part of the whole. The Basilica and other surface buildings were all impressive architecture in the grand style of the Imperium; a physical statement of great power, but the workings of the Citadel were below ground. Kilometre after kilometre of dim, dank corridors and galleries, storerooms and archives, the great geo-thermal heat wells that drew energy from the planet's core and massive transformer chambers that thrummed with energy as they harnessed the power and then distributed it via underground cables to the rest of the planet. At the base of the rock, the Citadel was actually a huge power station, next to which were the banks of void shield generators that sucked up that power to generate the Citadel's many defensive void shields. Also forming part of this underground city was the central armoury. Here, for thousands of years, military stores of all kinds had been racked up. There were vehicles and weaponry there that had not seen a battlefield in millennia. Many had been pressed back into service as the war closed in around the Citadel, such as the Malcadors and rarer still the Valdor tank hunters. The tank hunters were ancient vehicles equipped with the powerful but dangerous neutron laser – a weapon of advanced technology now lost to the Adeptus Mechanicus. The upper levels had been turned into gigantic barracks and personnel shelters from the incessant shelling and air raids, as well as huge medical facilities and laboratories which had been put to heinous use.

Thousands upon thousands of Krieg engineers now set about the task of clearing the Citadel's undercrofts. Corridor-by-corridor, chamber-by-chamber they fought with grenade and shotgun. The enemy had turned the depths of the Citadel into a vision of hell, setting loose all manner of twisted mutated creatures; some once human, others far less so; spawn that crawled and slithered, mutants that howled and screamed, warp-beasts and the fearful hounds of Xaphan. They had once been guard dogs, great mastiffs commonly used by the garrison to keep rowdy and rebellious work gangs in order. There had been hundreds on Vraks but they were now no longer recognizable as such. They had been used as hosts for the possession of ravenous daemon-spirits, and now they were massive blood-thirsty dog-creatures with huge fangs and claws that lived only to taste mortal blood. So large were they that only an Ogryn's brute strength could restrain them. Now the daemon-dogs stalked and hunted through the corridors of the undercroft, their howls a tortured baying that froze the blood.

The Krieg engineers had to face such reckless and uncaring foes at every

corner and in every chamber. Progress was slow, and the dark, dripping corridors became a charnel pit of corpses, friend and foe alike. Hundreds died on the first day and the engineers had only gained a small foothold on the lowest levels. More squads followed the first into the hell-hole, and more men died screaming on the fangs and claws of the warp-spawned beasts. The engineers fought back, using their poison gas grenades to clear rooms. In the darkness the fighting was gruelling, but by sheer weight of numbers and bitter determination the Krieg engineers pushed onwards and upwards toward the surface. It would take weeks of fighting.

The Priory of the Argent Shroud

As the Angels of Absolution were fighting for the Basilica of St Leonis and the Red Scorpions were clearing the Cardinal's Palace, Lord Hector Rex led his Storm Troopers and the Grey Knights into the Priory of the Argent Shroud. A squat, solid fortress in its own right, it had once been a base for the Sisters of Argent Shroud, and the Inquisitor's mission was now to clear the priory and if possible find evidence of the missing Sisters. It was here that the Inquisitor Lord found Xaphan, the Apostate Cardinal, cowering – the man in whose name so many had fought and died. The man who had, by his misplaced ambition and twisted faith, set in motion the series of events that had led to a daemonic incursion on Vraks. The man who had proclaimed himself the messiah of the apocalypse. He was a man no longer.

The war as good as lost, Zhufor had departed but not before he'd had his final vengeance upon the Cardinal. Zhufor despised Xaphan as a weak mortal and so he had personally dragged the Cardinal from his wretched dungeon and left him to the Sorcerers of Nurgle. They in turn had visited a terrible end upon the Cardinal. Screaming in terror, Xaphan had been offered to their god and for Nurgle's pleasure he had become spawn – a giant mass of tentacles and claws, drooling and jabbering nonsense. Insane, the last of his reason and self-will torn away, the Cardinal was now an idiot-creature. Such was the fate of those that strayed too far from the Emperor's light. The Grey Knights now unleashed that purifying light to purge the spawn from the galaxy forever. Thrashing and wailing, the spawn that had once been Cardinal Xaphan was blasted apart by lighting cast from their nemesis force weapons.

Lord Rex and his men systematically cleared the rest of the priory of the last of its desperate defenders. Nothing here could stop Hector Rex, Arias bright in his fist as he killed, killed and killed again in the name of the Emperor. In the dungeons below, the Prior Justicar Ophia's squad reported having found survivors. Lord Rex joined him to discover within the terrible and ruined remains of six prisoners. All had once been Sisters of the Argent Shroud, captured during Xaphan's uprising. They had spent eighteen years in the dungeons, subjected to unspeakable tortures. Each was now half-starved and insane. Mute from the horrors inflicted upon them, their eyes were hollow and unseeing. Stupified, the Sisters no longer recognized friend or foe. In closely guarded secrecy the Grey Knights took the Sisters of Battle away, transporting them to their strike cruiser above. The prisoners might have been used in ceremonies of daemonic possession or as daemon-vessels themselves. They could not be allowed to return to their order – who knew what daemonic influence they might carry within them! The Ordo Malleus would hold them as prisoners of war and learn what they could from them. For the foreseeable future their detention must continue, only now it would be inside an Inquisitorial cell.

After two days of combat the Priory, now reduced to a burnt-out shell, was cleansed. Inquisitorial Storm Troopers were ordered to garrison the remains whilst Inquisitor Rex turned his attention to the last of the Citadel's surface buildings to remain unfought for – the inner keep.

Once the inner keep had been the secure nerve centre of the Citadel. Here the astropath's censorium tower reached towards the clouds and the Inquisition had maintained their own inner fortress, the Aedificium, from where Inquisitors and their strike forces could be equipped and where prisoners could be detained and interrogated. It had also contained the holding cells for the sector's tithe of captured pskyers, destined for the Black ships that would ferry them to Terra. Those cells had been emptied by Xaphan and the rogue psykers had been set loose upon Vraks – just another of the Apostate Cardinal's criminal acts. Access to the inner keep had been highly restricted. It was separated from the main Citadel by the plunging ravine which was spanned by a narrow, fortified bridge. Artillery shells had now destroyed that bridge, so isolating the inner keep. It was also within the keep's walls that Hector Rex suspected that the heretics had attempted to open a warp portal. It was from here that the Daemons had been allowed to spill onto Vraks. Even if the warp portal was now sealed, it must be destroyed lest it be re-opened at some unknown future date. Inquisitor Rex also knew that the warp portal had not only opened itself, but its monsterous power had also caused the weakening of reality to the point where warp-rifts had started to tear through from the ether wherever the fighting on Vraks was heaviest. Destroying the warp portal would be dangerous, even for the battle hardened Space Marines. It was a task for the Grey Knights alone. So Inquisitor Rex summoned Brother Captain Stern to his aid again. They were to plan and execute a teleport assault against the inner keep. Inquisitor Rex and a hand picked force of his best Ordo Malleus Inquisitors would accompany them. The destruction of the suspected warp portal would be the penultimate act in the Vraksian war. When it was gone, all that would be left would be the mopping up of the remaining Chaos worshippers.

The Guardian of the Portal

It seemed likely that Zhufor and his men had used the portal to escape, throwing themselves to the whims of their gods. They would emerge wherever Khorne deemed it fitting, perhaps recalled to some daemon-world deep in the Eye of Terror, perhaps cast to some other bitter warzone to again fight for their master. The Traitor Legionnaires had not left without leaving their enemies a final foe. The daemonancers had summoned and bound a creature to protect the portal. It was Uraka Warfiend, a Daemon prince of Khorne. His legions now awaited within the inner keep, a daemonic force sent as sentries to guard the portal for all eternity.

They did not have so long to wait. At 411830.M41 the Ordo Malleus and their Grey Knight squads teleported from the *Honours-Amentum* into the Aedificium to clear the last stronghold of the enemy and destroy the warp portal on Vraks forever. Preceded by the orbital bombardment of melta-torpedoes and barrage bombs which further pounded the rubble and ruins, the teleport chambers hummed with barely contained power before sparking into life with a crackle of lightning, casting the Inquisitors and the Grey Knights squads through the Warp to reappear seconds later within the inner keep.

Instantly they were beset by the Daemon's legions awaiting them. As if

from nowhere the Bloodletters, Flesh Hounds and Juggernauts appeared, screaming their god's name as they charged recklessly into the righteous fury of the Grey Knights' bolt gun and psycannon fire, which sent them shrieking back into the abyss. Lord Hector Rex was again in the midst of the fighting, Arias scything through the blood-red ranks of the foes, his eyes turned into pits of white fire as psychic energy flowed through his mind, the aura of his power enough to drive the daemons before him.

With nemesis force weapon, psycannon and incinerator, the Grey Knights scoured the Aedificium. Brother Captain Stern led them, his own sword ablaze with psychic flames that destroyed the daemons upon touch. He hacked and cut, parried and hacked again alongside his brothers, chanting prayers for the exorcism of the hated denizens of the Warp.

Then Uraka Warfiend himself came to meet the Grey Knights hero. A massive beast, snarling and spitting, fangs encrusted with the blood of his past victims. Encased in the warp-forged brass armour of Khorne, in his hands he held a massive pole-axe, a cruel executioner's weapon. With it, he bellowed, he would take Captain Stern's head, and Khorne would mount it as a trophy upon the wall of his throne room, and throw his body to the Fleshhounds to feast upon.

Stern's indomitable will could not be broken by mere boastful words. Uraka might be a champion of Khorne, but Stern was the instrument of the Emperor's justice, embued with the divine wrath of Mankind's true god – and that wrath he unleashed. Power surged through him, a blazing bolt leapt from his brow and smashed into Uraka, who reeled, wounded, then charged. With his great axe swinging in a figure of eight about his head, he smashed it down. Stern dodged aside, his bulky aegis suit not impeding his agility, as he raised his force sword again, thrusting it upwards, seeking a weakness in the red beast's armour. His blade turned, Stern felt the unholy strength of Uraka as he spun, the long spike in his pole axe's butt driving into the ceramite plating and drawing blood from Captain Stern. Wounded, Stern staggered away, his vital signs were fluctuating wildly, his suit's bio-systems damaged. Uraka strode after his foe, the long axe drawn back, ready to strike again, eager for the kill. He swung, and Stern parried, blocking the axe, but the strength of the beast sent him crashing to the floor, his sword smashed aside.

Justicar Ophia arrived, his squad with him, and saw his commander down and wounded. The guardian of the portal was stood over Stern, bringing his axe back for the killing blow. Instantly, Ophia fired, as did his men, a volley of psychically charged bolter rounds detonated around the Daemon prince, tearing chunks from his armour. Wounded and enraged Uraka saw his new foes and lurched towards them. He saw Captain Stern too late, his sword recovered, lunging after him. The white-hot blade of his force weapon found a fresh niche in the brass armour and Stern drove it home with all his might. Uraka bellowed his last. A roar of pain and anger that boomed around the keep. Then, in a flash he was gone – banished back to his master's dark realm. That powerful thrust was the Grey Knights Captain's last action of the campaign. Still bleeding, he was returned to the strike cruiser for urgent medical attention whilst Hector Rex and his men dispatched the last of the guardians. With the daemons destroyed, they gathered before the rune engraved columns that encircled the sealed portal and combined the power of their psychic minds into a twisting holocaust of destruction that vaporized the portal. It was over.

Epilogue

At 414830.M41, the siege of Vraks was officially declared at an end. The Administratum scribes that had recorded the first shells fired now completed their report, closed the thick tome into which they had scribbled every detail of the war, and sealed it with their stamps, not to be re-opened before it reached the headquarters of the Lord Militant Obscuras. He in turn would see copies made for his own archives and then forward the Liber Vraks Obsidius to the great central Administratum archives on Terra.

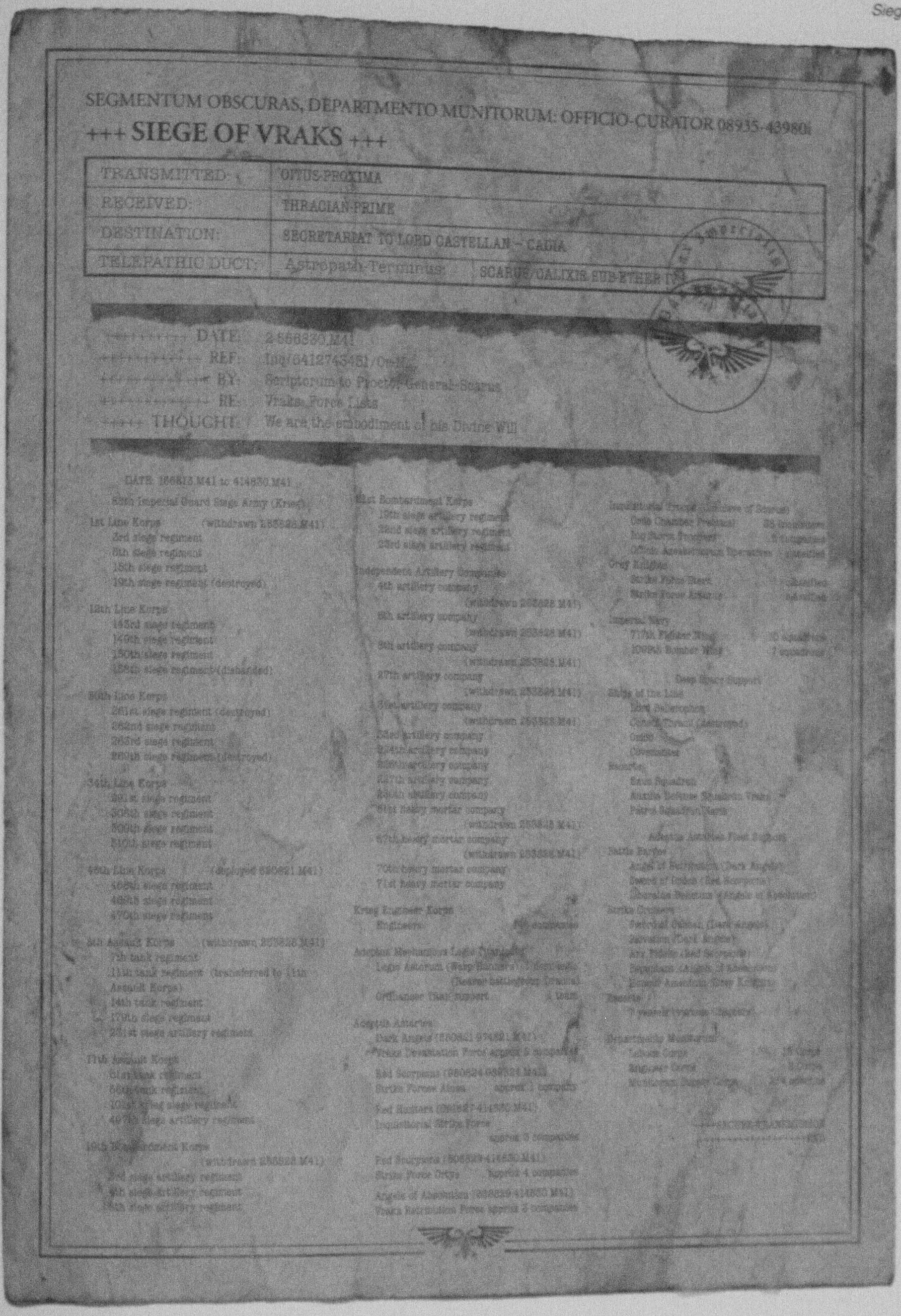
The projected twelve year campaign had lasted almost eighteen Terran years. It had seen the deployment of 34 Krieg regiments, and the lost of an estimated fourteen million guardsmen of Krieg. The enemy losses were likewise massive. Eight million souls on Vraks had been caught up in Apostate Cardinal Xaphan's misplaced ambitions, and now almost all had been purged from the galaxy. Exact numbers of enemy losses could never be known but the vast majority now lay in the charnel pits and mass graves of the Van Meersland Wastes. There were also tens of thousands of prisoners. All were now to be vetted by the Ordo Malleus' interrogators. Those found to be beyond redemption would face execution for their crimes. Others would find themselves shipped to far-flung penal colonies and work camps, there to aid the Emperor with their hard labour.

Vraks itself had been ruined by the war. Nothing of value had survived the siege. The planet's infrastructure had been destroyed in the endless artillery duel. The Citadel itself was gone. Later, the Krieg engineers saw to it that anything that had somehow survived the battle was leveled.

The surrounding landscape was left as a nightmarish vision of total war, littered with the detritus of many past battles. The tank hulks would gradually turn to rust and slowly moulder into the ground, as would thousands of kilometers of razorwire. The trenches remained, with their dug-outs and bunkers. Below ground the labyrinthine tunnels hacked out by the engineers would also remain, abandoned, deserted and silent.

Crossing the Van Meersland Wastes remained dangerous long after the armies had gone. There was still many hidden minefields and unexploded shells buried in the mud. Worse were the chemical weapons still lying unexploded, or a sudden storm might re-energise ground soaked in poisonous chemicals that would billow up to form new deadly fogs of greenish gas, drenched in acid that could strip flesh from bone. The shattered remains of the three outer defence lines also remained – smashed bunkers and pillboxes testament to the ferocity of the fighting that had destroyed them. Vraks was now a world beyond reclamation. If the Departmento Munitorum ever hoped to rescue the planet as an armoury, then it was to be disappointed in that ambition. The original armouries were all gone, destroyed in the fighting. The supplies were also gone, used up by the war. Little of anything remained to be reclaimed.

In the years to come, the Ordo Malleus would conduct a long review of what had happened on Vraks, and it was Lord Hector Rex's conclusion that the Vraks system should be interdicted. Automated sentry warnings were to be positioned to warn ships away, and periodically Imperial Navy patrols would sweep through, making sure the system did not become a haven for pirates or aliens but the planet and system were no longer of any value to the Emperor.


SEGMENTUM OBSCURAS, DEPARTMENTO MUNITORUM: OFFICIO-CURATOR 08935-43980h

+++ SIEGE OF VRAKS +++

TRANSMITTED:	OPTUS-PROXIMA
RECEIVED:	THRACIAN-PRIME
DESTINATION:	SECRETARIAT TO LORD CASTELLAN – CADIA
TELEPATHIC DUCT:	Astropath-Terminus: SCARUS/GALIXIS SUB-ETHER [X]

DATE: 2-866830.M41
REF: Inq/6412745451/Orn-M
BY: Scriptorium to Proctor General-Scarus
RE: Vraks Force Lists
THOUGHT: We are the embodiment of his Divine Will

DATE: 186813.M41 to 414850.M41

82nd Imperial Guard Siege Army (Kriegs)

1st Line Korps (withdrawn 285926.M41)
- 2nd siege regiment
- 8th Gelb regiment
- 15th siege regiment
- 19th siege regiment (destroyed)

12th Line Korps
- 143rd siege regiment
- 149th siege regiment
- 150th siege regiment
- 159th siege regiment (disbanded)

30th Line Korps
- 261st siege regiment (destroyed)
- 262nd siege regiment
- 265rd siege regiment
- 270th siege regiment (destroyed)

34th Line Korps
- 291st siege regiment
- 300th siege regiment
- 500th siege regiment
- 510th siege regiment

45th Line Korps (deployed 880621.M41)
- 466th siege regiment
- 468th siege regiment
- 470th siege regiment

8th Assault Korps (withdrawn 287828.M41)
- 7th tank regiment
- 11th tank regiment (transferred to 11th Assault Korps)
- 14th tank regiment
- 179th siege regiment
- 281st siege artillery regiment

11th Assault Korps
- 51st tank regiment
- 86th tank regiment
- 103rd flying siege regiment
- 497th siege artillery regiment

16th Reconnaissance Korps (withdrawn 280828.M41)
- 2nd siege artillery regiment
- 4th siege artillery regiment
- 18th siege artillery regiment

81st Bombardment Korps
- 19th siege artillery regiment
- 22nd siege artillery regiment
- 23rd siege artillery regiment

Independent Artillery Companies
- 4th artillery company (withdrawn 282828.M41)
- 8th artillery company (withdrawn 283828.M41)
- 26th artillery company (withdrawn 283865.M41)
- 27th artillery company (withdrawn 283869.M41)
- 33rd artillery company (withdrawn 285828.M41)
- 53rd artillery company
- 82nd artillery company
- 127th artillery company
- 230th artillery company
- 61st heavy mortar company (withdrawn 283848.M41)
- 67th heavy mortar company (withdrawn 283888.M41)
- 70th heavy mortar company
- 71st heavy mortar company

Krieg Engineer Korps
- Engineers: [illegible] companies

Adeptus Mechanicus Logic Cognitors
- Logis Asturus (Warp Runners): 2 companies (Heather Gallagher Drama)
- Officiator Thal support: 1 team

Adeptus Astartes
- Dark Angels (880621.87459.M41)
- Ultima Devastation Force: approx 5 companies
- Sal Serpents (880624.884924.M41)
- Storm Forces Alpha: approx 3 companies
- Red Hunters (884847-414850.M41)
- Inquisitorial Strike Force: approx 9 companies
- Red Scorpions (884829-414850.M41)
- Storm Force Delta: approx 4 companies
- Angels of Absolution (884829-414850.M41)
- Ultima Retribution Force: approx 5 companies

Inquisitorial Troops (Officiate of Scarus)
- Delta Chamber Militant: 25 Grenadiers
- Imp Storm Troopers: 6 companies
- Officio Assassinorum Operatives: 4 assassins

Grey Knights
- Strike Force Hart: 1 Dreadnought
- Strike Force Arkus: 1 Dreadnought

Imperial Navy
- 717th Fighter Wing: 10 squadrons
- 206th Bomber Wing: 7 squadrons

Deep Space Support
- Ships of the Line
  - 12th Battleship
  - Colossus Class (destroyed)
  - Cruiser
  - Destroyer
- Escorts
  - Seven Squadrons
  - Assorted Defense Monitors: Twelve
  - Patrol Squadron: Eight

Adeptus Astartes Fleet Support
- Battle Barges
  - Angel of Retribution (Dark Angels)
  - Sword of Ushas (Red Scorpions)
  - Ultramian Patience (Angels of Absolution)
- Strike Cruisers
  - Celestial Glaive (Dark Angels)
  - Salvation (Dark Angels)
  - Ark Fidelis (Red Scorpions)
  - Repentance (Angels of Absolution)
  - Ultramar Assassin Strike Cruiser
- Escorts
  - 7 assault cruisers (Raptors)
- Reinforcements Mustered
  - Tactical Corps: 15 Corps
  - Engineer Corps: 3 Corps
  - Munitorum Support Corps: 2 Corps

Following extensive investigations and interrogations, it was found that the six surviving sisters of the Argent Shroud rescued from the ruins of Vraks were beyond salvation. At a stormy session of the Inquisitorial Conclave of Scarus, all six were sentenced to a merciful execution at the hands of the Ordo Malleus. This brought outrage from the Ordo Hereticus Inquisitors who wanted members of their Ordo Militant returned to them. Repeated appeals from the Cardinal Astral Scarus and protests from the Lady High Abbess of the Order of the Argent Shroud for the return of her sisters were all overruled. The six martyrs of Vraks, as they came to be known, were considered too dangerous, too tainted. They had seen too much and been exposed to daemonic activity and only the Ordo Malleus was empowered to deal with their corruption. Now Inquisitor Lord Rex had some small measure of retribution for the

SEGMENTUM OBSCURAS, DEPARTMENTO MUNITORUM; OFFICIO-CURATOR 08935-439801

+++ SIEGE OF VRAKS +++

TRANSMITTED:	OPTUS-PROXIMA
RECEIVED:	THRACIAN-PRIME
DESTINATION:	SECRETARIAT TO LORD CASTELLAN - CADIA
TELEPATHIC DUCT:	Astropath Terrodrine

DATE: 2-888830.M41
REF: Inq/0413745451/Oct-9
BY: Scriptorum to Proctor-General Sagrus
RE: Vraks Forces Lists
THOUGHT: We are the embodiment of his Divine Will

DATE: 888830.M41 to 414830.M41

82nd Imperial Guard Siege Army (Krieg)

1st Line Korps (withdrawn 888828.M41)
- 3rd siege regiment
- 5th siege regiment
- 18th siege regiment
- 19th siege regiment (destroyed)

18th Line Korps
- 143rd siege regiment
- 143rd siege regiment
- 180th siege regiment
- 405th siege regiment (disbanded)

30th Line Korps
- 261st siege regiment (destroyed)
- 262nd siege regiment
- 263rd siege regiment
- 269th siege regiment (destroyed)

34th Line Korps
- 261st siege regiment
- 307th siege regiment
- 308th siege regiment
- 310th siege regiment

44th Line Korps (deployed 888821.M41)
- 452nd siege regiment
- 466th siege regiment
- 470th siege regiment

8th Assault Korps (withdrawn 889830.M41)
- 7th tank regiment
- 11th tank regiment (transferred to 11th Assault Korps)
- 14th tank regiment
- 179th siege regiment
- 251st siege artillery regiment

11th Assault Korps
- 3rd tank regiment
- 5th tank regiment
- 12th siege regiment
- 4th/5th siege artillery regiment

16th Bombardment Korps (withdrawn 888828.M41)
- 10th siege artillery regiment
- 28rd siege artillery regiment
- 28rd siege artillery regiment

Independent Artillery Companies
- 4th artillery company (withdrawn 888888.M41)
- 9th artillery company (withdrawn 888888.M41)
- 87th artillery company (withdrawn 888888.M41)
- 92nd artillery company (withdrawn 888888.M41)
- 28rd artillery company
- 83rd artillery company
- 83rd artillery company
- 127th artillery company
- 83rd artillery company
- 83rd heavy mortar company (withdrawn 888888.M41)
- 97th heavy mortar company (withdrawn 888888.M41)
- 79th heavy mortar company
- 91st heavy mortar company

Krieg Engineer Korps
- Engineers (8 companies)

Adeptus Mechanicus Logis Detachment
- Logis Asterum (Ryza Variant) (1 cohort total)
- Ordo Hereticus Tithe Support (1 cohort)

Adeptus Astartes
- Dark Angels (A0062) 879681.M41)
- Vraks Devastation Force (eight companies)
- Red Scorpions (A0024) 889814.M41)
- Scribe Forces Strike (approx 3 companies)
- Red Hunters (A0027) 415452.M41)
- Iconoclasts (Grey Host) (approx 5 companies)
- Red Scorpions (A0024) 415452.M41)
- Scribe Forces Siege (approx 4 companies)
- Angels of Absolution (A0024) 415870.M41)
- Vraks Reconstruction Force (approx 4 companies)

Imperial Navy Carrier and Escort Squadron (Battlefleet Obscura)
- Grey Chamber (Frigate) 30 Seraphims
- Iron Storm (Frigate) 5 Hurricanes
- Affinity Accelerando (Light Cruiser) 1 squadron
- Grey Knights
  - Strike Force Stern (Detachment)
  - Strike Force Adamas (Detachment)
- Imperial Navy
  - 713th Fighter Wing 10 squadrons
  - Xbeed Bomber Wing 7 squadrons
- Imperial Navy Support
  - Ships of the Line
    - Grey Redemption
    - Cerulean Threat (destroyed)
    - Orpheus
    - Orpheus
  - Escorts
    - Eros Squadron
    - Acerbic Defense Squadron (Vraks)
    - Fairey Squadron (Vraks)
- Adeptus Astartes Fleet Support
  - Battle Barges
    - Angel of Redemption (Dark Angels)
    - Sword of Orpheus (Red Scorpions)
    - Silverstorm Deflector (Angels of Absolution)
  - Strike Cruisers
    - Sword of Orpheus (Dark Angels)
    - Incredible (Dark Angels)
    - Ark Pelagia (Red Scorpions)
    - Repentance (Angels of Absolution)
    - Bringer Knowledge (Grey Knights)
  - Escorts
    - 7 Deathwing (various Companies)
- Departmento Munitorum
  - Labour Corps 20 ships
  - Engineer Corps 12 ships
  - Munitorum Supply Corps 100 ships

Following extensive investigations and interrogations, it was found that the six surviving sisters of the Argent Shroud Malleus. This brought outrage from the Ordo Hereticus Inquisitors who wanted members of their Ordo Militant returned martyrs of Vraks, as they came known, were considered too dange too tainted. They had seen too

Ordo Hereticus' actions during his campaign. As the Council's Proctor-General it fell to him to stamp the six death warrants.

The execution was carried out at 219833.M41 at the Inquisitorial fortress on Oitus-Proxima. The six martyrs were put to the cleansing flame and sent to their Emperor with prayers still ringing in their ears. As the executioner presiding explained 'it was for their own salvation'. It was the only way to save their souls from the taint of Chaos that lay upon them. The Ecclesiarchy, and in particular the Order of the Argent Shroud, would not quickly forget this 'criminal act' committed against them.

Of Zhufor the Impaler, the Butcher of Vraks, little is known. He remains a grave threat to the Imperium. Still regarded as one of Abaddon's strongest lieutenants, he commands a potent Khornate warband and his ship the *Blood Dawn* has been identified leading many bloody raids from the Eye of the Terror. At the end of the 41st Millennium he and the Skulltakers would be at the forefront of Abaddon's 13th Black Crusade. Four attempts by the Officio Assassinorum to find and eliminated him have all ended in failure.

The fate of Necrosius is also unknown. His warband, the Apostles of Contagion, are still considered to be at large. Like Zhufor, he would re-emerge to plague the Imperium, and his warband were also identified amongst the traitor ranks of the 13th Black Crusade.

Following his victory, Interrogator-Chaplain Belphegor immediately withdrew from Vraks. He took with him 15 prisoners, all Alpha Legionnaires. Whether they included the infamous Arkos the Faithless neither the Dark Angels or the Angels of Absolution would disclose. Master Yafrir's body was returned to his battle barge for transport back to his Chapter's catacombs. Soon after embarkation, the *Liberatorii Delictum* vanished from the Vraks system, no further communications were received. To this day the whereabouts of Arkos the Faithless are unknown, but the Ordo Malleus regard him as having been captured on Vraks. He is officially listed as being a prisoner of the Dark Angels. What secrets he has revealed to them have so far been retained by Grand Master Azrael's inner circle.

Along with the other Adeptus Astartes strike forces, the Reaver battlegroup of Legio Astorum under High Princeps Rand Drauca could also return to its home base on the forgeworld of Lucius. Twenty-two Titans had fought alongside the Krieg regiments, and their firepower and thick armour had smashed the enemy lines time and again. Over the course of the war there had been losses; nine Titans in all had been destroyed – three Reavers and six Warhounds. The losses they had inflicted upon the Traitor Titans of Legio Vulcanum had also been severe. They claimed fourteen kills, although exact numbers could not be substantiated. If this claim is correct then Legio Vulcanum had paid a heavy price.

Of the other traitors to the Imperium, most were killed, including the Apostate Cardinal Xaphan himself. Deacon Mamon, the Cardinal's closest advisor was also assumed killed on Vraks, although there has been no official confirmation. If, as rumoured, he actually did attain the honour of daemon prince, then it may be that he is now a creature more 'of the Warp' than of the material universe. His name has been added to the Grimoire of True Names in the event of a subsequent summoning.

Despite the Ecclesiarchy's requests, the Bones of St Leonis were never recovered. The relics of the Saint were lost in the battle, and the Ordo Malleus has declined requests for an Ordo Hereticus-led mission to Vraks to attempt to recover them. Most likely they were used in some diabolical ritual by the daemon-worshippers, but they may still lie buried in a deep catacomb below the Citadel hill. The recovery of the religiously significant artifacts was never a stated aim of the campaign, and so it was never given any priority by the Inquisitors fighting on the ground. The current Cardinal Astral Scarus has since stated that he wishes one day to find and re-inter the bones of the revered saint. The Inquisitorial interdiction on the system means that this will not be possible for the foreseeable future.

For the Grey Knights, Vraks was just one more in a long line of shining examples of their value to the Inquisition and the Emperor. No other force could have faced the repeated warp rifts and incursions and triumphed. Captain Stern recovered from his wounds and continues to serve his Chapter. He is regarded as one of its greatest heroes. The broken body of Captain Arturus, critically wounded in combat with An'ggrath the Unbound, was returned to the Chapter Monastery upon Titan and there it was interred within a Dreadnought sarcophagus to continue his service to the Chapter. For his courage on Vraks, Justicar Ophia was promoted to replace him.

Inquisitor Lord Hector Rex was heralded as the saviour of Vraks, the man that had won the siege and saved the Scarus sector from a far wider reaching daemonic incursion. The victory completely vindicated the Conclave of Scarus' decision to indenture the 88th siege army, and the Inquisitor Lord's critics and enemies were forced into silence. Lord Hector Rex remains one of the greatest living heroes of the Imperium, and while there would be many more battles to come, Vraks was perhaps his crowning glory.

In the annuls of the Imperium's endless wars, Vraks would be just one more bloody campaign, one more name to adorn the battle flags of the Imperial Guard regiments that had fought and died there – and they would now go on to fight and die again, and again, on more of the Emperor's battlefields. On Vraks the siege regiments had endured a terrible test of arms and won. The Krieg regiments had again borne the brunt of the long war, the ground was littered with millions of their dead to prove it. The Imperium had unleashed its full military might against the renegades and heretics and, at massive cost, the siege had been victorious – but Vraks had been destroyed in the battle.

PLANETARY SURVEY: APPENDUM
VRAKS PRIME [circa 414830.M41]

Segmentum: Obscurus.

Sector: Scarus.

Sub-sector: Kerak.

System: Vraks. Four planets (Prime, Secundus, Tertius and Uryx).

Surveyed: Unknown.

Planets: Inner Planets – Vraks Prime – post-volcanic, temperate.

Outer Planets: Vraks Secundus - rock
Vraks Tertius - rock
Uryx - iceball, no atmosphere.
Large asteroid trapped in gravitational field.

Satellites: Vraks Prime - 0
Vraks Secundus - 1
Vraks Tertius - 1
Uryx - 0

Asteroids: Outlying asteroid fields – uncharted.

Comets: None known.



Reference: Also see First Vraks Incursion, Second Vraks Incursion, Third Vraks incursion, etc. Vraksian War, 166813.M41 Vraks uprising – suppression of.

Official History: see "*A History of later sieges - Segmentum Obscurus, vol V, VI and VIII. Vraks, parts I, II and III.*" by Ordo Historicus Master Scribe Usuri.

Forward to: Ordo Malleus Archive – Thracian Prime. Copies also to the Department of the Curator-Prefectus, Archive 118. Officio of the Inquisitorial Represenative, Terra.

VRAKS PRIME

Interdicted World – by Inquisitorial Order.

"Henceforth no man shall set foot upon this world, and all around shall be set sentinels to ward against unwary spacecraft. We must accept that this place is lost to us forever, and is now the eternal habitation of abomination."

Summary: Following the 18 year siege of Vraks against the heretic forces of the Apostate Cardinal Xaphan and his allies of the Legionii Traitoris, the unrestricted use of chemical and biological weapons and the attempted opening of the Vraks portal has resulted in Vraks becoming a world no longer fit for habitation. The residue of chemical weapons can kill in seconds and biological agents are still rife. Vraks is now a blasted war-scoured world, littered with trenches and destroyed bunkers, filled with the moulding bones of the long dead. These places are still haunted by heinous creatures and the planet (especially the now destroyed Citadel of Vraks) is subjected to unpredictable warp rifts.

All human life upon Vraks has now been eradicated, what remains of its smashed infrastructure is deemed beyond use and repair by the Administratum. Vraks' use as an Armoury world has now been terminated.

The campaign to recover Vraks was deemed a victory.

Admittance to the Vraks system is only by Ordo Malleus authorisation, security grade – Beta-Extremis. By application to the Chamber of the Proctor-General, Conclave of Scarus.

Size: Equitorial Distance – 6,300 miles

Gravity: 1.05G

Satellites: None

Population: 0

Rotation Speed: 1,100 mph

Orbit: Mean orbital distance is 172 million kms from the star.

Climate classification: Temperate – standard (tempestuous)

Mean surface temperature: 11°C

Tropospheric Composition: Nitrogen 78.8%, Oxygen 19%, Argon 1%, Ozone 1%, Carbon Dioxide 0.1%, Sulphur 0.1%

Tithe Grade: Aptus Non

Climatic Regions: Polar Caps – small northern and southern polar caps, perma-frost, un-explored.

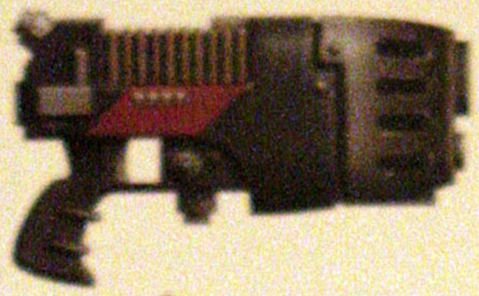
End .....>>>

<<< For further information see Vraks-Prime, Planetary Survey. Pre-166813.M41>>>

ANGELS OF ABSOLUTION
VETERANS SQUAD RAPHAEL
4th Squad, 1st Company



1. Veteran Sergeant Raphael
104 missions

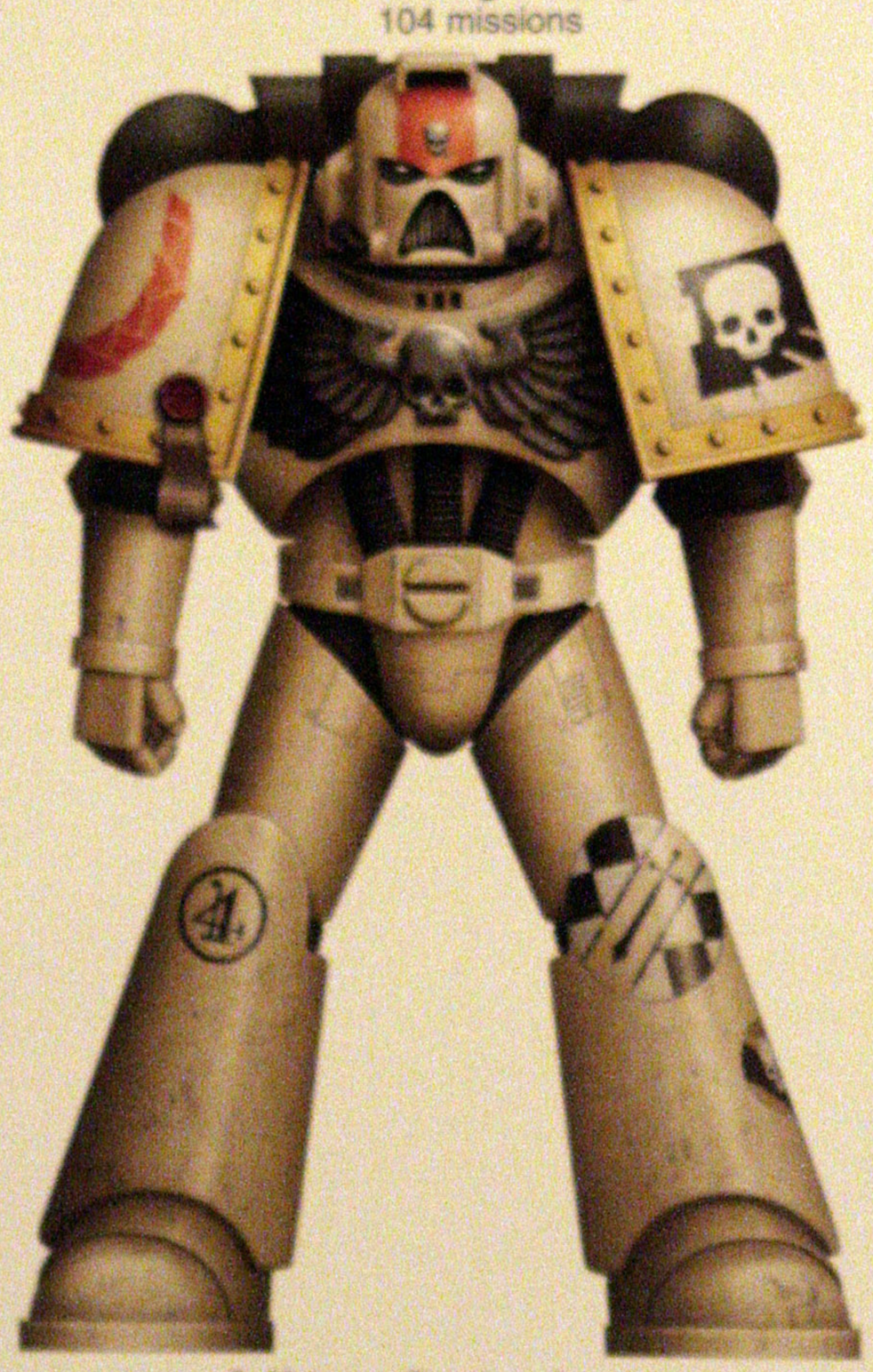


1.

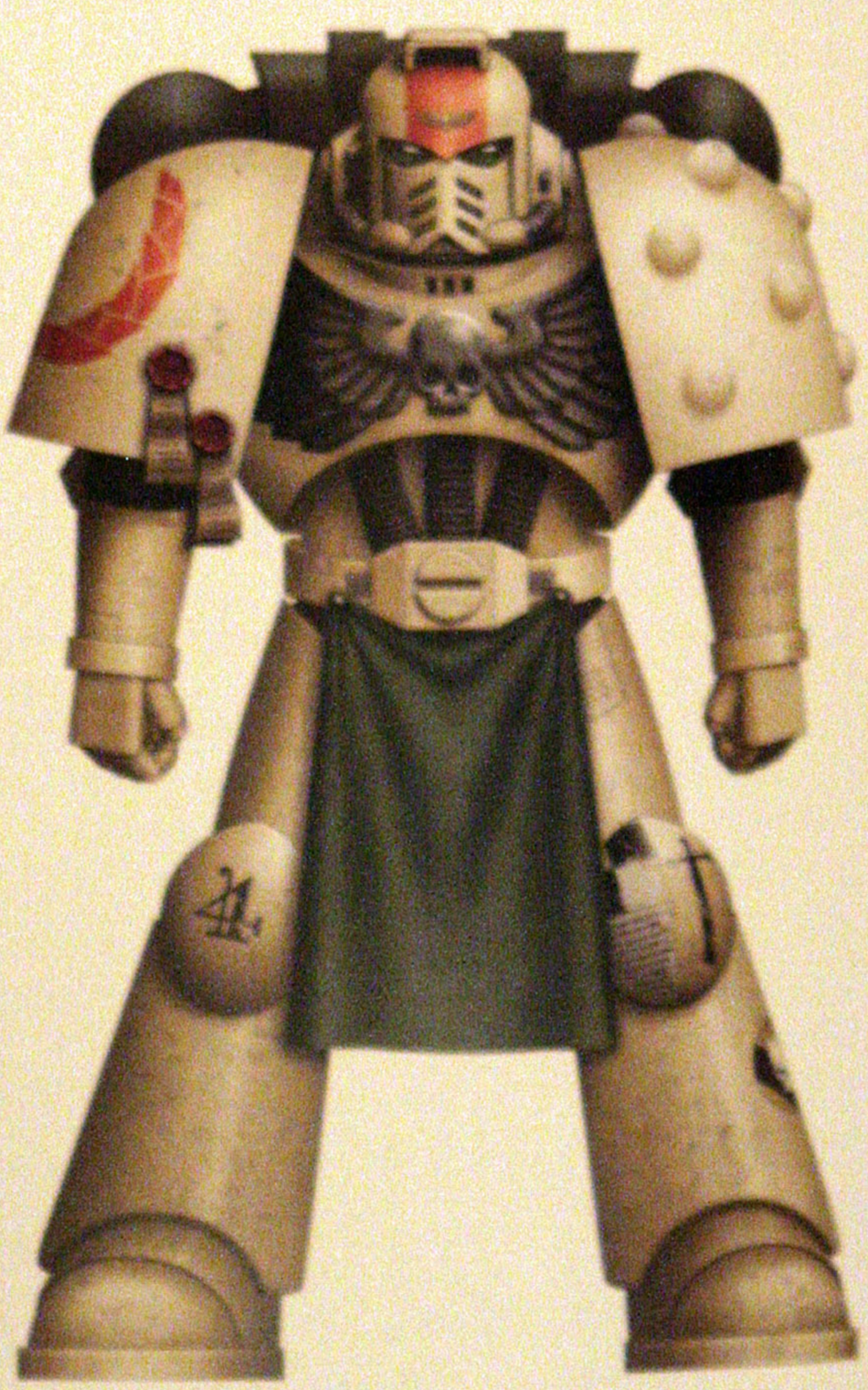


2.





2. Veteran Brother Otnael
59 missions



3. Veteran Brother Reuel
60 missions

3.



4.



5.

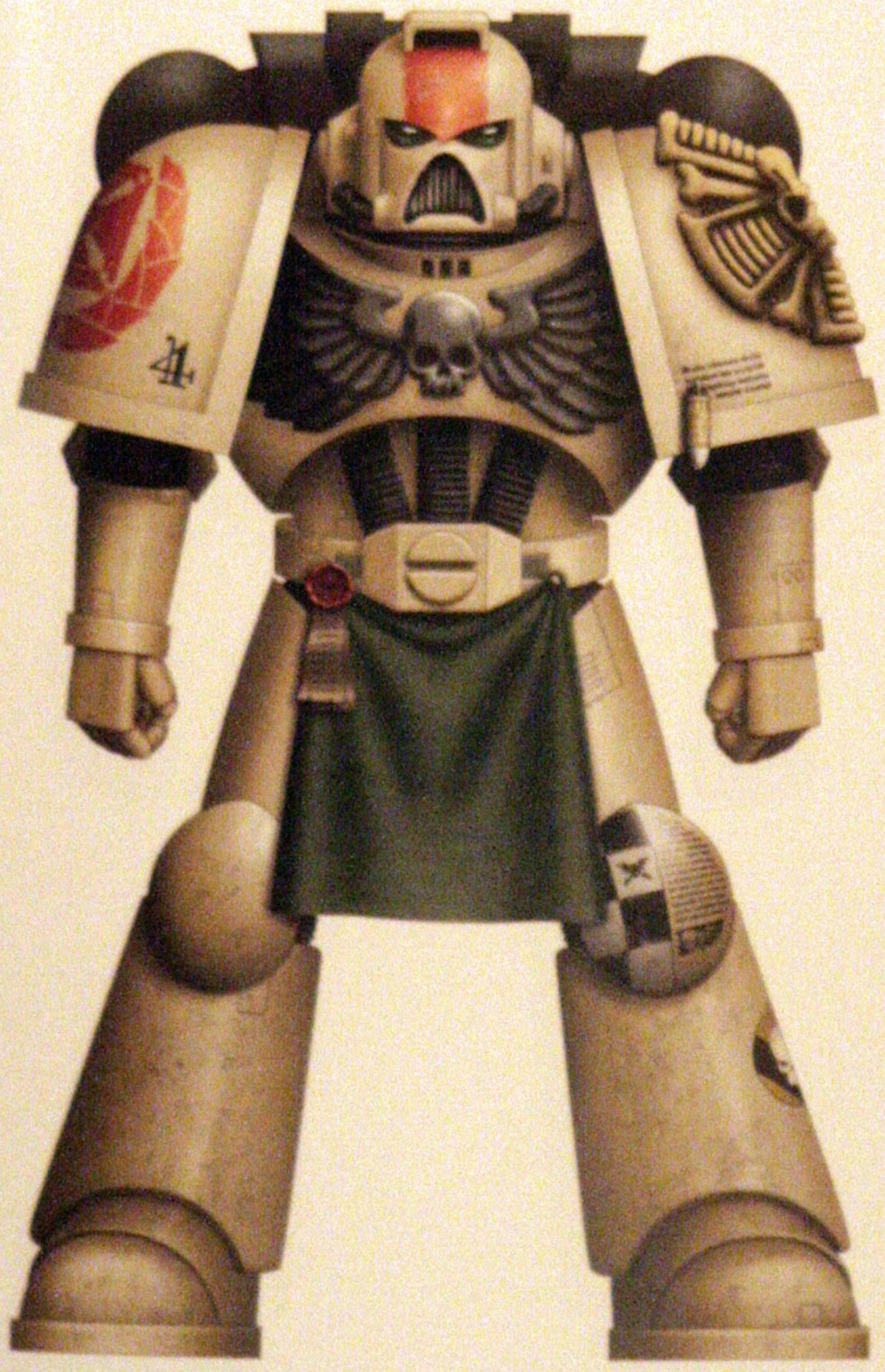


1. Plasma Pistol and Bolt gun
2-3. Bolt gun with scope
4. Bolt gun
5. Flamer

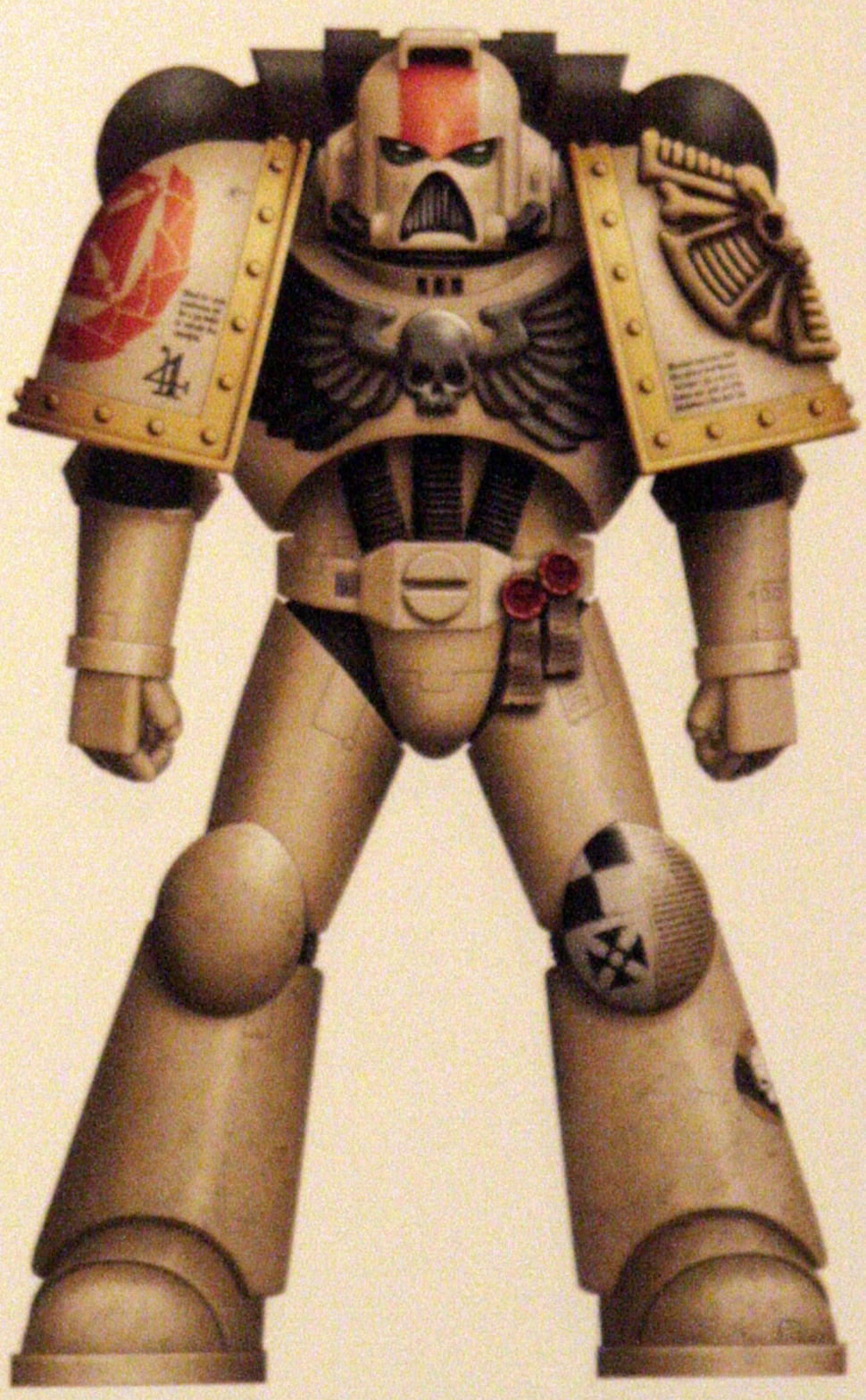


1. 2. 3. 4. 5.

1. **Standard bolt.**
   Mass-reactive, armour piercing, micro-explosive warhead.
2. **Hellfire bolt.**
   Mass-reactive, fragmentation warhead, bio-acid core.
3. **Dragonfire bolt.**
   Proximity fuse, super-heated gas vial core.
4. **Kraken bolt.**
   Mass-reactive, adamantine core, improved propellant.
5. **Vengeance bolt.**
   Penetrator warhead with unstable flux-core. Hazardous.

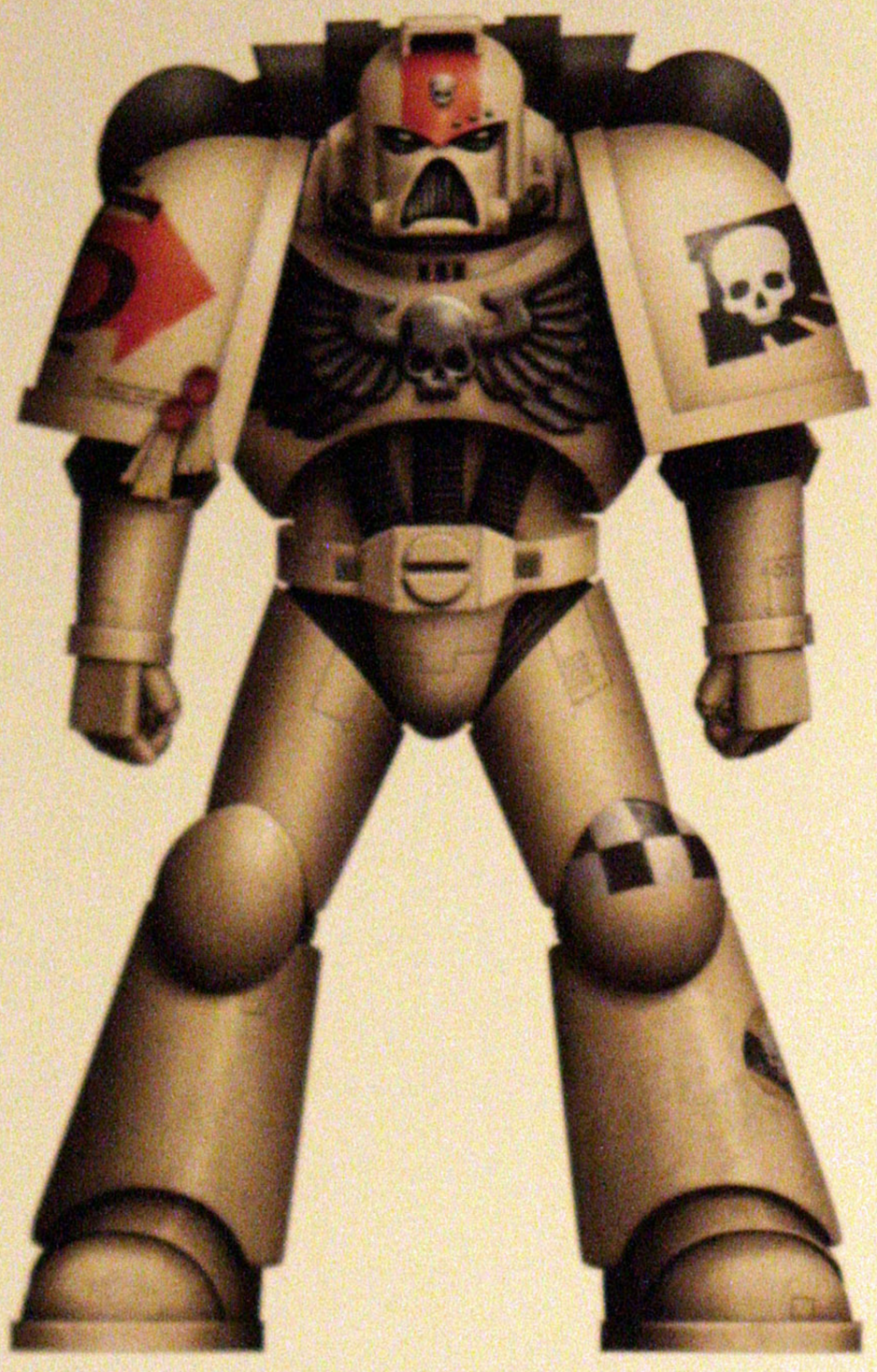


4. Veteran Brother Itamar
84 missions

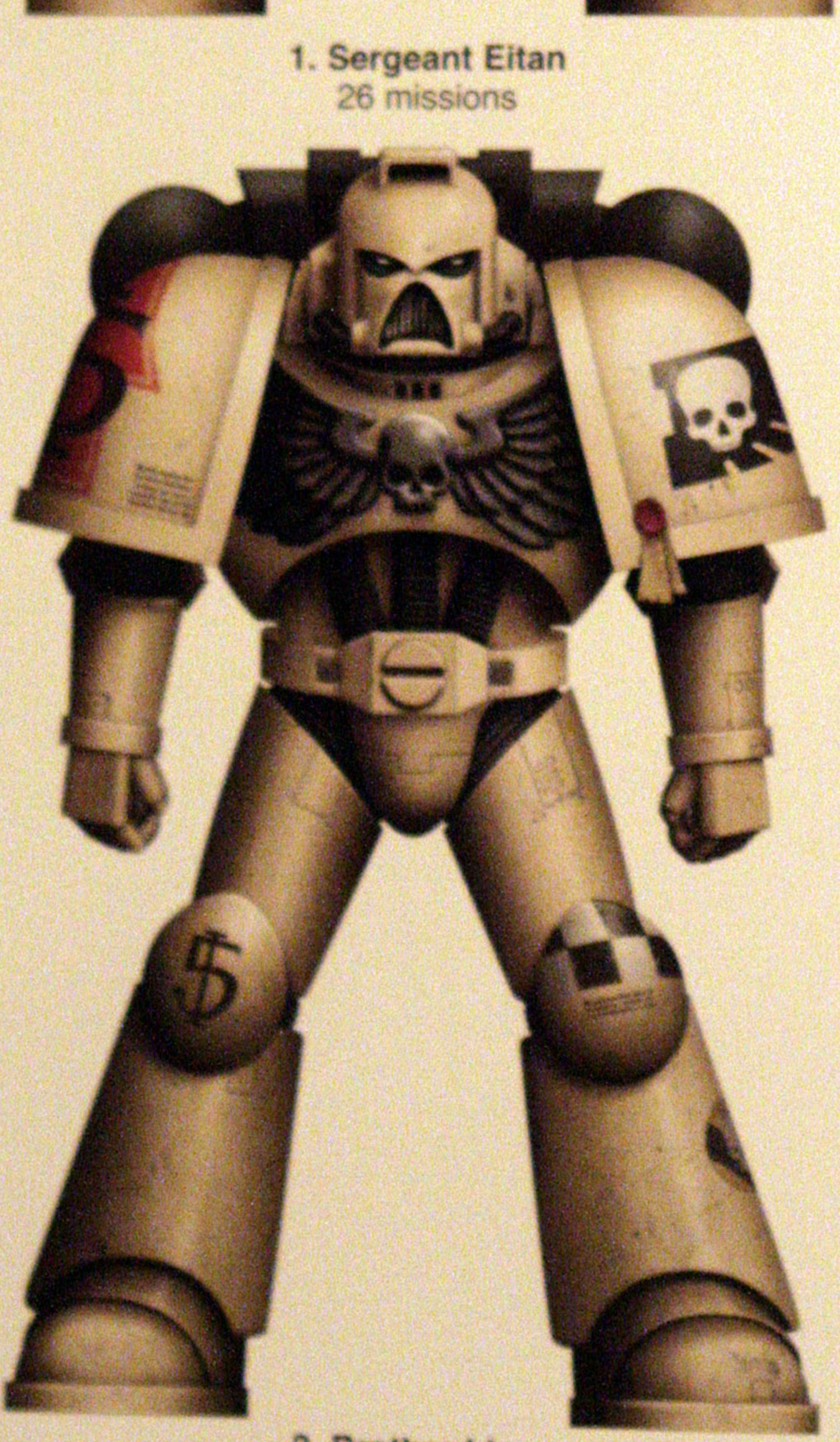


5. Veteran Brother Gefen
71 missions

ANGELS OF ABSOLUTION
TACTICAL DEMI-SQUAD EITAN
5th Squad, 4th Company



1. Sergeant Eitan
26 missions



2. Brother Lior
19 missions



3. Brother Gad
8 missions

1.

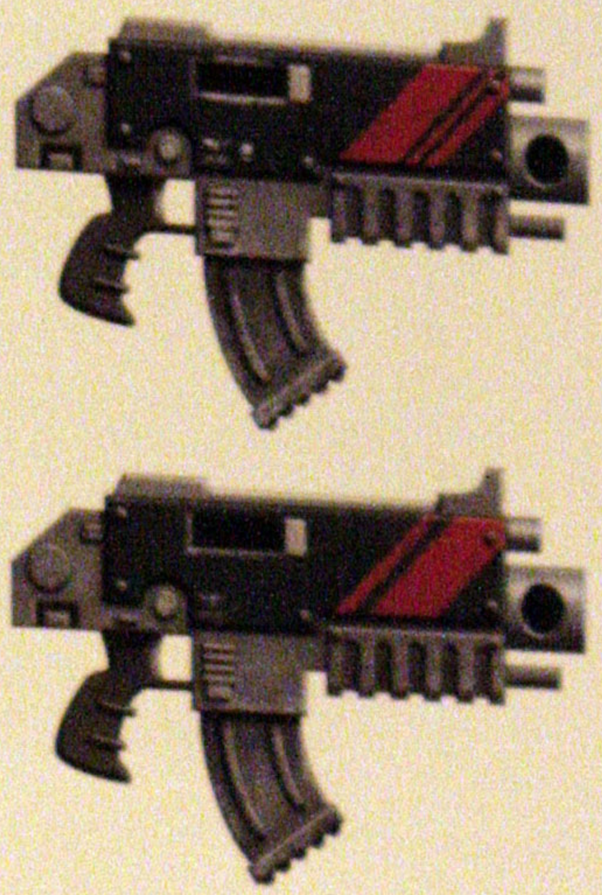
2.



1. Bolt pistol and powersword

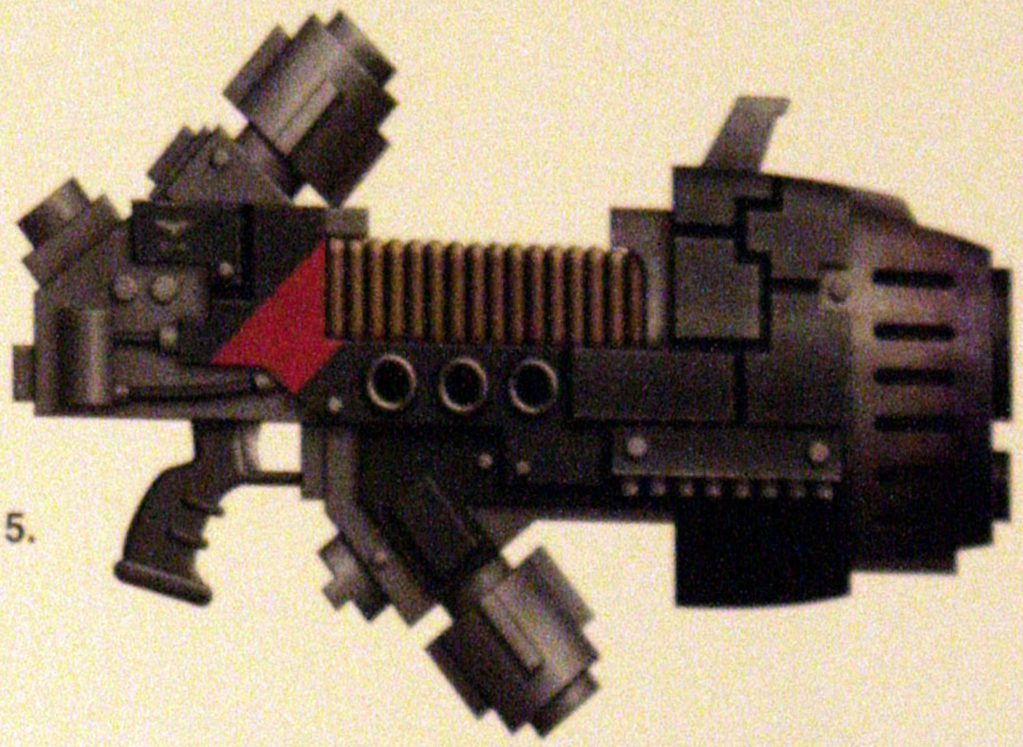
2-4. Bolt gun

5. Plasma Cannon

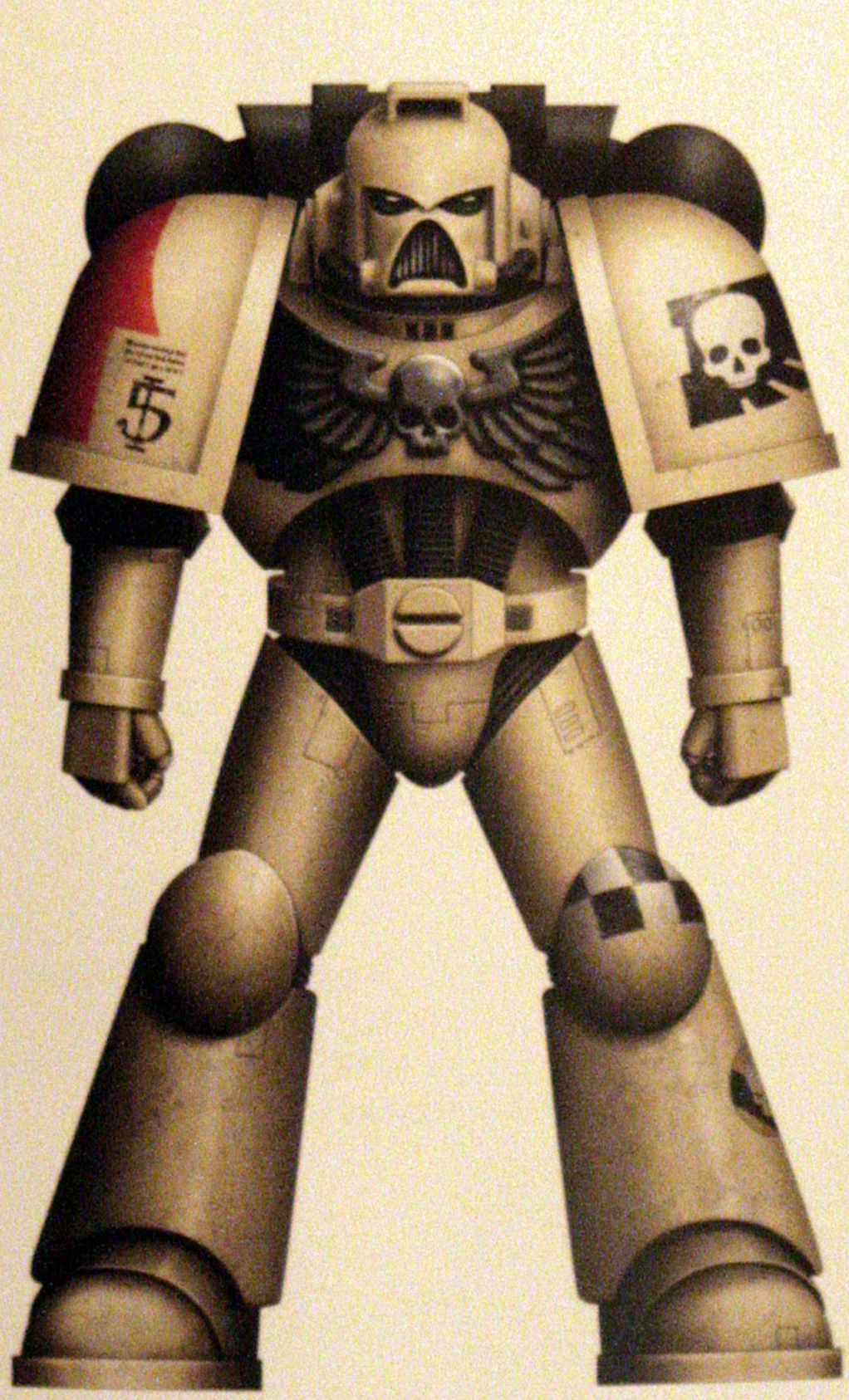


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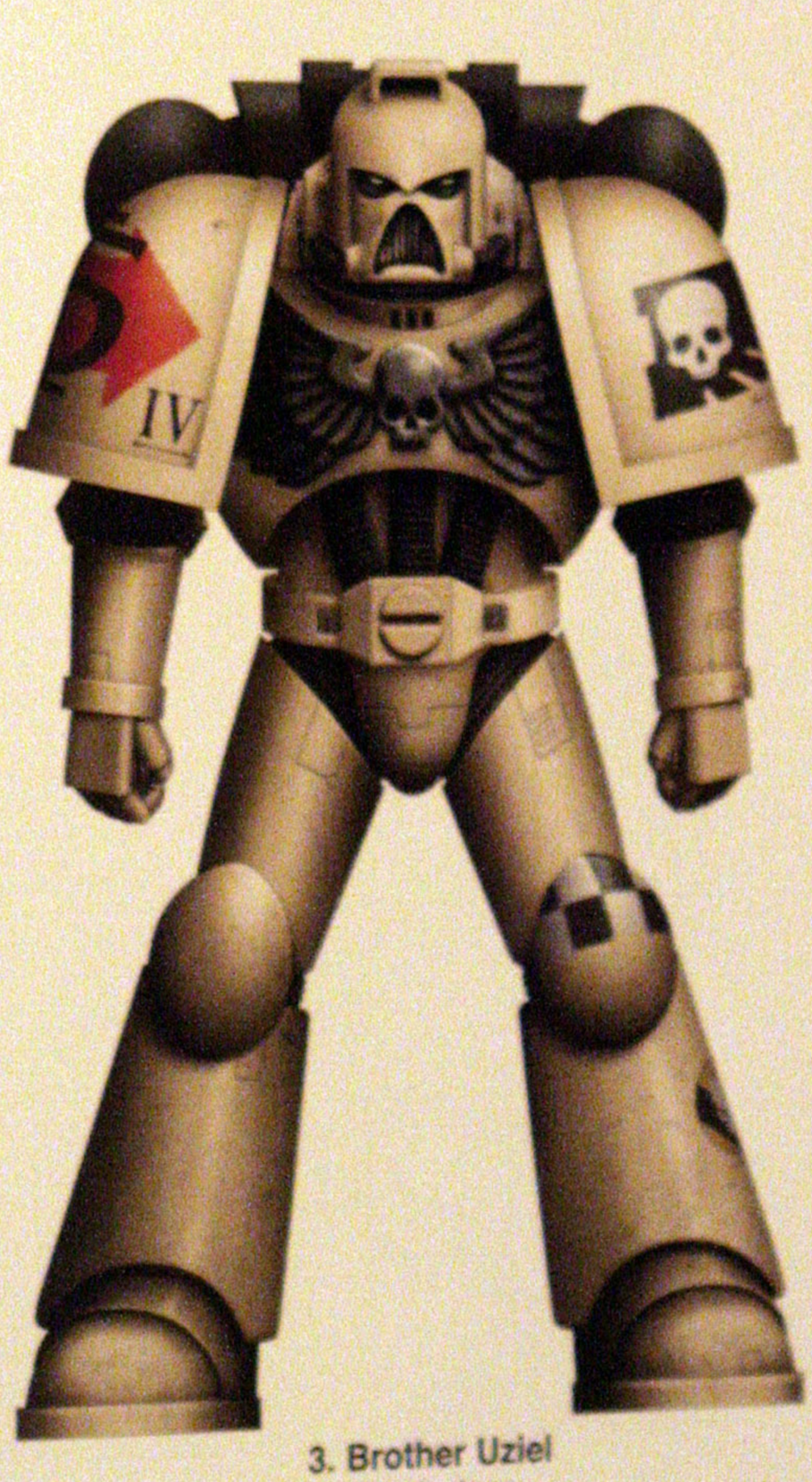
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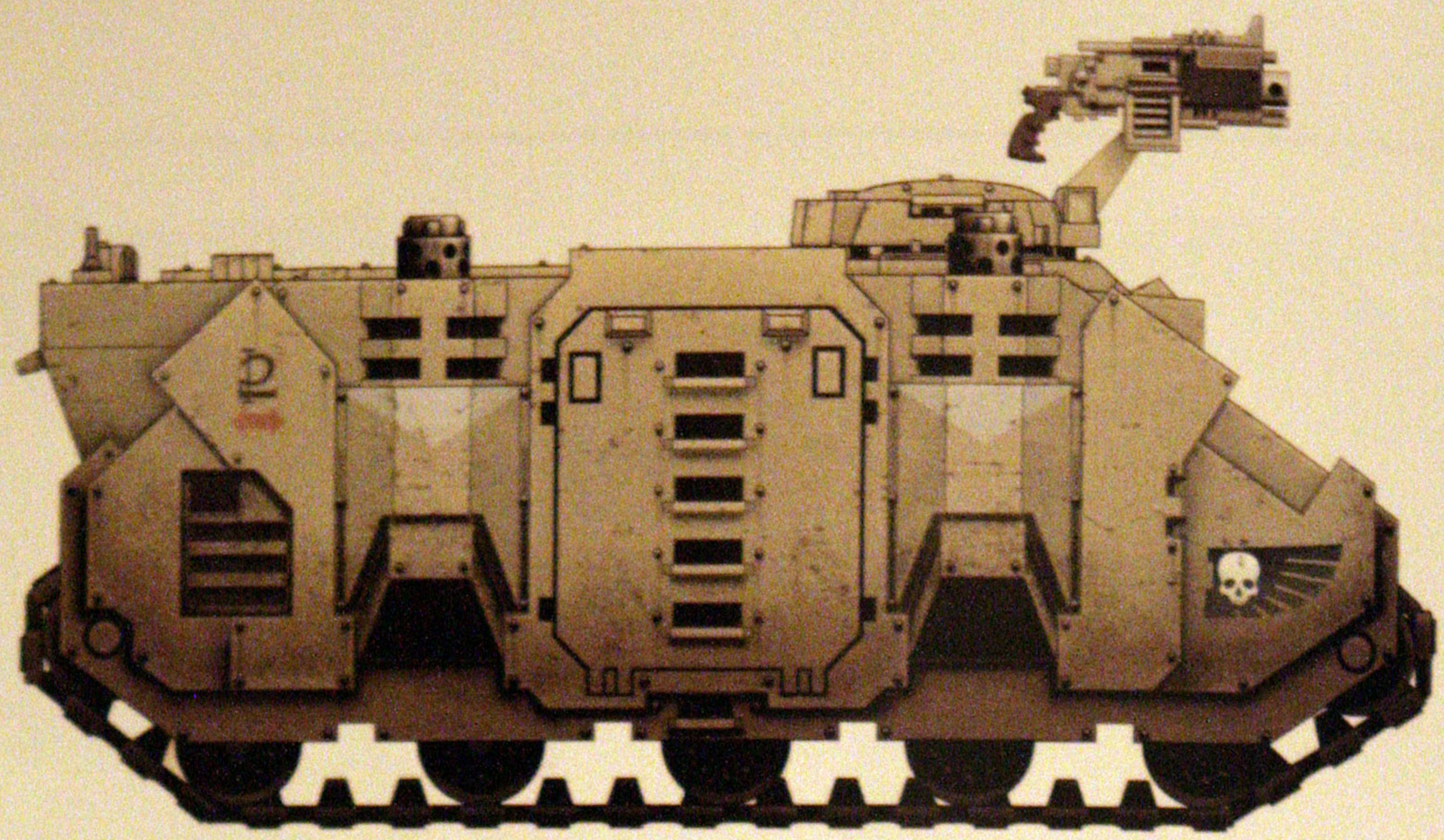
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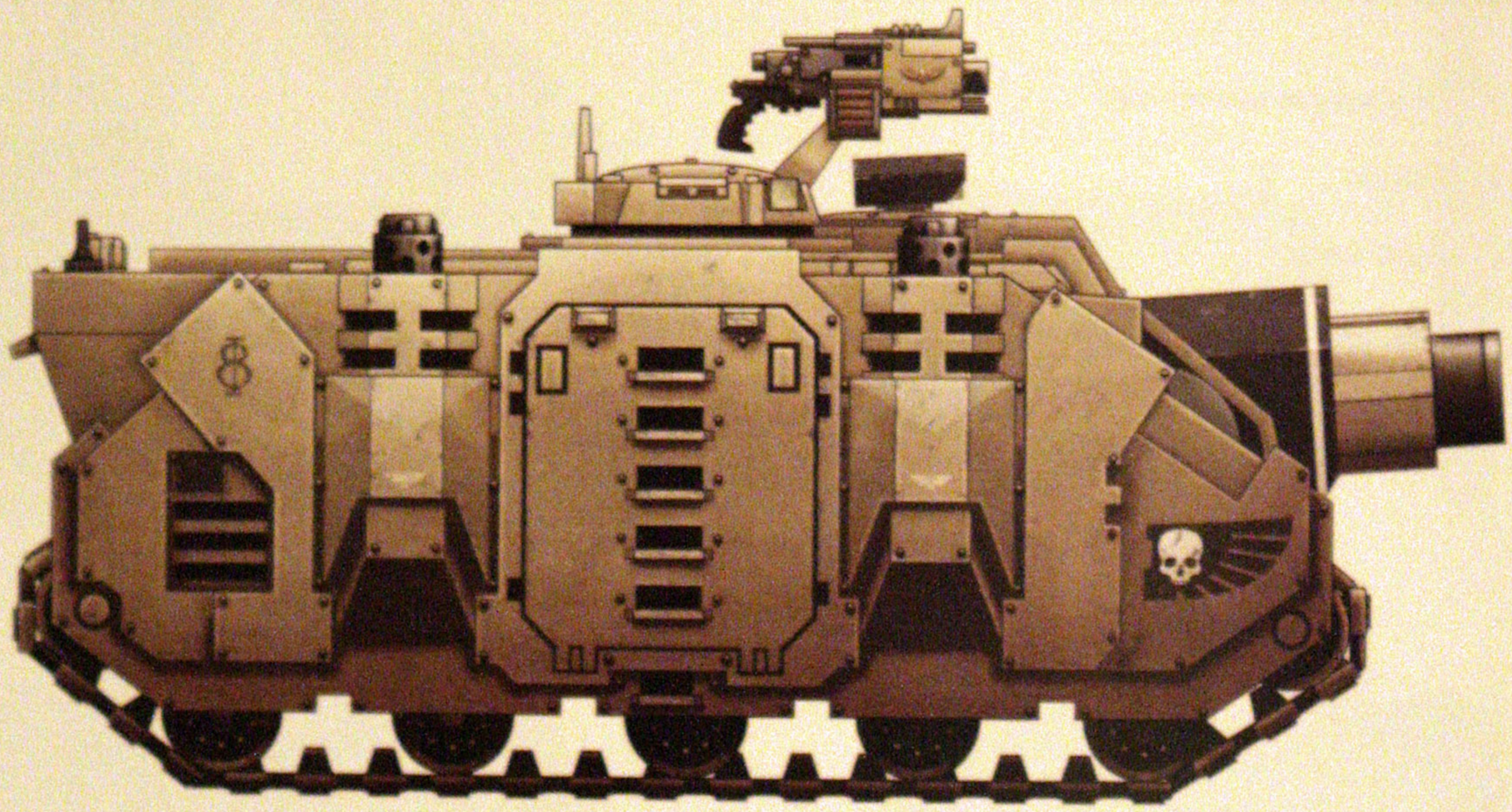
3. Brother Tamyr
15 missions



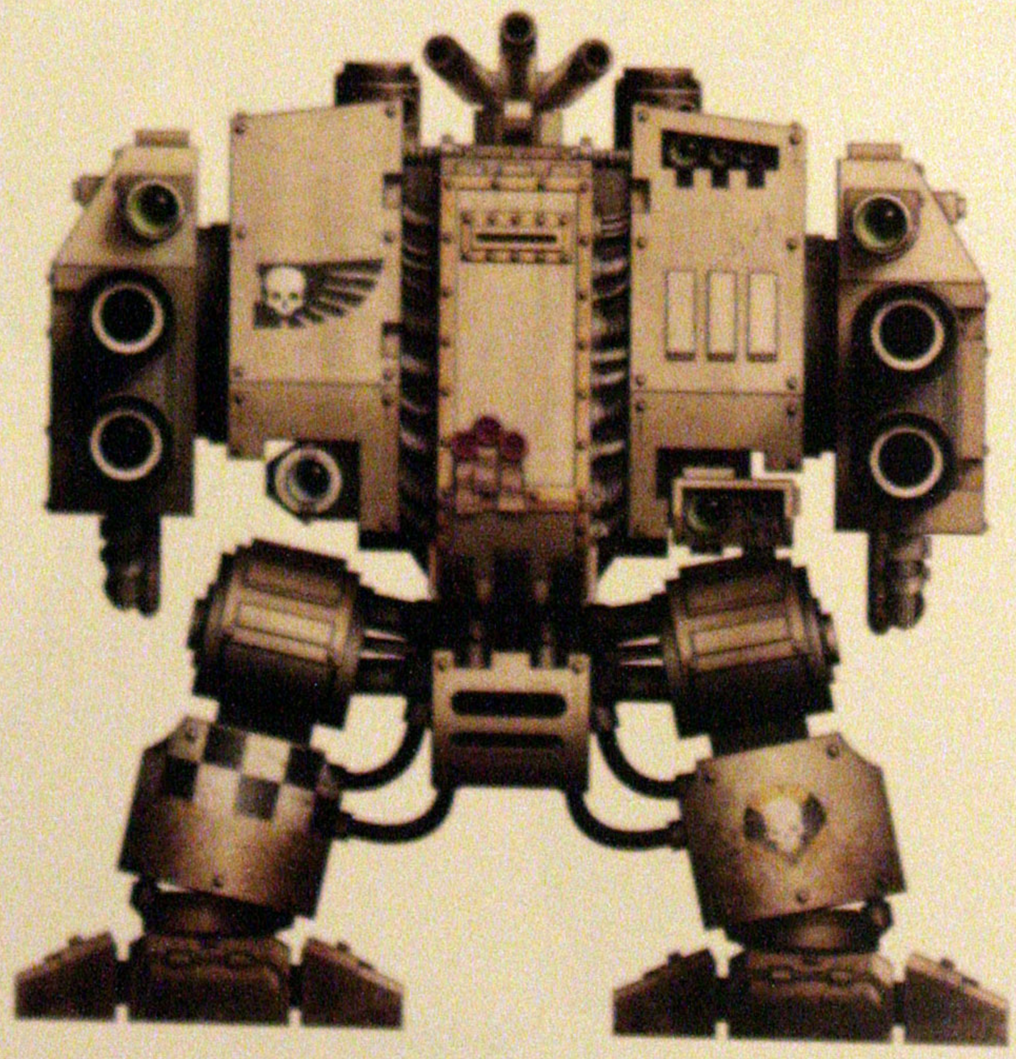
3. Brother Uziel
23 missions



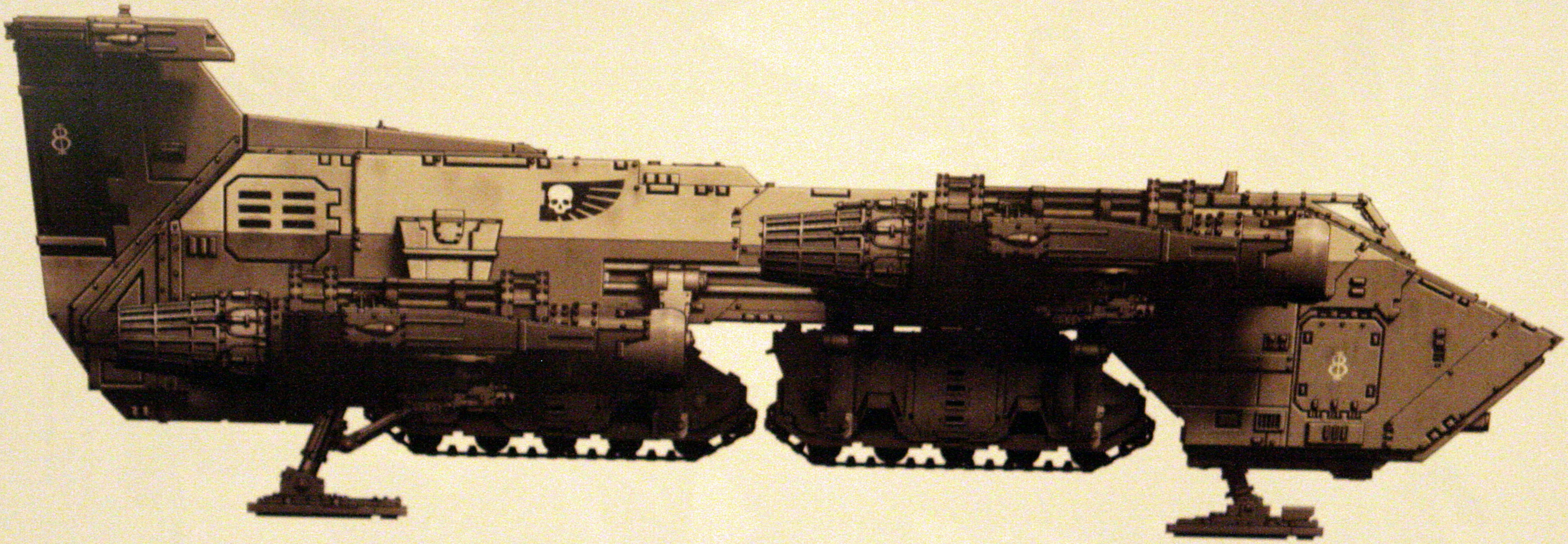
Angels of Absolution Rhino with reinforced armour. This vehicle delivered the 2nd Tactical squad into the outer ward.



Angels of Absolution Vindicator with reinforced armour, deployed to support the close-quarters fighting in the Citadel's outer ward.



Angels of Absolution, Mortis pattern Dreadnought armed with two twin-lascannons. Brother Amiel formed part of Master Yafrir's strike force during the hunt for Arkos the Faithless.

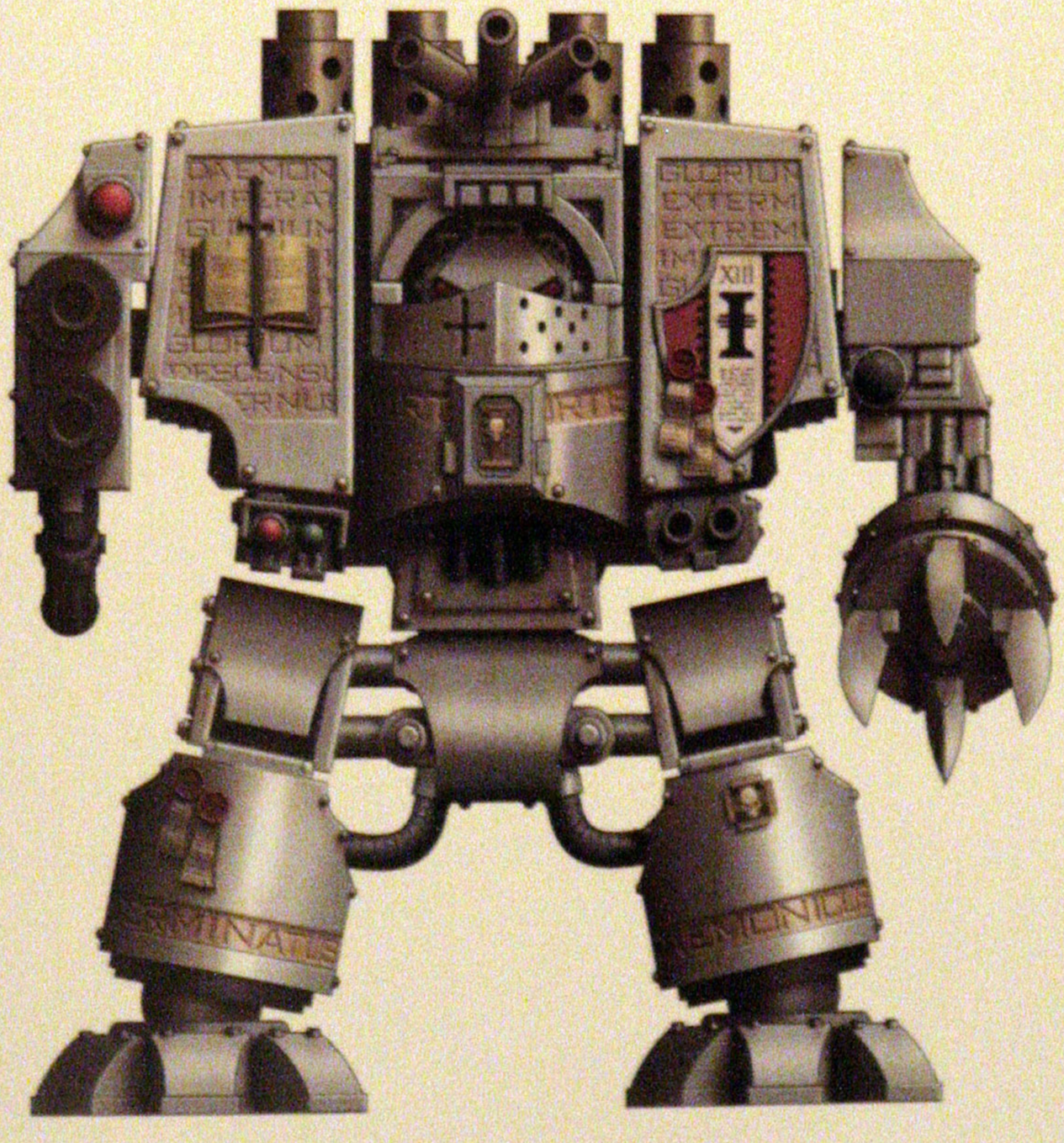


Angels of Absolution Thunderhawk transporter. Its main role was delivering Rhino transports to the ground forces before their attack.



Brass Scorpion of Khorne, encountered by Lord Hector Rex's forces during their operation to clear the tainted Priory of the Argent Shroud.

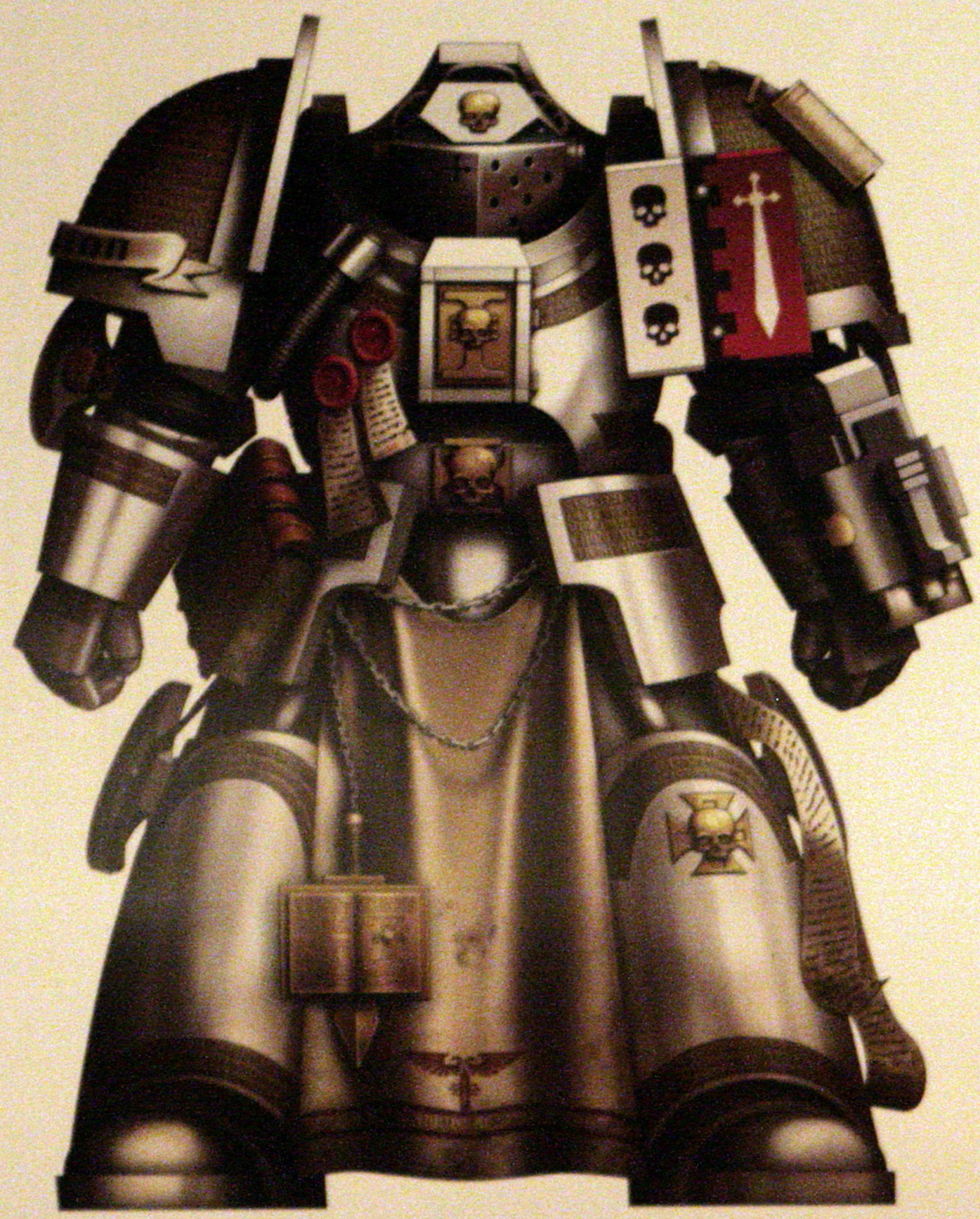
FORCES OF THE IMPERIUM



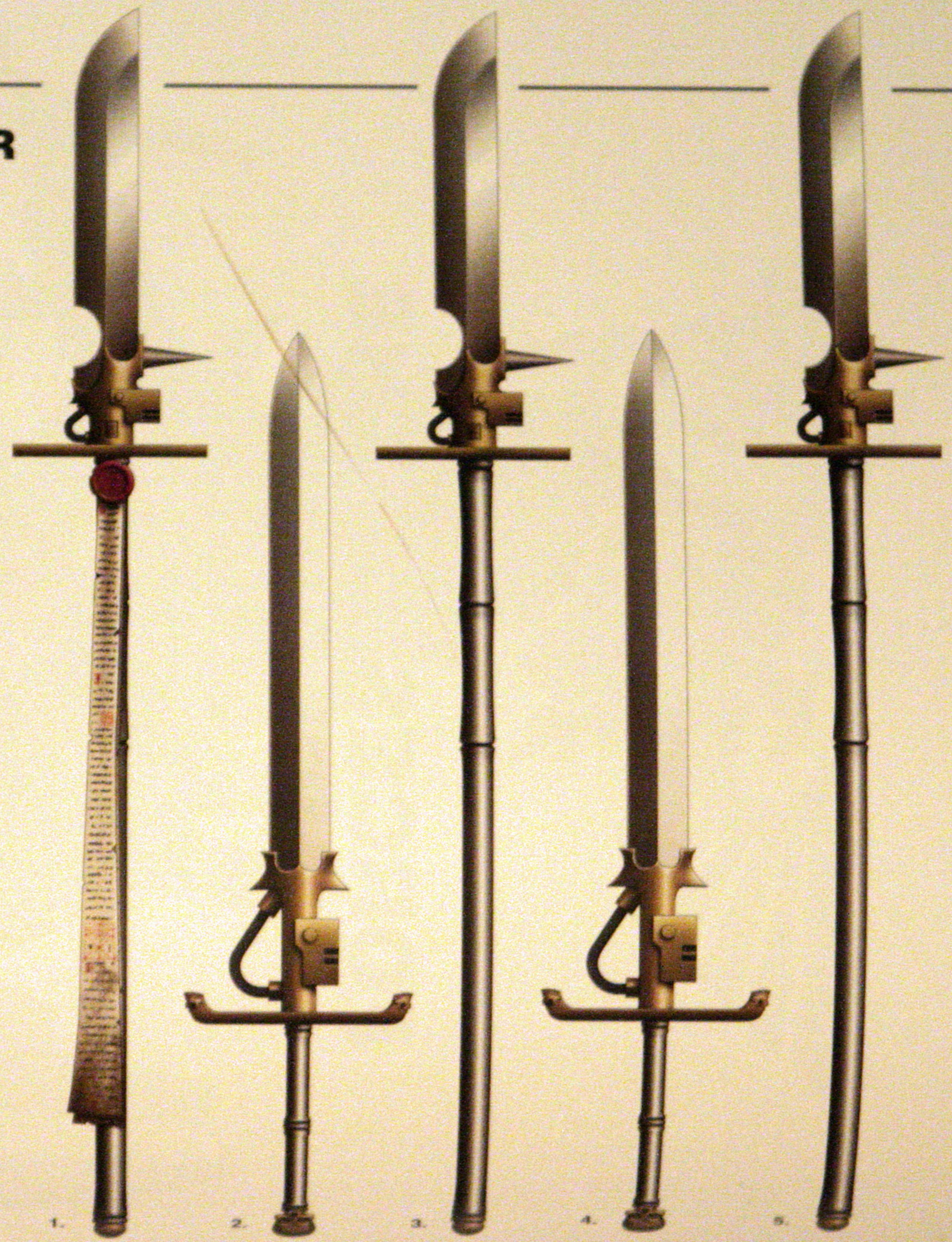
Brother Mordechai, MkIV Dreadnought of the Grey Knights Chapter, armed with twin-linked lascannons and powerfist. For the duration of the Vraks campaign Mordechai formed part of Brother Captain Stern's strike force.

GREY KNIGHTS TERMINATOR SQUAD MATTAN

Part of Strike Force Stern. Brother Captain Mattan was Captain Stern's second-in-command for the duration of the Vraks Incursion.

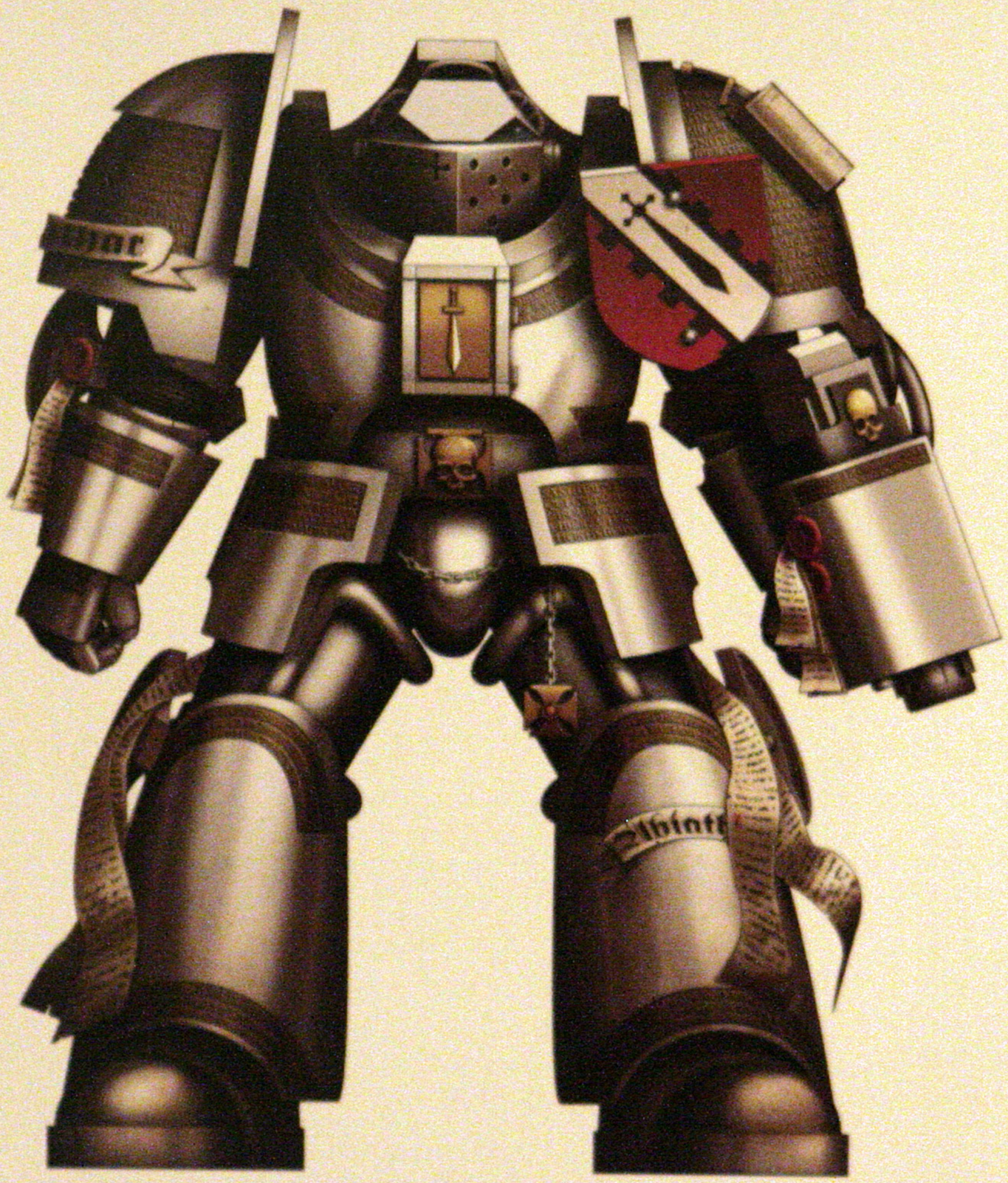


1. Brother Captain Mattan
182 missions. WIA on Vraks



1. 2. 3. 4. 5.

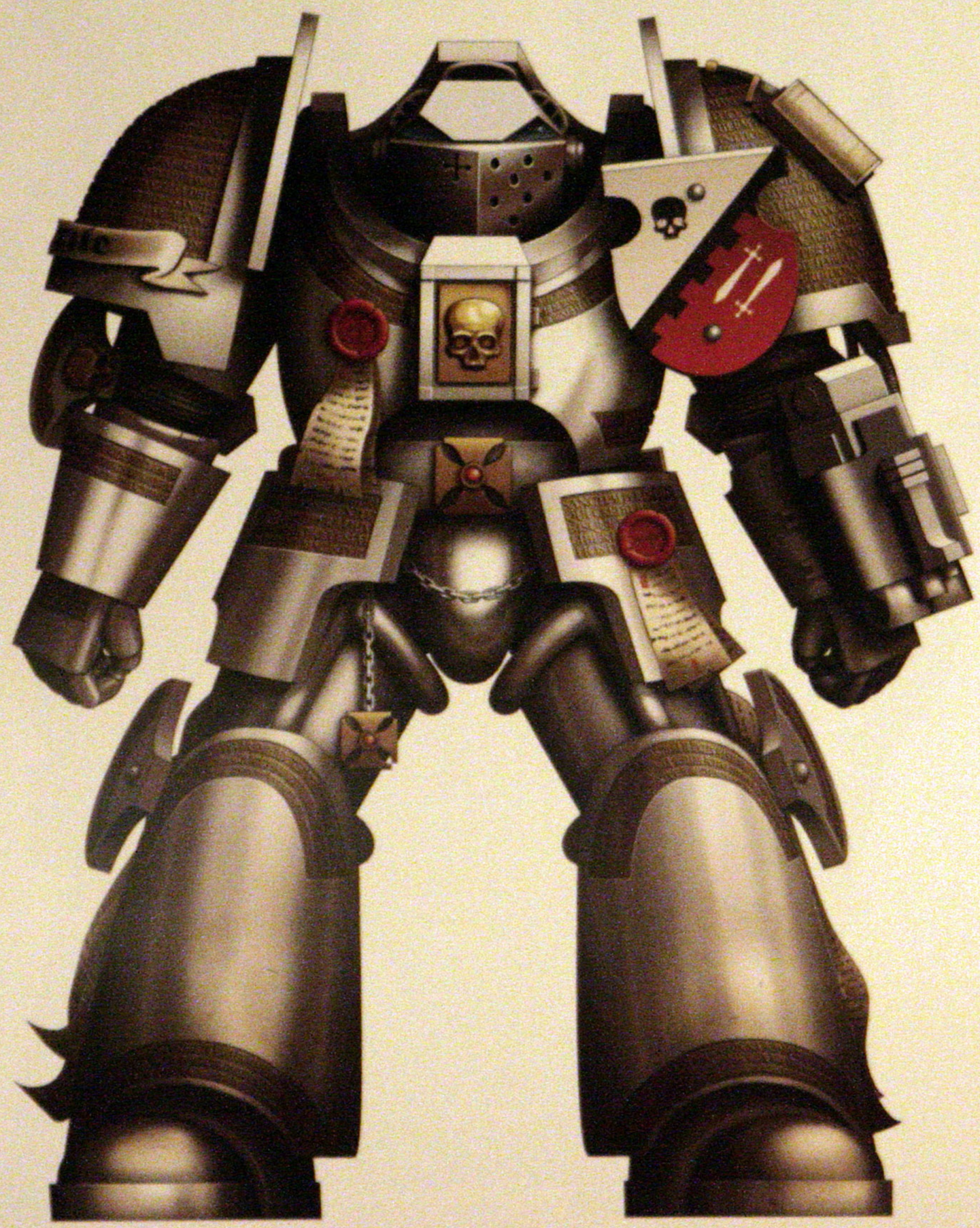
Grey Knights Weapons
1-5. Nemisis Force weapons
(Halberd and Greatsword)



2. Veteran Brother Abiathar
97 missions. Armed with psycannon.



3. Veteran Brother Maran
101 missions. WIA on Vraks



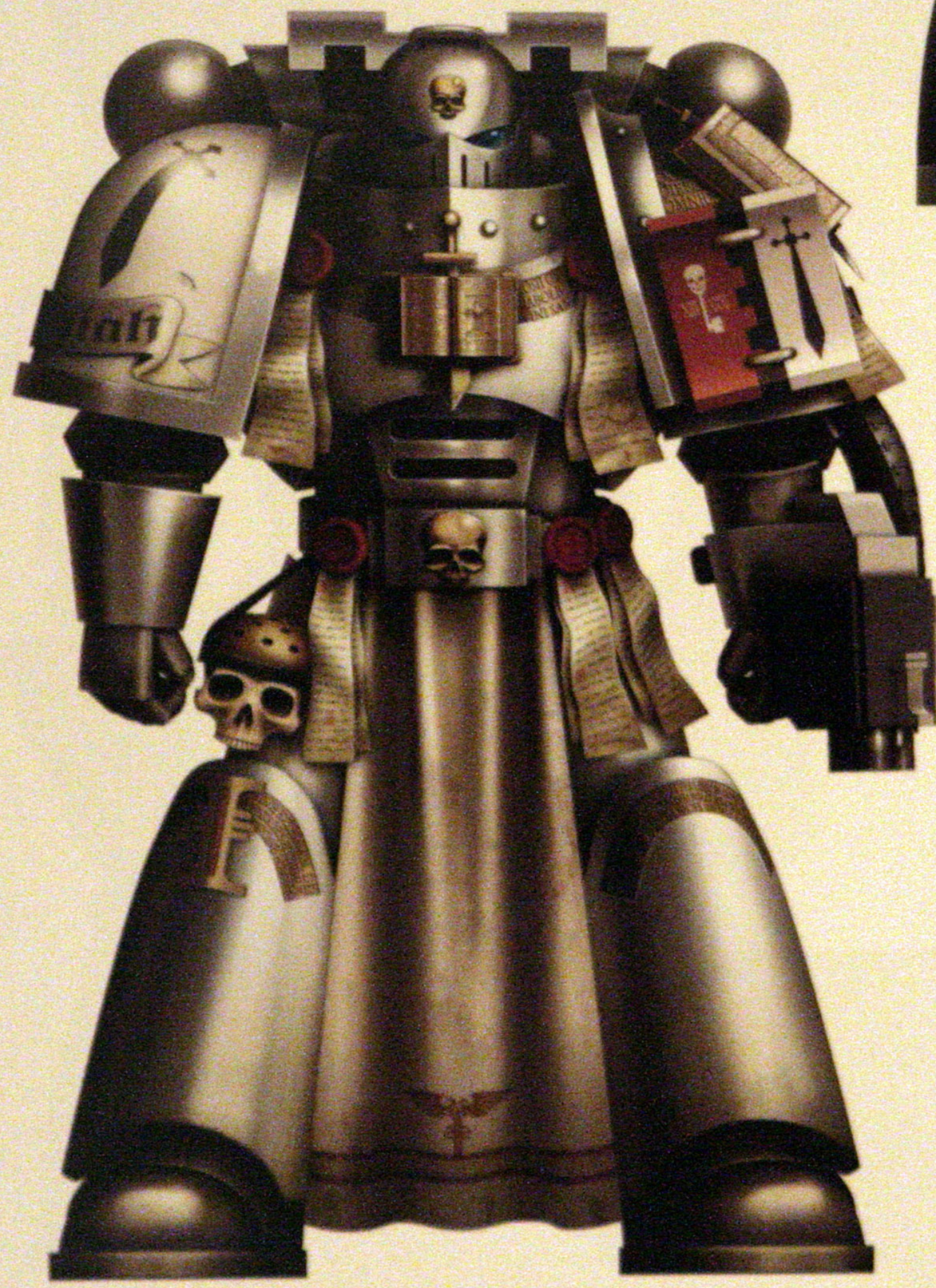
4. Veteran Brother Sagie
81 missions. KIA on Vraks



5. Veteran Brother Barzilai
98 missions.

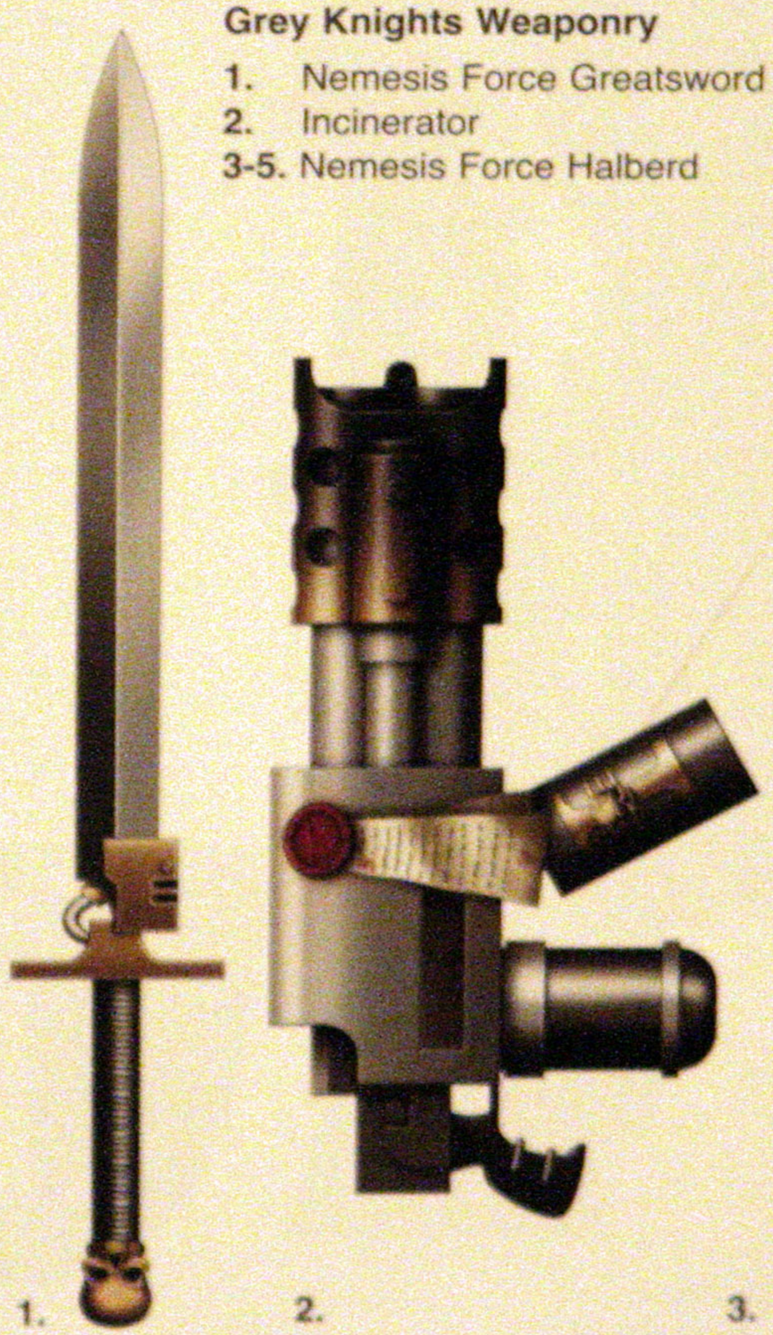
GREY KNIGHTS SQUAD JEDIDIAH

Part of Strike Force Arturus. Justicar Jedidiah led this squad in the assault upon the Cardinal Gate.



1. Justicar Jedidiah
77 missions.

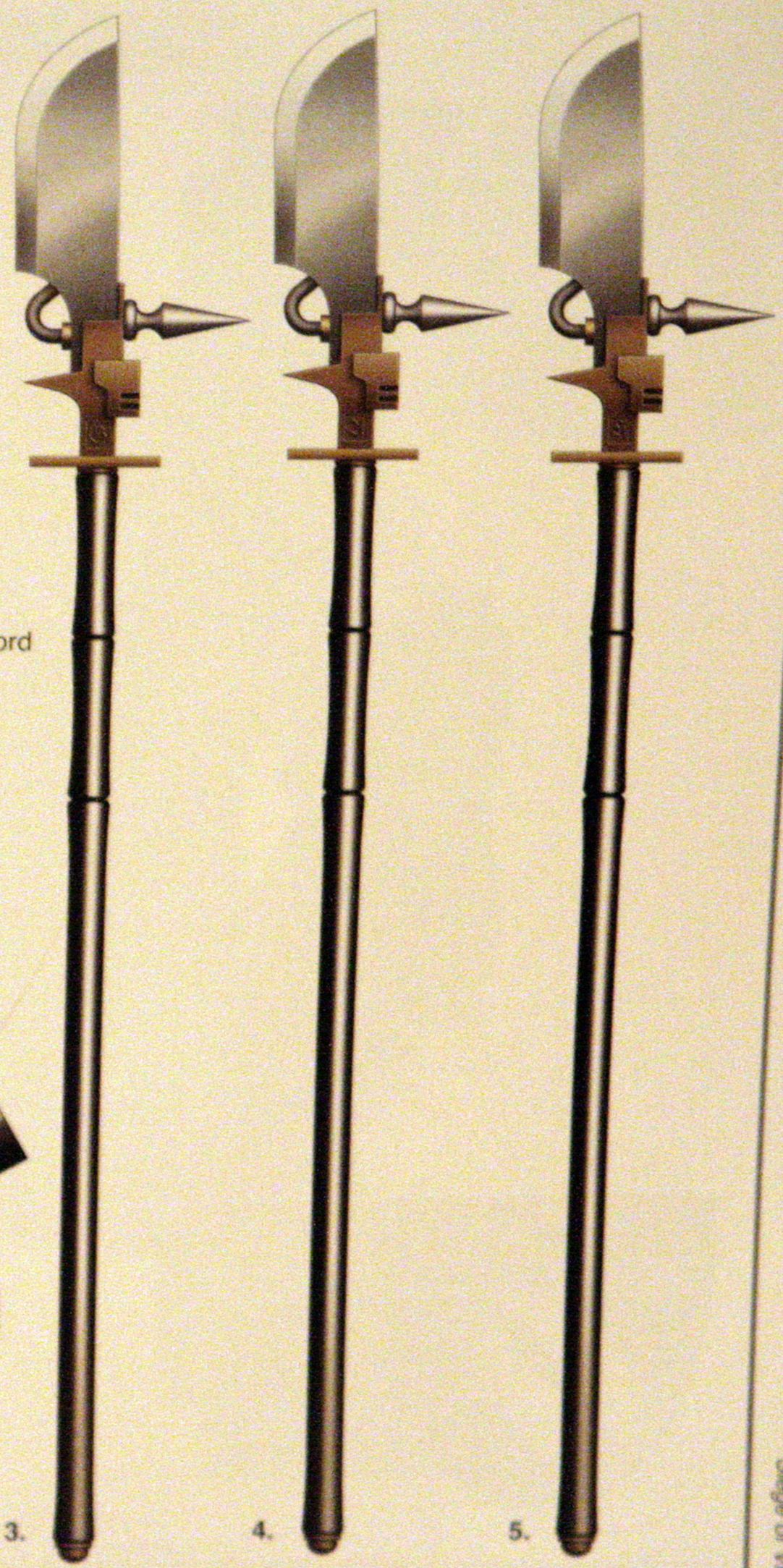




Grey Knights Weaponry

1. Nemesis Force Greatsword
2. Incinerator

3-5. Nemesis Force Halberd



1. 2. 3. 4. 5.



2. Veteran Brother Jelen
67 missions, squad 2-i-c



3. Veteran Brother Kaebi
51 missions



1. Veteran Sergeant Zokura
87 missions

RED HUNTERS
TERMINATOR SQUAD ZOKURA
3rd Squad, 1st Company





1.

Squad Zokura were attached to various Inquisitors for missions during the final battles for the Citadel. During tunnel clearing operations in the Undercroft they achieved a kill ratio of 97:1.

1. Powersword and Storm bolter
2. Storm bolter and Chainfist
3. Storm bolter and Powerfist
4. Cyclone missile launcher and Storm bolter
   The Cyclone is a shoulder mounted, rapid firing multiple missile launcher, pre-loaded with krak and frag warheads. It provides a Terminator squad with heavy, versatile firepower in addition to their storm bolters.
5. Storm bolter and Chainfist

2.



4.



3.



5.





4. Veteran Brother Sameer
33 missions



5. Veteran Brother Mnarus
32 missions

RED HUNTERS TACTICAL COMBAT SQUAD DRAKIN

2nd Squad, 3rd Company



6. Veteran Brother Drakin
32 missions

6.





Chapter Badge

7.



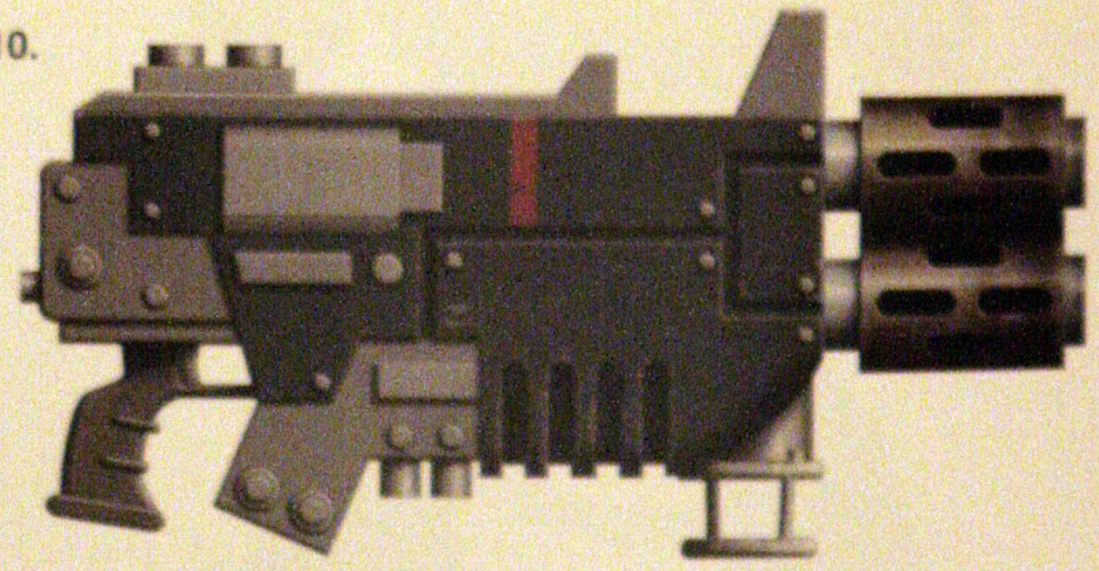
8.



9.



10.



6-7 Bolt gun incorporating scope
8-9 Bolt gun, standard issue
10 Multi-melta

Attached to Inquisitor Giaus Kahn's strike force, squad Drakin deployed via drop pod during the disasterous attempt to capture the Citadel armoury gates. It was cut off and annihilated in the battle.



7. Brother Ashage
14 missions



8. Brother Ardsyna
6 missions



9. Brother Daorm
9 missions



10. Brother Mora
12 missions

KRIEG 261st SIEGE REGIMENT

Uniforms and equipment prior to their assault upon the Citadel. The resulting battle was the regiment's final action of the campaign. Massive losses caused it to be disbanded after the assault.

1. Infantryman
2. Grenadier
3. Engineer
4. Death Rider



1.



2.



GREY KNIGHTS LAND RAIDER REDEEMER



Like all Space Marine Chapters, the Grey Knights have their own Chapter foundry, forge and manufactorum, all protected within the walls of their secret fortress-monastery upon the moon Titan. The forge provides the Chapter with all its materiel needs, including the capability to manufacture armoured vehicles, and its foundries produce the hulls of the Chapter's Land Raiders.

Of all the Space Marine Chapters, the Grey Knights make the most use of the Land Raider's varied patterns, utilising most of the available patterns. Having their own dedicated manufacturing facility means the Grey Knights can keep their armoury fully equipped. Uniquely, each Grey Knights squad can have a Land Raider as its battlefield transport should the need arise.

As with all Land Raiders these are advanced tanks, their armour being made from sophisticated alloys. It has its own powerful machine spirit, which is well shielded against daemonic attacks by inscriptions, sigils and wards. These arcane symbols are often inscribed upon the hull along with litanies of faith that keep daemons at bay.

The Redeemer pattern Land Raider, itself an adaptation of the Crusader pattern, is armed with two large flamestorm cannons, which the Grey Knights' Master of the Forge has replaced with their own incinerator units. Fuelled by a volatile mixture of pure, blessed promethium and psychically impregnated incendium, fuels specially developed to combat daemonic threats. Warp-creatures find it abhorant, sending them screaming back to the Warp, their earthly remains a shrivelled husk.

As well as carrying two huge incinerator units, it also mounts twin psycannons in the hull, replacing the heavy bolters with weapons better suited to vanquishing the Grey Knights' foes.

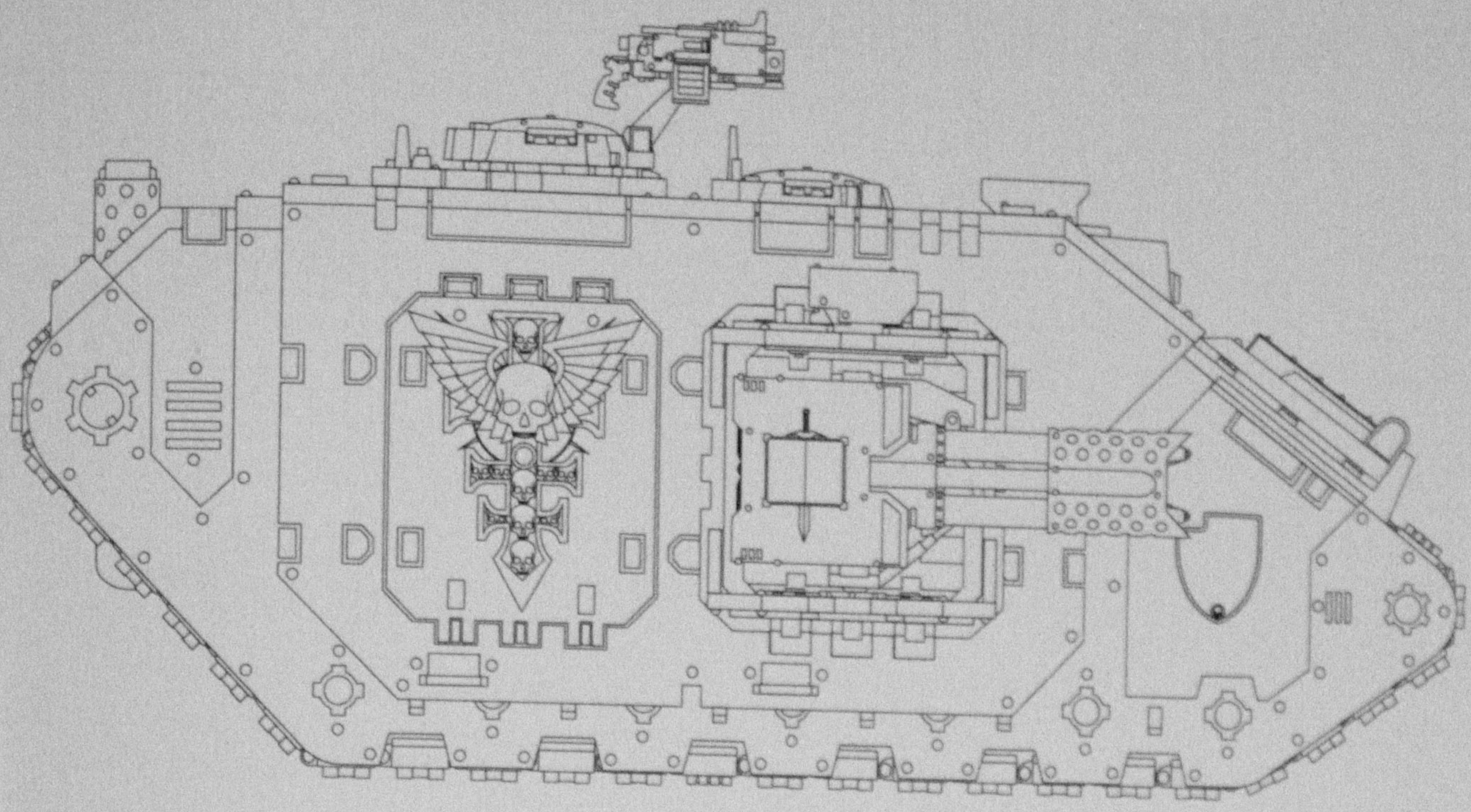
The Redeemer's frag assault launchers are modified to fire rare psyk-out grenades. Each grenade's negative psychic charge stupefies daemons and sends anything possessing psychic powers recoiling in agony. Suitably protected within their aegis suits, the Grey Knights take advantage of the psyk-out effect to rush the last few yards to the enemy.

Purging the Daemon and the Possessed from the galaxy by holy fire is the Land Raider Redeemer's primary role. Loaded with a cargo of Grey Knights it will speed into the thick of the enemy horde, incinerator units and psycannons cutting a swathe before it, clearing a path before the Grey Knights within launch themselves out into close combat with their foes.

On Vraks the Redeemer was widely used by the Grey Knights in both Brother Captain Stern's strike force and later in Brother Captain Arturus' strike force. During the battles to approach the Citadel, and in later fighting to force entry into the enemy's stronghold the Redeemers proved themselves the bane of the renegades, especially when clearing the ruins of the Citadel of the last fanatical Chaos worshippers.

Land Raider Redeemer (Titan pattern)

Siege of Vraks



ADEPTUS MECHANICUS DEPARTMENTO MANUFACTORUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-766-0724-Pr 142

Vehicle Name GREY KNIGHTS LAND RAIDER REDEEMER

Forge World of Origin TITAN

Known Patterns I-IX

Crew DRIVER, COMMANDER

Powerplant ADAPTABLE THERMIC COMBUSTION WITH AUXILIARY REACTOR

Weight 70 TONNES

Length 10.3 M

Width 6.1M

Height 4.11M

Ground Clearance 0.45M

Max Speed - On Road 55 KPH

Max Speed - Off Road 48 KPH

Main Armament 2 X FLAMESTORM CANNONS

Secondary Armament TWIN-LINKED HEAVY BOLTER

Traverse 180°

Elevation -32° + 42°

Main Ammunition 14 SHOTS

Secondary Ammunition 2,500 ROUNDS

Armour

Turret N/A

Superstructure 95 MM

Hull 95 MM

Gun Mantlet N/A

Date 122.030.M30

signature

Magos Fabricator

GREY KNIGHTS LAND RAIDER REDEEMER ..... POINTS: 270

		Armour		
	BS	Front	Side	Rear
Land Raider	4	14	14	14

Unit Type:
- Vehicle (Tank)

Wargear:
- Two sponson-mounted flamestorm incinerators
- One hull-mounted twin-linked psycannon
- Psyk-out assault launcher
- Searchlight
- Smoke Launcher

Special Rules:
- Power of the Machine Spirit
- Assault Vehicle

Options:

Dozerblade for +5 pts

Extra armour for +15 pts

Hunter-killer missile for +10 pts

Storm bolter for +10 pts

Blessed for +10 pts

Sacred Hull for +15 pts

Transport:
- Twelve models
- Models in Terminator armour count as two models.

Fire Points:
- 0

Access Points:
- 3 – Front access ramp and hatch on each side of the hull.

Flamestorm Incinerator

Range	Str	AP	Type
Template	6	3	Heavy1

Invulnerable saves and cover saves cannot be taken against the Flamestorm Incinerator. Armour saves may be taken as normal.

Psyk-out Assault Launcher

When assualting directly from the Land Raider a Grey Knight squad counts as having an Initiative of 10 for the first turn of an assault.

Heavy Support: *A Land Raider Redeemer is a Heavy Support choice for a Daemon Hunters army.*

ORDO MALLEUS RAZORBACK ..... POINTS: 60

The Ordo Malleus have many unique weapons with which to combat daemonic incursions – the psycannon is one such weapon. Each shell is silver-tipped, psychically-charged and ritual blessed, all the better to banish the daemonic forces of Chaos back to the Warp. Storm Troopers squads in the service of Ordo Malleus Inquisitors can be mounted in a Razorback adapted to mount twin-linked psycannons, or an Inquisitor and his retinue might choose to advance into battle with the supporting fire of a Razorback's psycannons.

		Armour		
	BS	Front	Side	Rear
Razorback	4	11	11	10

Unit Type:
- Vehicle (Tank)

Wargear:
- Twin-linked psycannon
- Searchlight
- Smoke Launcher

Options:
- Dozerblade for +5 pts
- Extra armour for +15 pts
- Hunter-killer missile for +10 pts
- Storm bolter for +10 pts
- Blessed for +10 pts
- Sacred Hull for +15 pts

Transport:
- Six models

Fire Points:
- 0

Access Points:
- 3 – Rear access ramp and hatch on each side of the hull.

Psycannon

Range	Str	AP	Type
36"	6	4	Heavy 3

Invulnerable saves cannot be taken against the Psycannon. Armour saves may be taken as normal.

Transport Option: *A Razorback is a Transport option choice for Inquisitorial Stormtroopers or an Inquisitor and his retinue in a Daemon Hunters army.*

MINOTAUR

A rare and all but unknown design on the battlefields of the 41st Millennium, nevertheless, the Minotaur series of heavy self-propelled guns have a particularly ancient provenance, and their power remains undeniable. Intended for forward deployment to provide heavy fire support in the heart of a battle, the Minotaur is a heavily armoured and highly durable weapons platform. It is designed to lay down crushing barrages of ordinance from advanced positions whilst under threat from enemy fire, before redeploying under its own power. The Minotaur remains a powerful weapon, far greater both in firepower and durability than the ubiquitous Basilisk that may well have superseded it in Imperial service.

The Minotaur series shares many design features in common with the similarly antiquated Malcador pattern (in particular engine and chassis features), but in layout and design philosophy stands almost unique among Imperial war machines. Owing to their similarities, many of the Imperium's military scholars believe the Minotaur shares a point of origin with the Malcador, lost now to the passing millennia. Some believe the Minotaur is older yet, pointing to obscure references in the fragmentary military histories of the Great Crusade and certain frescos found adorning the Templis Nemesii on Holy Terra itself which show war machines with the Minotaur's unmistakable profile. If this is true then the Minotaur's origins predate the Imperium of Man and perhaps even the Great Crusade. The Malcador (an ancient design in its own right) may even have started off as a variant of the Minotaur, or at least begun its existence with the intention of utilising the same manufacturing facilities as this truly venerable engine.

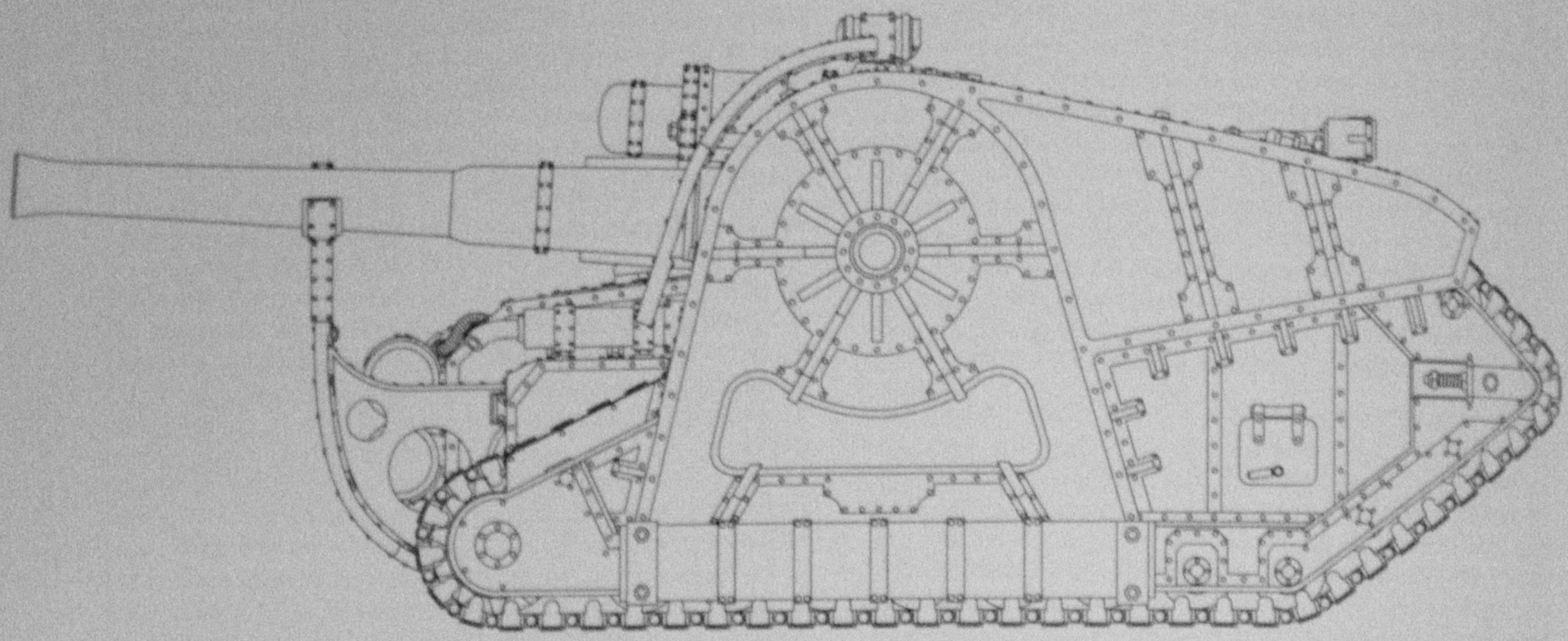
The Minotaur's most unusual feature is its deck layout, which distributes its engines, drive systems and ammunition storage evenly across its superstructure and mounts its armament on a wide central axis point facing rearward, away from the crew compartment. This centreline weapons mounting has a huge payload capacity and an inherent tolerance for recoil which serves to stabilise the vehicle when firing even the most massive of ordnance. The unusual 'backwards' design allows the Minotaur to reverse into firing positions such as prepared dugouts or emplacements or even into ruined structures, and if needs be, rapidly re-deployed 'forwards' through ground already cleared by its passage.

For a mobile weapons carrier, the Minotaur is also unusually heavily armoured, with thick plating on all sides comparable to the protection levels of many heavy tanks – a fact that serves as a strong indicator of its provenance in the conquests of humanity's ancient past and likely purpose as an aggressive weapon. If the Minotaur has a deficiency, it is the complexity of its advanced construction, particularly in terms of its armoured defence and the sophisticated hydraulic and recoil compensation systems that form a key part of its design. These factors over time may well have led to the steady decline of the Minotaur's manufacture to the point where now it is only seen in the hands of certain specialised siege artillery regiments. Some reports place thousands of these machines held in the strategic war reserves of the Departmento Munitorium awaiting for the call to battle.

On Vraks, the Minotaur made its appearance relatively late in the bloody campaign for the control of Vraks, along with an even more unusual war machine of similar vintage – the Valdor Tank Hunter. It appears that the arsenals of Vraks contained at least a hundred Minotaurs long forgotten in deep storage, although they were only encountered in significant numbers as the Imperial forces pressed home against the curtain wall and Citadel. The Minotaur's firepower, flexibility and durability proved telling factors in several artillery engagements, although their aggressive use by the traitors led to a dozen Minotaurs being recaptured or salvaged by the Death Korps Quartermasters. They would later be turned over to the Adeptus Mechanicus and re-consecrated to the God Emperor's service.



Minotaur



ADEPTUS MECHANICUS DEPARTMENTO MANUFACTORUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 8877-032-8391-ML038

Vehicle Name MINOTAUR

World of Origin UNKNOWN

Known Patterns I-IX

Crew DRIVER, COMMANDER, 2 X LOADERS

Powerplant ML330 V12 MULTI-FUEL

Weight 98 TONNES

Length 10.7 M

Width 4.95 M

Height 4.7 M

Ground Clearance 0.65M

Max Speed - On Road 25 KPH

Max Speed - Off Road 18 KPH

Main Armament TWIN-EARTHSHAKER CANNONS

Secondary Armament NONE

Traverse 0°

Elevation 0° + 58°

Main Ammunition 40 SHOTS

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 180 MM

Hull 160 MM

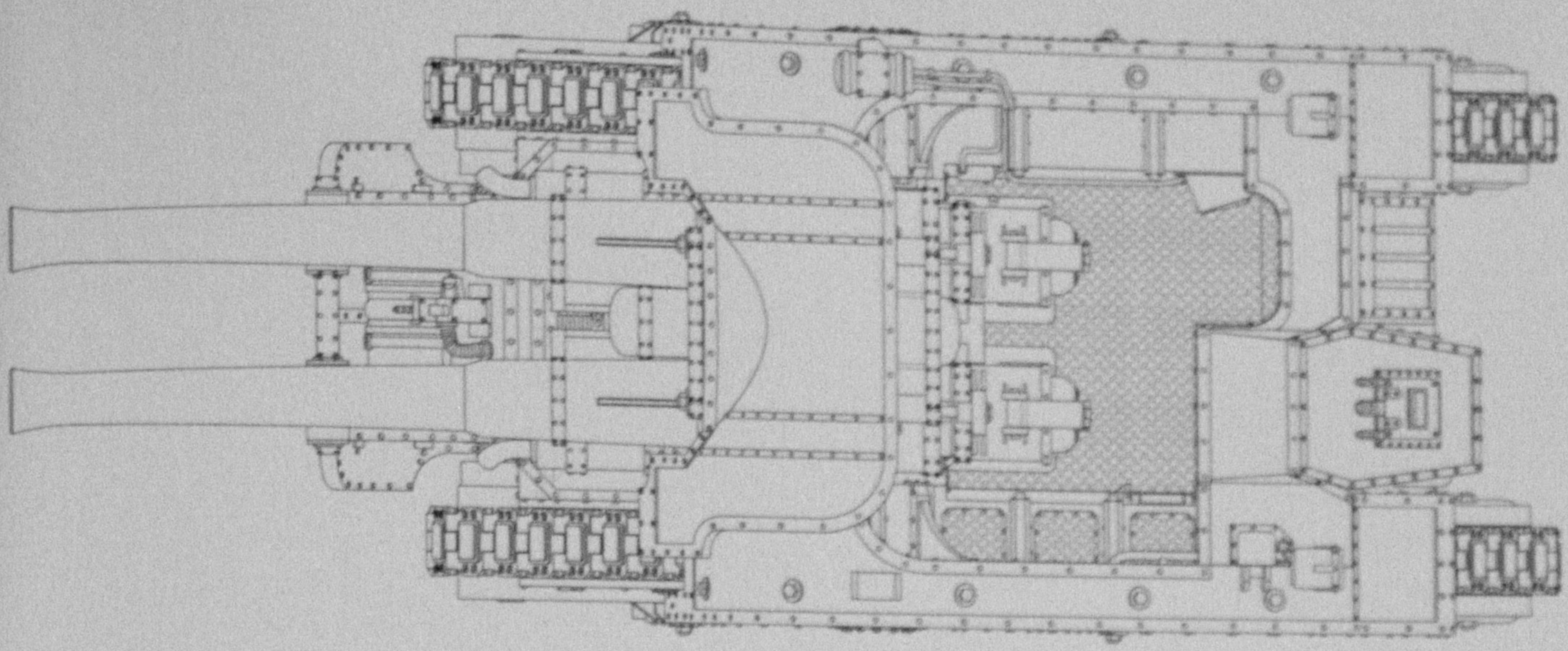
Gun Mantlet N/A

Date [illegible]

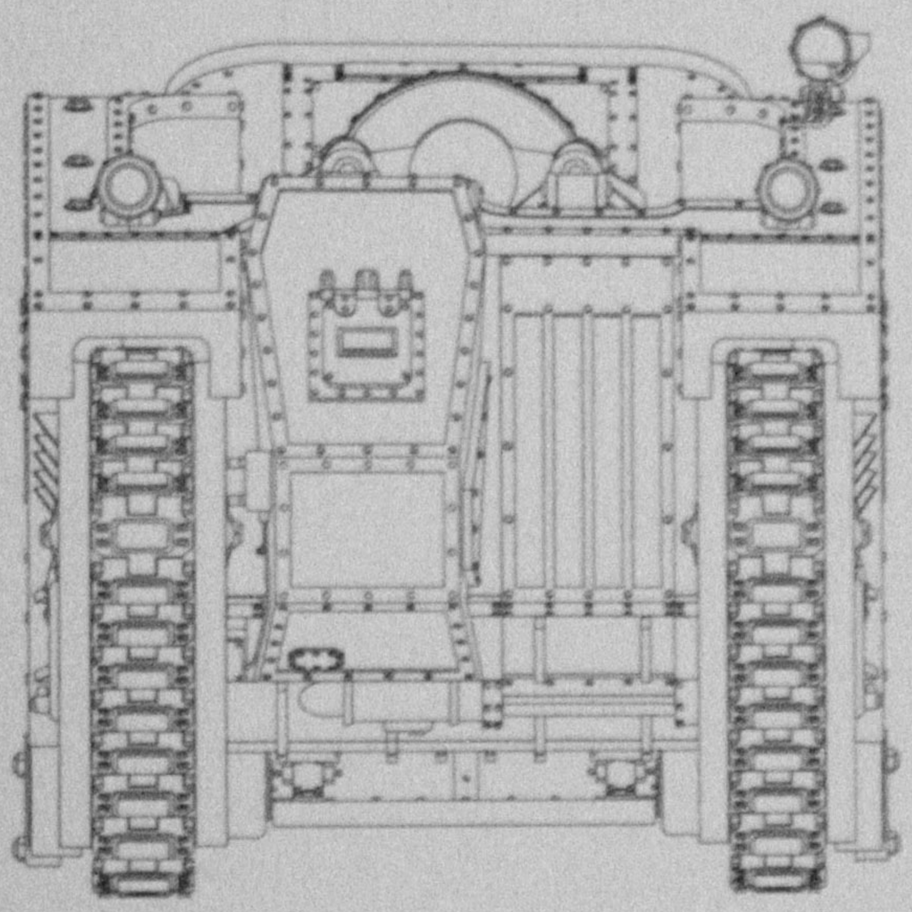
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Magos Fabricator

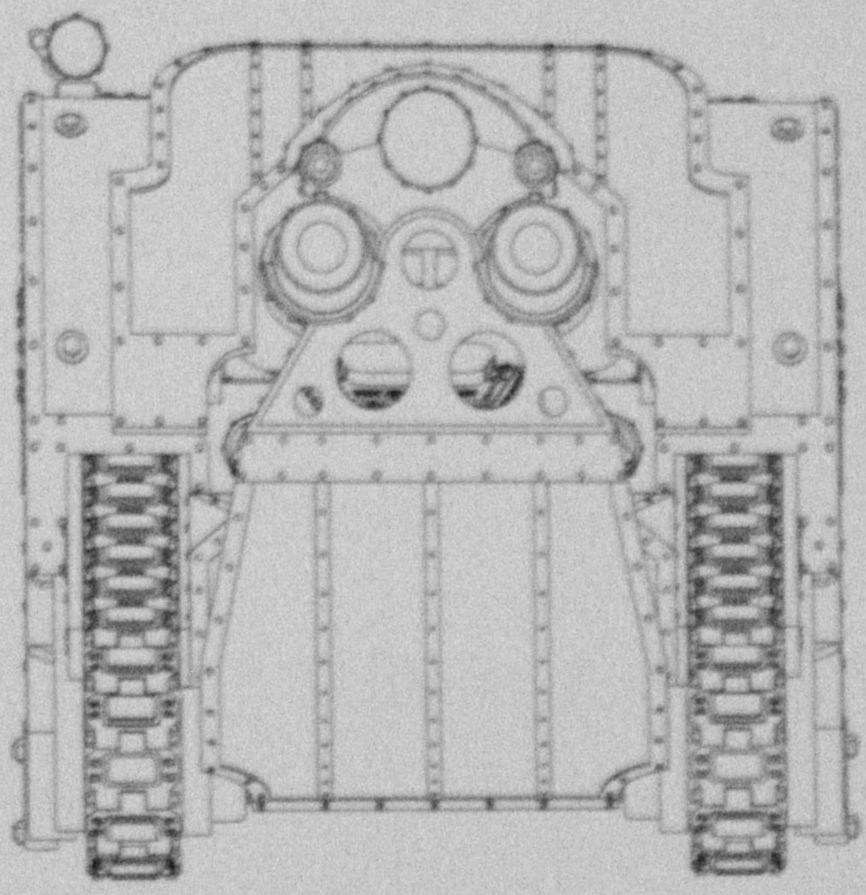
Plan view

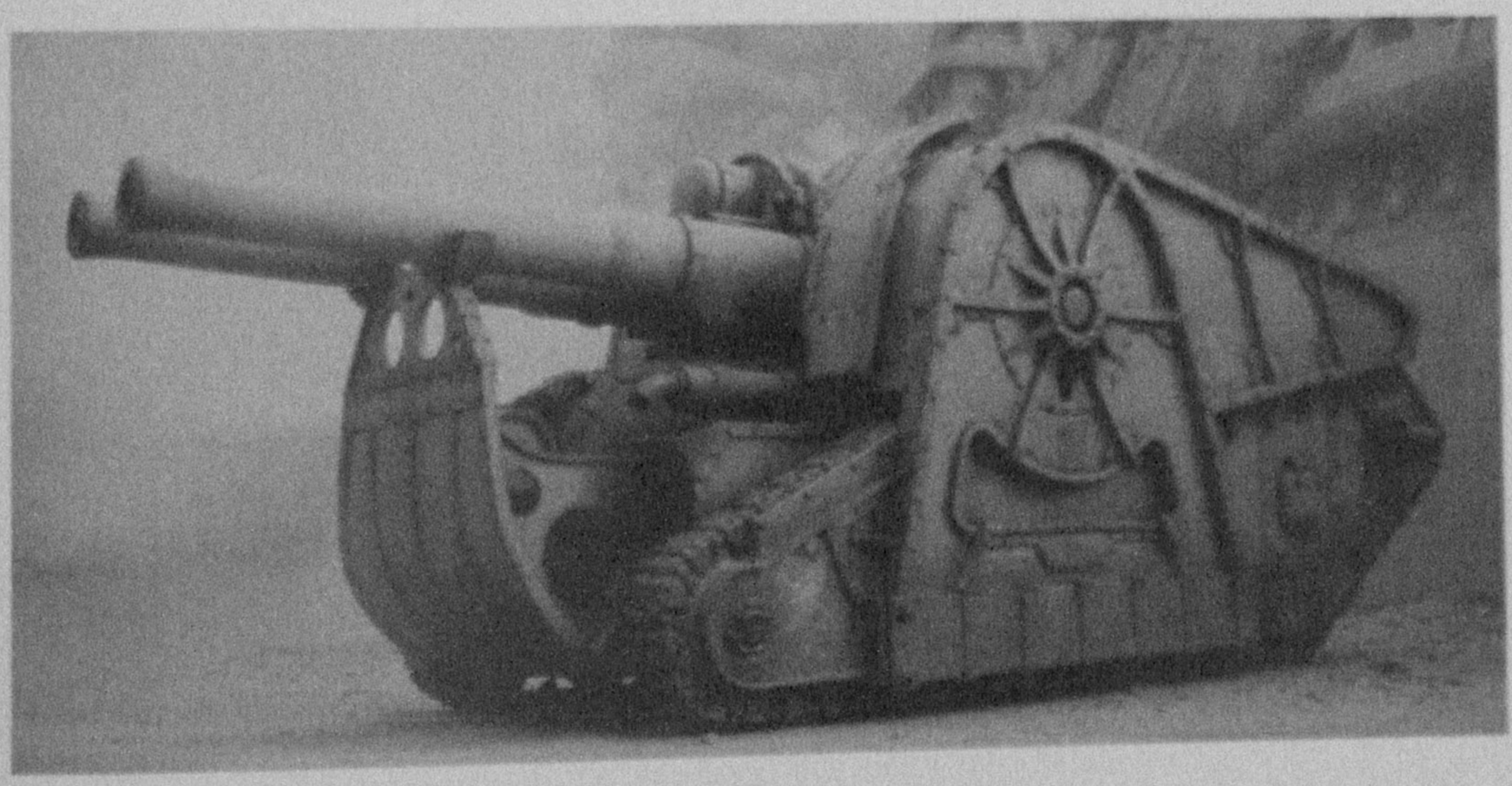


Front view



Rear view





MINOTAUR ..... POINTS: 275

UNIT: 1 Minotaur

TYPE: Super-heavy tank, Open-topped

	ARMOUR		
BS	FRONT	SIDE	REAR
3	13	12	14

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- Hull-mounted, rear-facing twin-linked Earthshaker cannons
- Smoke launchers
- Searchlight

WEAPON	RANGE	STR	AP	SPECIAL
Earthshakers	18"-240"	9	3	Ordnance 1, twin-linked, 7" blast

OPTIONS:

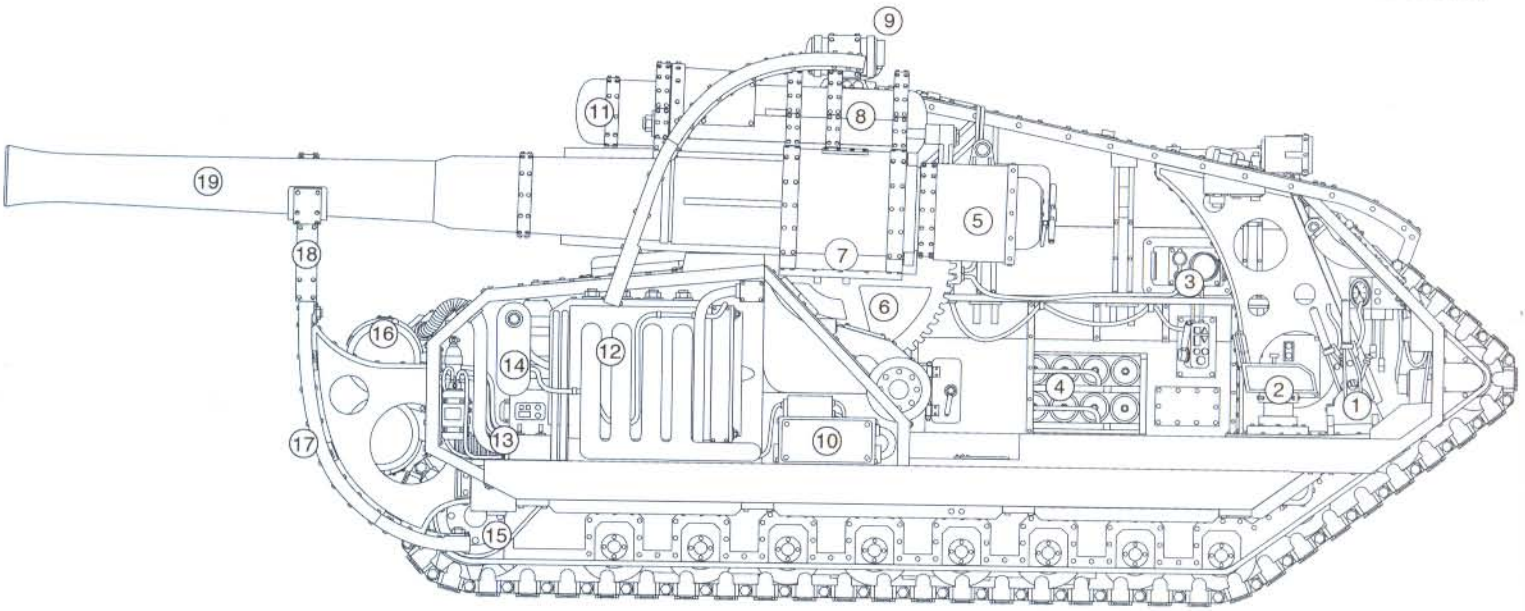
The Minotaur may take the following vehicle upgrades from the Imperial Guard Codex:

- hunter-killer missile ..... +10 pts
- dozer blade ..... +10 pts
- pintle-mounted heavy stubber ..... +10 pts
- pintle-mounted storm bolter ..... +10 pts
- extra armour ..... +15 pts

SPECIAL RULES:

Indirect Fire: The Minotaur's weapons cannot be levelled for direct fire, so it must always fire indirectly at targets. The Minotaur does not need to have line of sight to fire at a target, and is a barrage weapon, with the minimum range of 18".

Cross section



1. Driver's controls
2. Driver's seat
3. Gunnery controls
4. Ammunition locker
5. Breach
6. Elevation mechanism
7. Gun axle
8. Recoil piston housing
9. Spotlight
10. Generator
11. Recoil piston buffer
12. Radiator
13. Fuel lines and pump
14. Engine
15. Transmission
16. Auxiliary fuel tanks
17. Engine shield
18. Gun brace (used whilst in transit)
19. Earthshaker cannon

VALDOR TANK HUNTER

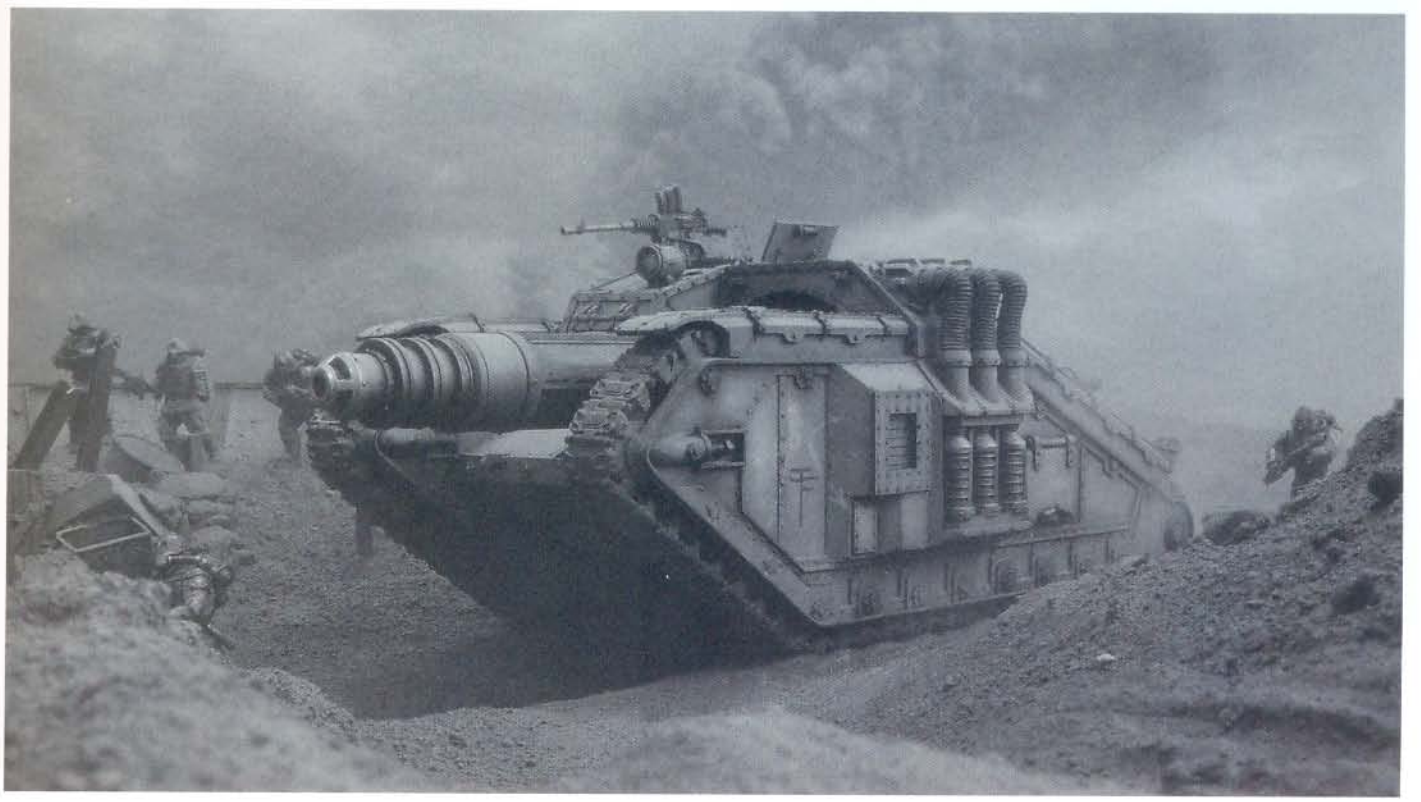
The Valdor tank hunter is much feared by those who confront it, and one of the most unusual and certainly most arcane variants of the ancient Malcador super-heavy tank designs. In the Valdor's case, the Malcador chassis plays host to a powerful neutron laser, a weapon system believed to be a relic from the Dark Age of Technology.

Even though it is considerably more compact in construction, and far less energy-hungry than comparable weapons on other super-heavy tanks, such as the Shadowsword's volcano cannon, the neutron laser and the neutronic-coil arc-reactor that power it consumes much of the vehicle's interior space. The relative lack of reactor shielding within can prove hazardous to the crew that operates the machine and disastrous should enemy fire rupture the reactor's containment coils. The neutron energy beam the Valdor's main armament unleashes is capable of rupturing the densest of protective materials, smashing apart its target's molecular structure and creating a massive electro-magnetic shock effect in addition to explosive matter disruption. This shock-pulse can prove particularly devastating to smaller armoured vehicles which lack the thick shielding and mass of their super-heavy counterparts, making the weapon perfect for a purpose-designed tank destroyer. However, the nature of the neutron beam is such that if it fails to transfer its energy discharge entirely to its target, dangerous feedback can occur to the cannon itself.

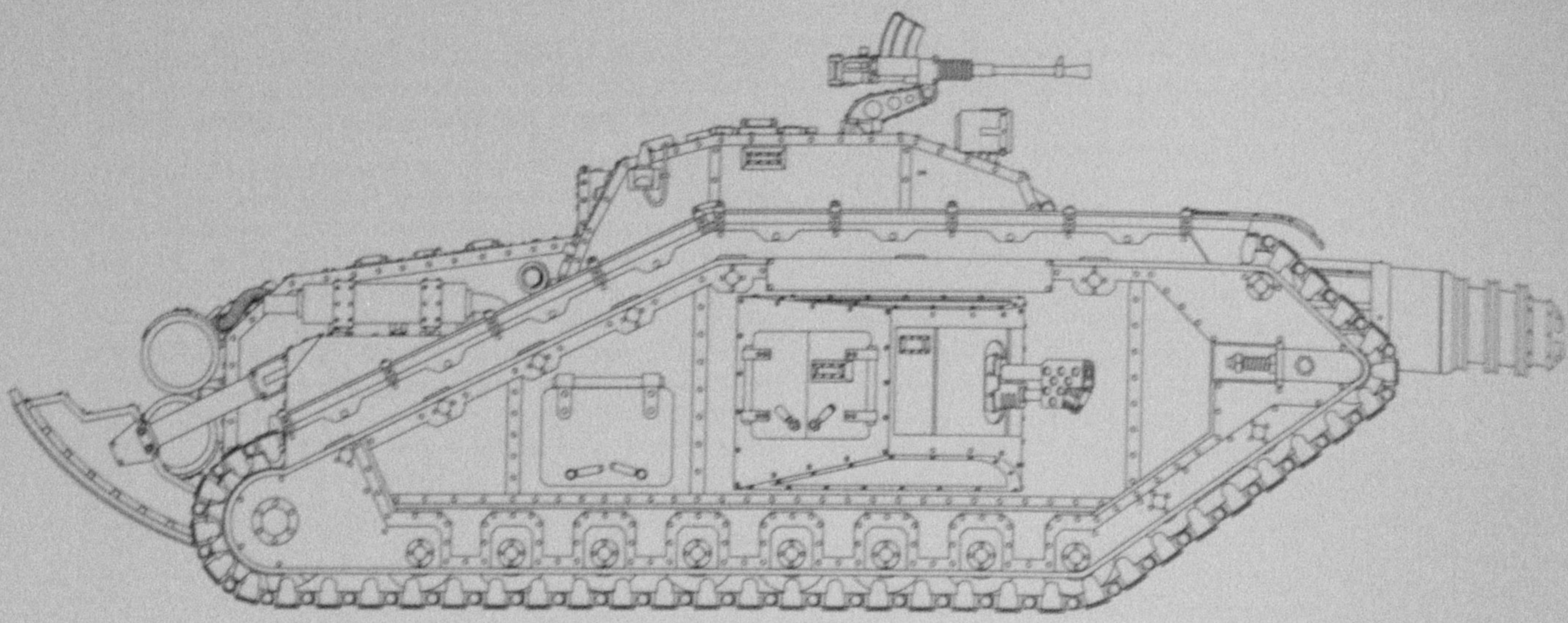
The Valdor, believed apocryphally to be named after the sainted figure of Constantine Valdor, the 'Emperor's Spear' said to be the head of the legendary Custodian Guard during the darkness of the Great Betrayal, is reckoned to owe its genesis and most widespread use to the bitter wars known to later historians as the Scouring that followed it. This is supported by evidence found in the cryptic data fragments held by the Scholastica Bellicose on Mordia, dating to this era. This document makes mention of the Valdor's use as a counter-measure to the traitor force's numerical superiority in Land Raider tanks following the fall of Anvillus-9 earlier in the Heresy.

While the Valdor's chassis and superstructure has much in common with other war machines of this period, such as the Malcador and Minotaur, its core systems components are unique in their design and highly sophisticated, now well beyond the ability of most Forge Worlds to replicate or maintain. It is likely then that the Valdor pattern was even in those shadowed ancient days principally a weapon deployed by the loyal Adeptus Mechanicus and those Imperial Army regiments and other forces with close ties to the militant Machine Cult. So it remains to this day, with production facilities for the Valdor known to be situated on a small number of far flung Adeptus Mechanicus strongholds such as Lathe-het and Cyraxus II, as well as Mars itself. It is also the case that a scattering of Valdor tank hunters are maintained by the most venerable of armoured regiments as treasured relics. The Cadian 1st armoured regiment reported five such vehicles as part of their strength.

During the Siege of Vraks, the Valdor only made an appearance amid the renegade forces later on in the conflict, and had an effect on the battle quite disproportionate to the number in which they were employed. The 88th army's intelligence officers believe that there were no more than 20-30 Valdors secreted in Vraks' vast stores, and until the arrival of an accursed Dark Magos accompanying a warband of the Steel Brethren Chaos Marine faction drawn into the war, the renegades on Vraks had neither the knowledge nor skills required to bring these Valdors into service. The payment the Steel Brethren took for this service is believed to have been several working Valdors and a secured data-core detailing the design, which raises the dreadful possibility of these powerful machines featuring in the arch-enemy's forces in the future.



Valdor



ADEPTUS MECHANICUS DEPARTMENTO MANUFACTORUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 8677-032-8656-ULO38

Vehicle Name VALDOR

Forge World of Origin URSAGAR

Known Patterns I-II

Crew DRIVER, COMMANDER, 2 X GUNNERS, ENGINEER

Powerplant HL330 V12 MULTI-FUEL

Weight 96 TONNES

Length 11.5 M

Width 4.95 M

Height 3.7 M

Ground Clearance 0.65M

Max Speed - On Road 25 KPH

Max Speed - Off Road 16 KPH

Main Armament NEUTRON LASER

Secondary Armament HEAVY FLAMER

Traverse 0°

Elevation 0° to 22°

Main Ammunition UNLIMITED FROM GENERATORS

Secondary Ammunition 8 SHOTS

Armour

Turret N/A

Superstructure 180 MM

Hull 160 MM

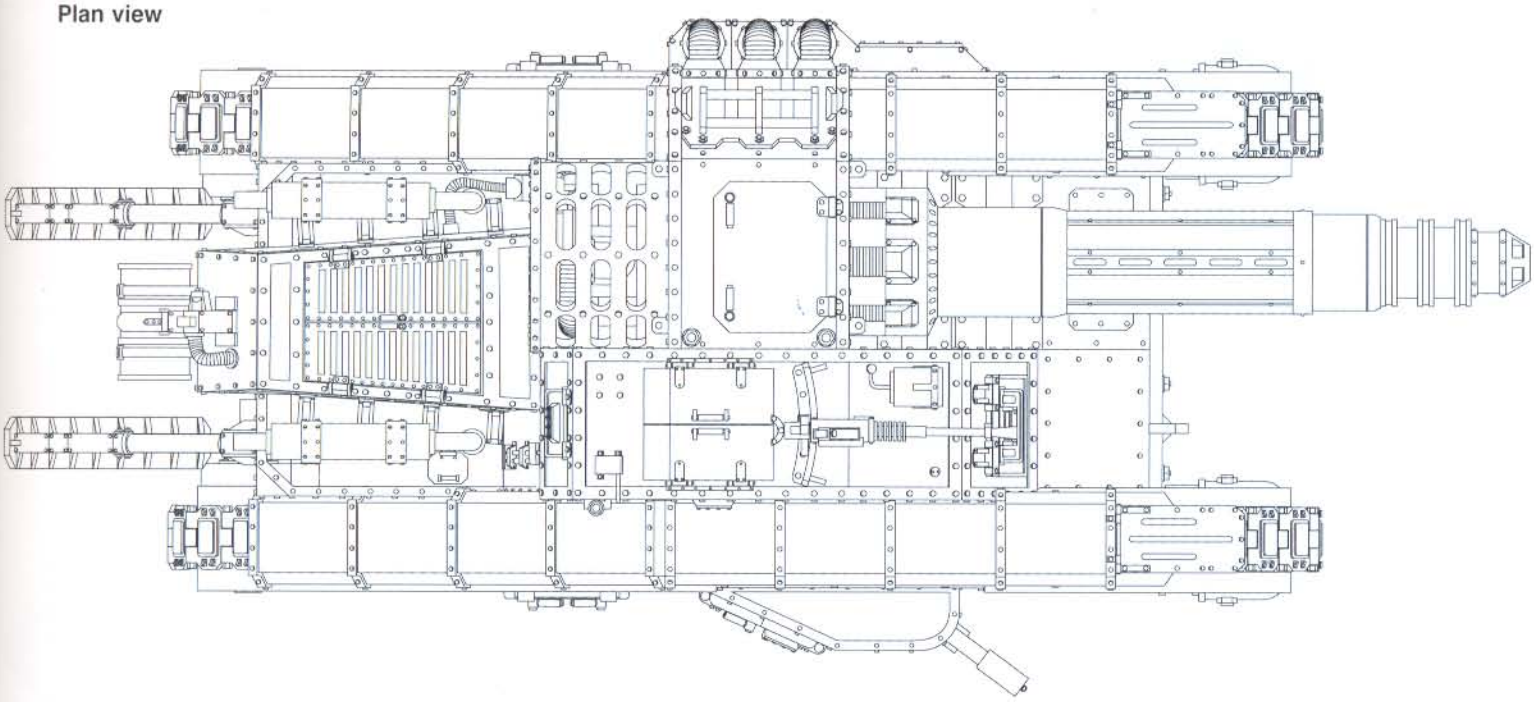
Gun Mantlet N/A

Date 207593.M30

signature

Magos Fabricator

Plan view



VALDOR TANK HUNTER ..... POINTS: 320

UNIT: 1 Valdor

TYPE: Super-heavy tank

	ARMOUR		
BS	FRONT	SIDE	REAR
3	13	12	11

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- Neutron Laser Projector
- Sponson-mounted heavy stubber
- Smoke launchers
- Searchlight

WEAPON	RANGE	STR	AP	SPECIAL
Neutron Laser Projector	72"	10	1	Ordnance 1, primary weapon, shock pulse, feedback
Heavy Stubber	36"	4	6	Heavy 3
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault1
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1

OPTIONS:

The Valdor may take the following vehicle upgrades from the Imperial Guard Codex:

- hunter-killer missile ..... +10 pts
- dozer blade ..... +10 pts
- pintle-mounted heavy stubber ..... +10 pts
- pintle-mounted storm bolter ..... +10 pts
- extra armour ..... +15 pts

The sponson mounted heavy stubber can be upgraded to a:

- Heavy bolter ..... +5 pts
- Heavy flamer ..... +5 pts
- Autocannon ..... +10 pts
- Lascannon ..... +15 pts

SPECIAL RULES:

Shock Pulse: The pulse of the neutron laser overwhelms vehicle systems and electronics. Any non super-heavy vehicle hit by a neutron laser suffers an automatic Crew Stunned result in addition to any damage normally caused by the weapon.

Feedback: If the neutron laser fails its penetration roll against a target's armour (note that successful saves do not count for this), roll a D6. On a result of a 1, dangerous energy feedback inflicts an automatic glancing hit on the Valdor.

Unstable Reactor: The reactor used to power the Valdor's neutron laser is poorly shielded and inherently unstable, as a result the Valdor adds +1 to any rolls on the Catastrophic Damage table inflicted against it.

When expecting to encounter daemonic creatures, a larger censer will be used, with an Acolytle or Priest directed to bear it.

The Inquisitor's important documents are carried as scrolls on his belt. These will be copies created by his scribes, and might contain orders, plans or a list of suspects to be investigated.



Ordo Malleus Inquisitor Lord Hector Rex, the Saviour of Vraks, seen here before his assault upon the Cardinal Gate.

INQUISITOR LORD HECTOR REX

ORDO MALLEUS INQUISITOR-LORD

'AUDITORII-IMPERATOR'

PROCTOR-GENERAL OF THE CONCLAVE OF SCARUS

MASTER OF THE THIRTY-FOURTH CHAMBER-PRACTICAL

THE VICTOR OF HELLANUS, SAVIOUR OF VRAKS

Inquisitor Lord Hector Rex is a true hero of the Imperium. As a member of the Ordo Malleus daemon hunters he has dedicated his life to fighting the servants of Chaos in all their forms, but he has reserved his special loathing for the creatures of the Warp. A powerful pysker himself, Rex was first selected for Imperial service after being screened for psychic potential by the Schola Psykana. Such was his potency that he excelled in all training, soon outshining his classmates, most of whom were destined for service with the Imperial Guard. In his youth he was subjected to similar genetic enhancement to that of a Space Marine, his physical body growing massively. He now towers 8' tall, is heavily muscled and is in superb condition. Genetic enhancement complete, Hector Rex was handed over to the Inquisition for more advanced training and placed as an Acolyte with Inquisitor Thor Malkin.

After long service across the galaxy, he is now a servant of the inner circle of the Ordo Malleus, privy to highly restricted information about the nature of daemons and how they are to be combated. He is the leader of the Scarus Conclave, its Proctor-General, with many other Inquisitors and Acolytes as his servants. He has almost unlimited powers with which to deal with any Chaos threat in the sector.

Hector Rex bears the honoured title 'Auditorii Imperator' which means he has been granted a personal audience with the Emperor himself. Rex has entered the Emperor's throne room and knelt before the Golden Throne on Terra to commune with the Emperor himself – one of a very few number of living men who has known such a priviledge. Many High Lords of Terra never gain such an honour.

Imparted with these formidable powers, Lord Rex has led armies, called upon the Grey Knights on numerous occasions and has access to the Imperium's full arsenal of weapons with which to protect Mankind from the threat of daemonic possession and incursion. He is hard-line puritan in his beliefs, accepting no compromise when it comes to dealing with those that would (or have) trafficked with daemons. He personally tracked down and captured the renegade radical Inquisitor Galasek and Rex's own agents continue to seek the renegade's misguided acolytes across Segmentum Obscurus.

Lord Rex's most famous campaign was the closing of a Warp portal on Hellanus III. There Lord Rex commanded a strike force of Grey Knights and fought hand-to-hand with a savage greater daemon of Khorne, casting its blasphemous form back into the Warp. In recognition of this deed he was honoured with the ancient sword – *'Arias'*, a revered force weapon forged at the dawn of the Imperium, reputedly blessed by the Emperor's own hand and only removed from stasis to be carried by the greatest heroes of the Ordo Malleus.

In his dangerous duties, Hector Rex is assisted by a large retinue of henchmen. Lord Rex has many acolytes, sages, servitors, scribes and menial servants to run his every day affairs but most of these do not generally follow him to the battlefield. On the battlefield he is accompanied by exorcists, priests trained to banish daemons using the power of their faith, along with many acolytes, familiars, veteran guardsmen, sages and mystics. As well as his retinue, he also has access to such dangerous weapons as Officio Assassinorum operatives and of course the fearsome Grey Knights.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Hector Rex	285	4	4	4	3	3	4(5)	3	10	2+/(3+)

Equipment: Bolt pistol with psycannon bolts, Artificer Armour, Storm shield. *Arias* – Anointed Force Sword

- Grimoire of True Names
- Emperor's Tarot
- Sacred Incense

Psychic Powers: Destroy Daemon, Sanctuary, Scourging

SPECIAL RULES

Potent Psyker, Massive Physique, Independent Character

Retinue: Inquisitor Rex is always accompanied by the following henchmen:

- Astropath (Mystic) carrying Emperor's Tarot
- Exorcist (Hierophant) carrying Grimoire of True Names and Sacred Incense
- Sword Bearer (Acolyte)

May take up to 9 henchmen from the following list:

- Familiar . . . . . +6 pts
- Heirophant . . . . . +8 pts
- Acolyte . . . . . +8 pts
- Warrior . . . . . +10 pts
- Sage . . . . . +10 pts
- Mystic . . . . . +6 pts

The standard rules from the Daemonhunters codex apply for these henchmen.

Potent Psyker: Lord Rex is a powerful psyker. He may use two psychic powers a turn.

Massive Physique: Lord Rex is a huge man. This gives him +1 strength, which is already included in the profile above.

Scourge of Daemons

Lord Hector Rex is a complex special character with many special rules and modifiers.

- +1 to the dice roll for which side has the first turn (Emperor's Tarot).
- -1 to a Daemon's initiative in close combat with Hector Rex (Sacred Incense).
- halves a Daemon's WS in close combat with Hector Rex (Grimoire of True Names).
- 3+ Invulnerable save (Storm Shield).
- Always wounds Daemons on a minimum of 4+ regardless of enemy toughness (Anointed Weapon).
- Psychic test to kill any wounded opponent regardless of wounds (Force Weapon). This causes D3 wounds to Gargantuan creatures.
- Any wounds to Hector Rex may be placed on his Acolyte(s) first (Acolytes).

KRIEG ARMOURED BATTLEGROUP

THE ARMOURED REGIMENT

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

The manpower required for such a vast fighting force is drawn from across the Imperium. They come from primitive Feral worlds and Hive worlds, from Death worlds and savage Penal colonies. All must provide recruits for the Imperial Guard. Each planet owes tithes to the Imperium and part of these tithes are taken as manpower. These conscripts form new regiments or are shipped as replacements to regiments already in battle.

The men of Krieg usually form siege regiments with tens of thousands of men. But others are trained and equipped as tank regiments. The tanks and carriers of the armoured regiments form the cutting edge of the Imperial Guard's fighting forces. It is their task to take battle deep into the heart of the enemy, striking fast and hard with overwhelming firepower to smash enemy defences.

WHY COLLECT AN ARMOURED BATTLE GROUP?

The one overwhelming reason to collect an Armoured Battlegroup army is tanks! If you enjoy modelling and painting tanks then why play anything else? In Krieg siege regiments the heart of the force is infantry, while here it is the tanks and other armoured fighting vehicles. Whilst infantry still play their part, it is only as support to the heavy metal!

Modelling tanks is a real joy, and a player can lavish as much time on a tank as on a special character for other armies. Adding upgrades, crew, stowage, battle damage, rust and mud all help to bring a tank model to life. More experienced or ambitious players can move on to converting their vehicles, changing weapons or going so far as to create their own vehicles, from basic turret swaps or complete vehicles scratch built from plasti-card. The background given earlier in this book provides the reasoning behind this diversity.

The standard equipment of an Armoured Battlegroup will be Leman Russ tanks, but it is unlikely that these three basic 'troop types' will sustain an avid collector for very long. Most players enjoy diversity, and like to have lots of troops to choose from. Thanks to the Imperial Armour model range, we have been able to produce a wide diversity of vehicles and weapons as models, giving armoured unit players as much choice as the player of any other army, be it Eldar, Chaos, Space Marines, etc.

One common criticism of tank heavy forces is that they lack character (and characters!). There is no reason why an Armoured Battlegroup should not be strongly themed like any other army. Players should spend some time naming their force, even if it is something as simple as 'The Krieg 9th'. From the name you can then devise a colour scheme. It might be best at this stage to think about what terrain you are likely to be playing on most, or where the regiment is from. If you have a green board with woods and hills, then a camouflage scheme that reflects this will help add character to the army. If you are ambitious then plan your army and terrain together - if you want to play on urban terrain, then paint your vehicles in urban camouflage schemes. We have provided many examples in the Imperial Armour books for inspiration. Next there is a numbering scheme to think about. Again we have provided examples but feel free to make up your own. This has a practical value in helping you identify your vehicles from one another on the tabletop. You can also name individual vehicles. In addition you will need army badges, campaign markings, honour badges and kill marking, as well as names for your ace tank crew commanders. Suddenly, an Armoured Battlegroup is packed with characterful details, which help bring the models to life on the tabletop.

IMPERIAL GUARD ARMOURED BATTLEGROUP LIST

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

The heart of this list is the ten or so tanks of a Tank Company, with infantry in support and with attached elements of specialist siege tanks or artillery. Other support comes from the regimental artillery firing from off-table and the Imperial Navy flying in close support.

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

USING FORCE ORGANISATION CHARTS

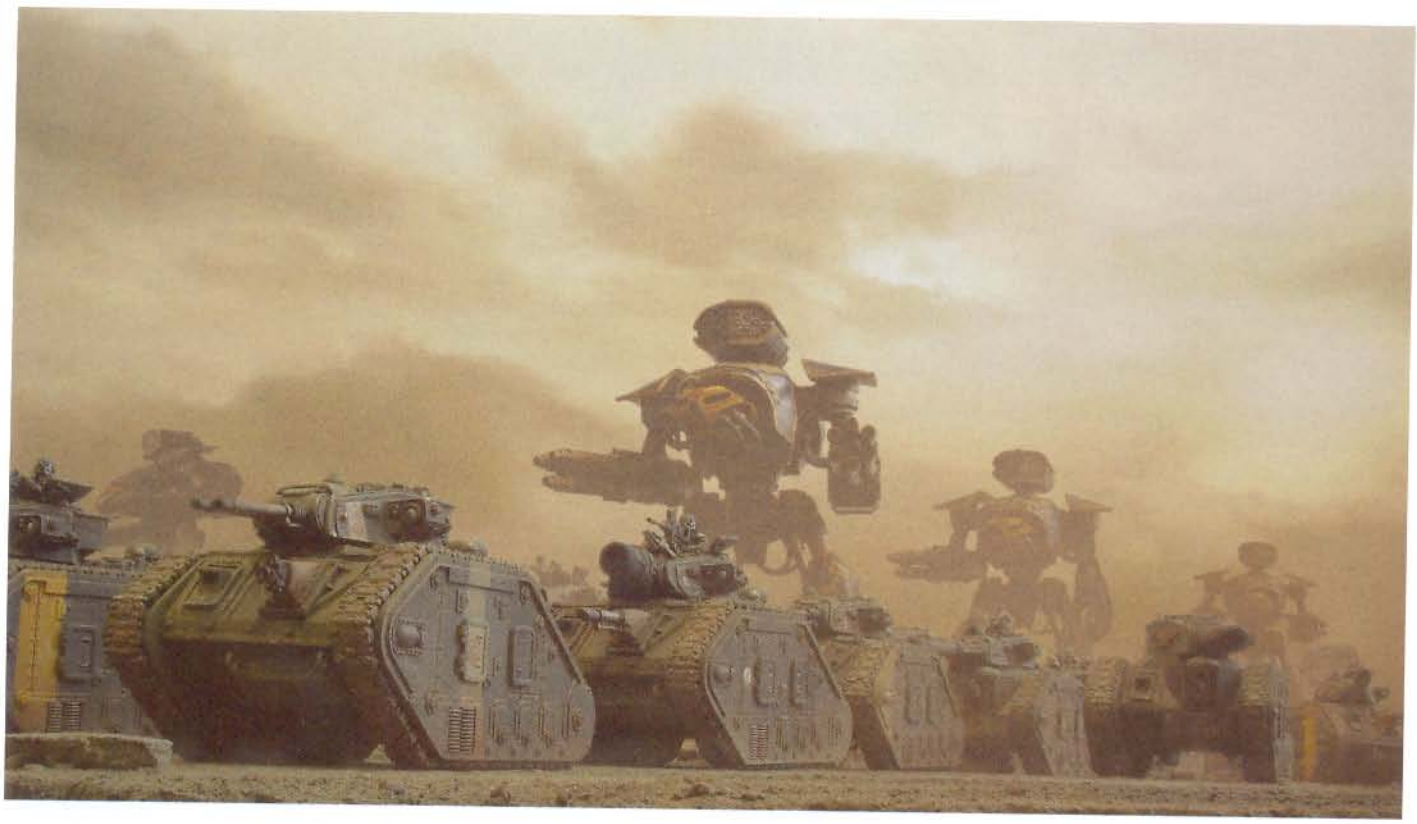
The army lists are used in conjunction with the Force Organisation chart from a scenario. Each chart is spit into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each light tone box indicates that you may make one choice from that section of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

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

USING THE ARMY LISTS

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

Note that in this list some choices are dependant on other choices. You must take an Elite choice squadron command tank to be allowed to take up to two tanks from the Troop choices. These restrictions have been included in the list to keep it playable and hopefully to encourage players to use more balanced forces.



DEATH KORPS OF KRIEG ARMOURED UNITS

Tanks
The core of an armoured battlegroup is its tanks. The Krieg forces use all variants of the Leman Russ, mixing them within companies and squadrons. They are led by the company command tank, with squadron command tanks leading each squadron.

Siege Tanks
An armoured battlegroup fighting in support of siege regiments uses a high proportion of siege tanks. Their short range firepower, capable of smashing the strongest enemy defences, is useful when facing pillboxes and bunkers.

Commissar Tank
A Commissar posted to a Krieg armoured regiment will be able to procure a tank to transport him into battle alongside the tank squadrons. He will also have the pick of the best crews.

Recovery Vehicle
Each battlegroup will need to recover damaged and immobilised tanks from the battlefield so that rear workshops can repair them and get them back into the front line. The Atlas is a heavy recovery vehicle built upon the Leman Russ chassis.

Hellhound
Also common amongst siege regiments, close support from Hellhounds can burn the enemy from their entrenchments.

Hydra
Hydras are mobile, multi-barrelled anti-aircraft weapons, used to protect the battlegroup from aerial attack. They have a ferocious rate of fire with their quad-autocannons, and are also useful for engaging ground targets.

Infantry Platoons
Infantry must be deployed to support the tanks. Krieg siege regiments are not equipped with Chimeras for mobile battles, but they do have some armoured transports. Centaurs can carry command squads, whilst huge Gorgons can carry an entire platoon in a single vehicle.

Infantry Company Command
Each company will have its own commanders, higher ranking officers and their aides and staff. They will be transported in a Centaur to keep up with the tanks.

Grenadiers
These are elite Krieg infantry equipped and armoured for assaulting enemy strong points. Small grenadier squads reinforce the main infantry platoons, racing to their targets in Centaurs.

Death Riders
Krieg's Rough Rider squadrons are called Death Riders. They rove ahead of attacks, acting as reconnaissance troops for the siege regiments, who are not equipped with Sentinels. They can also be thrown into the main assault, acting as shock troops, charging to smash enemy infantry with their explosive hunting lances and sabres

Cyclops
Small, remotely controlled demolition charges mounted upon tracks, a Cyclops operator can manoeuvre the charge into position before detonating it.

Artillery
Krieg regiments are well equipped with artillery. From massive Bombards, to Earthshakers and Medusa cannons, down to the smaller mortars and quad-launchers, they hammer the enemy with sustained barrages of high explosive shells.

Imperial Navy Support
The Imperial Navy provided the Krieg regiments with air support for the duration of the Vraks campaign – Thunderbolts and Lightnings strafing the enemy with cannons, missiles and bombs.

HQ

COMPANY COMMAND TANK ..... 160 pts

		Armour		
	BS	Front	Side	Rear
Leman Russ	3	14	13	10

Unit Composition:
- 1 Leman Russ

Unit Type:
- Vehicle (Tank)

Wargear (ALL):
- Heavy Bolter
- Searchlight
- Smoke Launchers

Special Rules:
- Lumbering Behemoth
- Command Tank

Wargear:
- Leman Russ: Battle cannon
- Leman Russ Exterminator: Exterminator autocannons
- Leman Russ Conqueror: Conqueror cannon
- Leman Russ Annihilator: Twin-linked lascannons
- Leman Russ Vanquisher: Vanquisher battle cannon
- Leman Russ Eradicator: Eradicator nova cannon
- Leman Russ Demolisher: Demolisher cannon
- Leman Russ Punisher: Punisher Gatling cannon
- Leman Russ Executioner: Executioner plasma cannon

Command Tank:
Whilst the Company Command tank is still mobile, any tank within 6" of it (including the command tank itself), may ignore 'crew shaken' results. As a Command tank it may also spot for an artillery strike.

Options:
Any Leman Russ may upgrade to one of the following, exchanging its battle cannon for the weaponry shown:
- Exterminator ..... free
- Conqueror ..... free
- Annihilator ..... free
- Vanquisher ..... + 5 pts
- Eradicator ..... +10 pts
- Demolisher ..... +15 pts
- Punisher ..... +30 pts
- Executioner ..... +40 pts

Any Leman Russ may exchange its heavy bolter for:
- Heavy flamer ..... free
- Lascannon ..... +15 pts

Any Leman Russ may take a pair of sponsons armed with:
- Heavy bolters ..... +20 pts
- Heavy flamers ..... +20 pts
- Multi-meltas ..... +30 pts
- Plasma cannons ..... +40 pts

Any Leman Russ may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile ..... +10 pts
- Dozerblade ..... +10 pts
- Extra armour ..... +15 pts
- Camo-netting ..... +20 pts

INFANTRY COMPANY COMMAND SQUAD ..... 115 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Comp Commander	5	4	3	3	3	3	3	9	5+
Vet Guardsman	4	4	3	3	1	3	1	8	5+
Hvy Wpns Team	4	4	3	3	2	3	2	8	5+

Unit Composition:
- 1 Company Commander
- 4 Veteran Guardsmen mounted in a Centaur

Unit Type:
- Infantry

Wargear:
- Flak armour
- Lasgun (Company Commander has a laspistol instead)
- Close combat weapon
- Frag grenades
- Company Commander has a refractor field

Special Rules:
- Senior Officer (Company Commander only)
- Iron Discipline
- Die Hards
- Command Unit

Dedicated Transport:
- The squad always has a Centaur as a dedicated transport vehicle. The points are included above. Any options for the Centaur cost additional points.

Options:
The Company Commander may exchange his laspistol and/or close combat weapon for:
- Bolt pistol ..... +2 pts
- Powersword ..... +10 pts
- Plasma pistol ..... +10 pts
- Power fist ..... +15 pts

Any Veteran Guardsman may replace his lasgun with a laspistol and close combat weapon for free.

One Veteran Guardsman may be upgraded to carry:
- Regimental Standard ..... +15 pts

One Veteran Guardsman may be upgraded to carry:
- Vox-caster ..... +5 pts

Replace two other Veteran Guardsmen with a Veteran Heavy Weapons team armed with one of the following:
- Heavy bolter ..... +10 pts
- Autocannon ..... +10 pts
- Twin-linked heavy stubbers ..... +15 pts

Up to one Veteran Guardsman that has not been upgraded with one of the options above may replace their lasgun with:
- Flamer ..... +5 pts
- Grenade launcher ..... +5 pts
- Melta gun ..... +10 pts
- Plasma gun ..... +15 pts

The entire squad may be given krak grenades .. +5 pts

Command Unit: As a Command unit, the squad can spot for an artillery strike.

COMMISSAR TANK ..... 160 pts

		Armour		
	BS	Front	Side	Rear
Leman Russ	4	14	13	10

Unit Composition:
- 1 Leman Russ

Unit Type:
- Vehicle (Tank)

Wargear (ALL):
- Heavy Bolter
- Searchlight
- Smoke Launchers

Special Rules:
- Lumbering Behemoth

Wargear:
- Leman Russ: Battle cannon
- Leman Russ Exterminator: Exterminator autocannons
- Leman Russ Conqueror: Conqueror cannon
- Leman Russ Annihilator: Twin-linked lascannons
- Leman Russ Vanquisher: Vanquisher battle cannon
- Leman Russ Eradicator: Eradicator nova cannon
- Leman Russ Demolisher: Demolisher cannon
- Leman Russ Punisher: Punisher Gatling cannon
- Leman Russ Executioner: Executioner plasma cannon

Options:

Any Leman Russ may upgrade to one of the following, exchanging its battle cannon for the weaponry shown:
- Exterminator ..... free
- Conqueror ..... free
- Annihilator ..... free
- Vanquisher ..... + 5 pts
- Eradicator ..... +10 pts
- Demolisher ..... +15 pts
- Punisher ..... +30 pts
- Executioner ..... +40 pts

Any Leman Russ may exchange its heavy bolter for:
- Heavy flamer ..... free
- Lascannon ..... +15 pts

Any Leman Russ may take a pair of sponsons armed with:
- Heavy bolters ..... +20 pts
- Heavy flamers ..... +20 pts
- Multi-meltas ..... +30 pts
- Plasma cannons ..... +40 pts

Any Leman Russ may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile ..... +10 pts
- Dozerblade ..... +10 pts
- Extra armour ..... +15 pts
- Camo-netting ..... +20 pts

ATLAS RECOVERY TANK ..... 85 pts

		Armour		
	BS	Front	Side	Rear
Atlas	3	14	13	10

Unit Composition:
- 1 Atlas

Unit Type:
- Vehicle (Tank)

Wargear (ALL):
- Heavy Bolter
- Searchlight
- Smoke Launchers

Special Rules:
- Recovery Tank

An Atlas may take any of the following:
- Pintle-mounted heavy stubber or storm bolter ...+10 pts
- Hunter-killer missile+10 pts
- Dozerblade .....+10 pts
- Extra armour .....+15 pts
- Camo-netting ....+20 pts

Recovery Tank

The Atlas can drag any destroyed or immobilised vehicle (friend or foe) that it starts the turn in contact with. Both vehicles may move up to D6" and must remain in contact with each other. Neither vehicle may shoot in the same turn that they are towing or being towed in. The Atlas can be used to move a completely destroyed vehicle out of the way if it is blocking movement, or move a vehicle that is immobilised in difficult terrain out of the terrain so it can move again.

Repair

If the Atlas starts the turn in contact with a damaged vehicle, in the Shooting phase the Atlas can attempt to repair it instead of shooting or towing. Roll a D6. If the result is a 6 then a weapon destroyed or Immobilised result (owning player's choice) is repaired. If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase.

DEATH KORPS OF KRIEG SPECIAL RULES

Hardened Fighters

Indoctrinated from birth in the martial traditions of the Korps, all Death Korps soldiers are experts with the bayonet, and Krieg commanders favour the bayonet charge in battle. All Death Korps guardsmen have +1WS (where appropriate this is already included in the stat lines given).

Iron Discipline

The Death Korps have no fear of death. They will gladly lay down their lives in the name of the Emperor. A Death Korps officer demands and expects nothing less from his men. Any unit that is falling back but has at least one model within 6" of a Krieg officer (of any rank) may attempt to regroup, even if it is reduced to less than half strength.

Die Hards

The Death Korps are so firmly indoctrinated into the Imperial faith that they will stand against any odds. Death Korps units do not count negative modifiers when testing Morale after an assault. They always use their standard Leadership value.

Orders

The Death Korps squads can use the Imperial Guard Orders rules as detailed in the Imperial Guard Codex.

ELITES

SQUADRON COMMAND TANK ..... 150 pts

		Armour		
	BS	Front	Side	Rear
Leman Russ	3	14	13	10

Unit Composition:
- 1 Leman Russ

Unit Type:
- Vehicle (Tank)

Wargear (ALL):
- Heavy Bolter
- Searchlight
- Smoke Launchers

Special Rules:
- Lumbering Behemoth

Wargear:
- Leman Russ: Battle cannon
- Leman Russ Exterminator: Exterminator autocannons
- Leman Russ Conqueror: Conqueror cannon
- Leman Russ Annihilator: Twin-linked lascannons
- Leman Russ Vanquisher: Vanquisher battle cannon
- Leman Russ Eradicator: Eradicator nova cannon
- Leman Russ Demolisher: Demolisher cannon
- Leman Russ Punisher: Punisher Gatling cannon
- Leman Russ Executioner: Executioner plasma cannon

Options:
Any Leman Russ may upgrade to one of the following, exchanging its battle cannon for the weaponry shown:
- Exterminator ..... free
- Conqueror ..... free
- Annihilator ..... free
- Vanquisher ..... + 5 pts
- Eradicator ..... +10 pts
- Demolisher ..... +15 pts
- Punisher ..... +30 pts
- Executioner ..... +40 pts

Any Leman Russ may exchange its heavy bolter for:
- Heavy flamer ..... free
- Lascannon ..... +15 pts

Any Leman Russ may take a pair of sponsons armed with:
- Heavy bolters ..... +20 pts
- Heavy flamers ..... +20 pts
- Multi-meltas ..... +30 pts
- Plasma cannons ..... +40 pts

Any Leman Russ may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile ..... +10 pts
- Dozerblade ..... +10 pts
- Extra armour ..... +15 pts
- Camo-netting ..... +20 pts

INFANTRY PLATOON COMMAND SQUAD ..... 45 pts + transport

	WS	BS	S	T	W	I	A	Ld	Sv
Platoon Cmdr	4	4	3	3	1	3	2	8	5+
Guardsman	4	3	3	3	1	3	1	7	5+
Hvy Wpns Team	4	3	3	3	2	3	2	7	5+

Unit Composition:
- 1 Platoon Commander
- 4 Guardsmen

Unit Type:
- Infantry

Wargear:
- Flak armour
- Lasgun (Platoon Commander has a laspistol instead)
- Close combat weapon
- Frag grenades

Special Rules:
- Junior Officer (Platoon Commander only)
- Iron Discipline
- Die Hards

Dedicated Transport:
- The squad must be transported in either a Centaur or a Gorgon.

Options:
The Platoon Commander may exchange his laspistol and/or close combat weapon for:
- Bolt pistol ..... +2 pts
- Powersword ..... +10 pts
- Plasma pistol ..... +10 pts

The Platoon commander may have melta bombs +5 pts.
Any Guardsman may replace his lasgun with a laspistol for free.

One Guardsman may be upgraded to carry:
- Platoon Standard ..... +15 pts

One Guardsman may be upgraded to carry:
- Voxcaster ..... +5 pts

Replace two other Guardsmen with a Heavy Weapons team armed with one of the following:
- Mortar ..... +5 pts
- Heavy bolter ..... +10 pts
- Autocannon ..... +10 pts
- Twin-linked heavy stubbers ..... +15 pts
- Lascannon ..... +20 pts

Up to one Guardsman that has not been upgraded with one of the options above may replace their lasgun with:
- Flamer ..... +5 pts
- Grenade launcher ..... +5 pts
- Melta gun ..... +10 pts
- Plasma gun ..... +15 pts

The entire squad may be given krak grenades ..... +5 pts

GRENADIER SQUAD ..... 95 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Watchmaster	4	4	3	3	1	3	2	8	4+
Grenadier	4	4	3	3	1	3	1	7	4+
Hvy Wpns Team	4	4	3	3	2	3	2	7	4+

Unit Composition:
- 1 Watchmaster
- 4 Grenadiers

Unit Type:
- Infantry

Wargear:
- Carapace Armour
- Hotshot lasgun
- (Watchmaster has a hotshot laspistol)
- Frag grenades
- Krak grenades
- Close combat weapon

Special Rules:
- Iron Discipline
- Die Hards

Dedicated Transport:
- If the squad numbers 5 models, it may take a Centaur as a dedicated transport vehicle.

Options:

May have up to 5 additional Grenadiers . . . +16 pts per model

The Watchmaster may exchange his hotshot laspistol for:
- Bolt pistol . . . . . free
- Plasma pistol . . . . . +10 pts

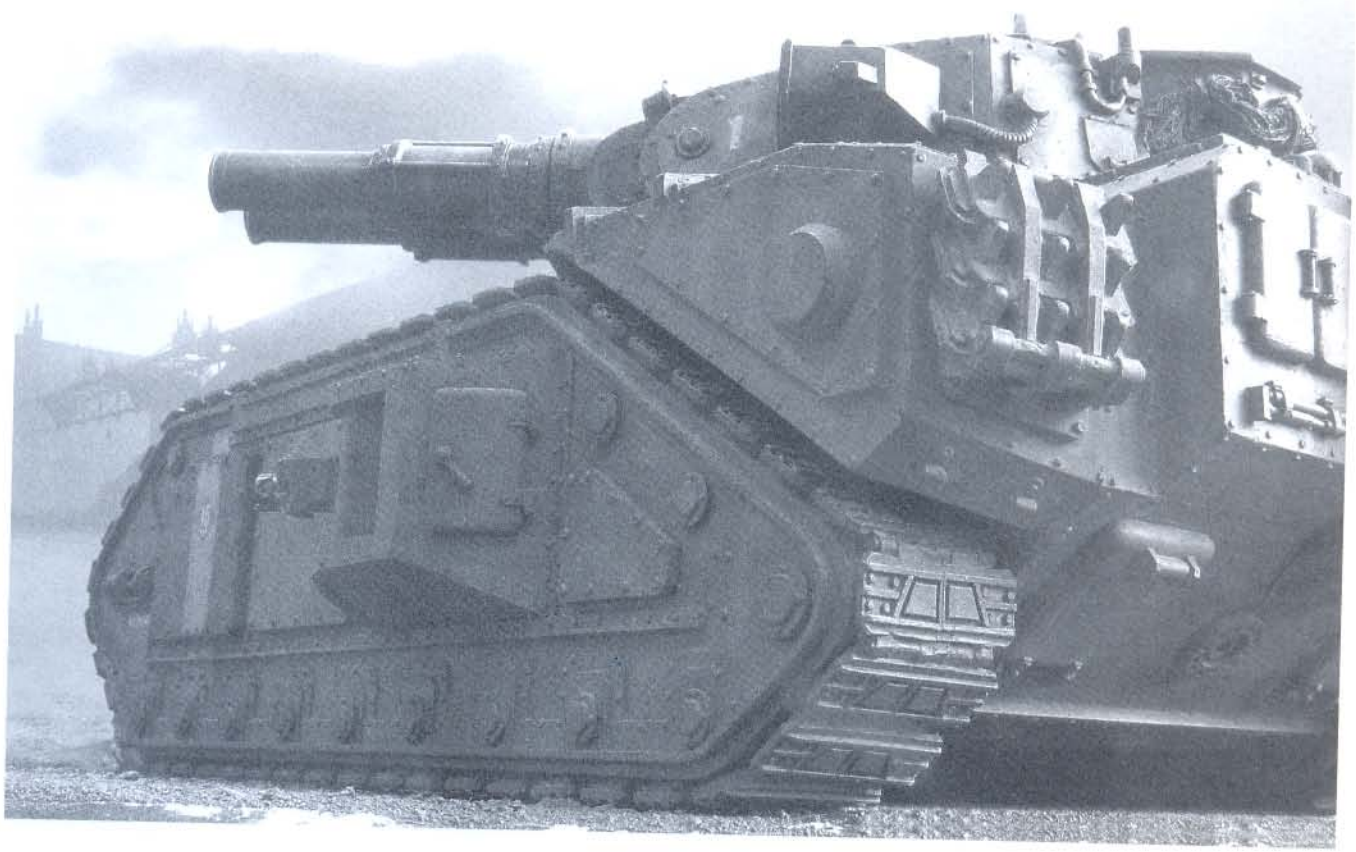
The Watchmaster may exchange his close combat weapon for:
- Powersword . . . . . +10 pts

One Grenadier may carry a:
- Vox caster . . . . . +5 pts

Up to two Grenadiers may replace their hotshot lasguns with:
- Flamer . . . . . +5 pts
- Grenade Launcher . . . . . +5 pts
- Melta gun . . . . . +10 pts

If the squad numbers 10 models then two Grenadiers may form a Heavy Weapons team equipped with:
- Heavy Flamer . . . . . +15 pts
- Heavy Stubber . . . . . +10 pts

One Grenadier that has not been upgraded with one of the options above may carry a:
- Demolition charge . . . . . +10 pts



DEDICATED TRANSPORTS

Certain units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organisation chart selections, but otherwise function as separate units. See the Vehicles section of the *Warhammer 40,000 rulebook* for details of how transport vehicles operate.

CENTAUR ..... 45 pts

		Armour		
	BS	Front	Side	Rear
Centaur	3	11	10	10

Unit Composition:
- 1 Centaur

Unit Type:
- Vehicle (Fast, Open-topped)

Wargear:
- Heavy Stubber
- Searchlight
- Smoke Launchers

Transport capacity:
- Five models
  One towed field artillery gun

Special Rules:
- Artillery Tractor
  Hull Weapons Mount

Options:
Any Centaur may take any of the following:

Hunter-killer missile	+10 pts
Dozerblade	+10 pts
Extra armour*	+15 pts
Camo-netting	+20 pts

Hull Weapons Mount
A Centaur may mount a single special or heavy weapon in its hull. This must be one of the weapons carried by the squad being transported, and is crewed by a squad member. The weapon is fired as for a normal fast vehicle.

Artillery Tractor
When used to tow an artillery piece the Centaur is no longer a fast vehicle. It moves as a normal vehicle when towing a gun.

***Extra Armour**
The Grenadier version of the Centaur always has extra armour. It counts a 'crew stunned' result as a 'crew shaken' result instead. Grenadiers must always buy the extra armour, making the Centaur worth 60 pts.

GORGON HEAVY ASSAULT TRANSPORT ..... 430 pts

		Armour		
	BS	Front	Side	Rear
Gorgon	3	14	14	10

Unit Composition:
- 1 Gorgon

Structure Points:
- 3

Unit Type:
- Super heavy tank (Open-topped)

Wargear:
- Two Twin-linked Heavy Stubber
- Gorgon Mortars
- Searchlight
- Smoke Launchers

Transport capacity:
- 50 model.
  It may transport up to 2 Cyclops (each counts as 5 models).

Special Rules:
- Heavy Armoured Prow
  Amphibious

Options:
A Gorgon may replace its Gorgon Mortars with sponsons with:
- 4 Heavy Bolters ..... +60 pts
- 4 Heavy Flamers ..... +60 pts
- 4 Heavy Stubbers ..... +40 pts

A Gorgon may take any of the following:
- Hunter-killer missile ..... +10 pts
- Extra armour ..... +15 pts

Heavy Armoured Prow
The Gorgon's prow is so heavy and thick that if it suffers a Glancing or Penetrating hit from the front, it may ignore the damage result on a dice roll of 4+. The Gorgon's armoured prow also means that it always counts as having the dozer blade vehicle upgrade.

Gorgon Mortar

Range	Str	AP	Special
48"	4	6	Heavy 4, Blast, one shot*

*Once fired, the Gorgon mortar cannot be fired again.

TROOPS

TANK SQUADRON ..... 150 pts per model

		Armour		
	BS	Front	Side	Rear
Leman Russ	3	14	13	10

Unit Composition:
- 1-3 Leman Russ

Unit Type:
- Vehicle (Tank)

Wargear (ALL):
- Heavy Bolter
- Searchlight
- Smoke Launchers

Special Rules:
- Lumbering Behemoth

Wargear:
- Leman Russ: Battle cannon
- Leman Russ Exterminator: Exterminator autocannons
- Leman Russ Conqueror: Conqueror cannon
- Leman Russ Annihilator: Twin-linked lascannons
- Leman Russ Vanquisher: Vanquisher battle cannon
- Leman Russ Eradicator: Eradicator nova cannon
- Leman Russ Demolisher: Demolisher cannon
- Leman Russ Punisher: Punisher Gatling cannon
- Leman Russ Executioner: Executioner plasma cannon

Options:

Any Leman Russ may upgrade to one of the following, exchanging its battle cannon for the weaponry shown:
- Exterminator ..... free
- Conqueror ..... free
- Annihilator ..... free
- Vanquisher ..... + 5 pts
- Eradicator ..... +10 pts
- Demolisher ..... +15 pts
- Punisher ..... +30 pts
- Executioner ..... +40 pts

Any Leman Russ may exchange its heavy bolter for:
- Heavy flamer ..... free
- Lascannon ..... +15 pts

Any Leman Russ may take a pair of sponsons armed with:
- Heavy bolters ..... +20 pts
- Heavy flamers ..... +20 pts
- Multi-meltas ..... +30 pts
- Plasma cannons ..... +40 pts

Any Leman Russ may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile ..... +10 pts
- Dozerblade ..... +10 pts
- Extra armour ..... +15 pts

The entire squadron may take:
- Camo-netting ..... +20 pts per model

DEATH KORPS INFANTRY SQUAD .....

You may include up to five infantry squads as a single Troops choice.

	WS	BS	S	T	W	I	A	Ld	Sv
Watchmaster	4	3	3	3	1	3	2	8	5+
Guardsman	4	3	3	3	1	3	1	7	5+

Unit Composition:
- 1 Watchmaster
- 9 Guardsmen

Unit Type:
- Infantry

Wargear:
- Flak armour
- Lasgun
- Close combat weapon
- Frag grenades

Special Rules:
- Iron Discipline
- Die Hards

Options:

The Watchmaster may exchange his lasgun for:
- Bolt pistol..... +2 pts
- Plasma pistol..... +10 pts

The Watchmaster may exchange his close combat weapon for:
- Powersword..... +10 pts

The Watchmaster may take:
- melta bombs ..... +5 pts

One Guardsman may have a:
- vox-caster ..... +5 pts

One Guardsmen may replace his lasgun with:
- Flamer ..... +5 pts
- Grenade Launcher ..... +5 pts
- Melta gun ..... +10 pts
- Plasma gun ..... +15 pts

The entire squad may have krak grenades .... +10 pts

FAST ATTACK

HELLHOUND ..... 130 pts

	Armour		
	BS	Front	Side	Rear
Hellhound	3	12	12	10

Unit Composition:
- 1 Hellhound

Unit Type:
- Vehicle (Tank)

Wargear:
- Inferno cannon
- Heavy bolter

Options:
May take any of the following:
- camo-netting ..... +20 pts
- extra armour ..... +15 pts
- hunter-killer missile ..... +10 pts
- dozerblade ..... +10 pts
- searchlight ..... +1 pt
- smoke launchers ..... +5 pts
- pintle mounted storm bolter or heavy stubber .. +10 pts

DEATH RIDER SQUADRON ..... 90 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Ridemaster	4	3	3	3	1	3	2	8	5+/6+
Death Rider	4	3	3	3	1	3	1	7	5+/6+

Unit Composition:
- 1 Ridemaster
- 4 Death Riders

Unit Type:
- Cavalry

Wargear:
- Flak armour
- Laspistol
- Close combat weapon
- Hunting lance
- Frag and krak grenades

Special Rules:
- Iron Discipline
- Die Hards
- Death Rider Mounts

Options:
May have up to five additional Death Riders:
..... +16 pts per model

The Ridemaster may exchange his laspistol for:
- Bolt pistol ..... +2 pts
- Plasma pistol ..... +10 pts

The Ridemaster may exchange his close combat weapon for:
- Powersword ..... +10 pts

The Ridemaster may take:
- melta bombs ..... +5 pts

Death Rider Mounts
Death Rider Mounts are genetically enhanced to survive the worst battlefields in the galaxy, this gives them a 6+ invulnerable save. They may also re-roll Difficult Terrain tests, but must accept the second roll, even if it is worse than the first.

CYCLOPS REMOTE CONTROL DEMOLITION VEHICLE ..... 25 pts

	Armour		
	BS	Front	Side	Rear
Cyclops	-	10	10	10

Unit Composition:
- 1-3 Cyclops each with 1 Operator

Unit Type:
- Vehicle

Wargear:
- Demolition Charge
- Lasgun (operator only)

Options:
- None

Special Rules

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

Demo-charge: The Cyclops carries a demolition charge that detonates when the vehicle reaches its target. In the Imperial Guard Shooting phase, place the template centred on the Cyclops. Do not roll for scatter. Anything under the template is hit as normal. The Cyclops is destroyed in the explosion, remove it from play. Do not halve the demo-charge's strength, it always attacks at full strength.

Operator: The operator is a single Death Korps Guardsman. He guides the Cyclops to its target by remote control. The Cyclops cannot function more than 48" away from the operator. If they become separated, the Cyclops simply stops and can do nothing until the operator is back within 48". If the operator is killed, the Cyclops can do nothing (including detonate).

Damage: The Cyclops is destroyed by a glancing or penetrating hit. When rolling for armour penetration, if a weapon scores a 6 and this results in a penetrating hit against the Cyclops, the demolition charge explodes. Place the template centred on the Cyclops as if detonating as normal. Note that a roll of 6 that causes a glancing hit will cause the Cyclops to explode.

HEAVY SUPPORT

DESTROYER TANK HUNTER ..... 160 pts

	Armour			
	BS	Front	Side	Rear
Destroyer	3	14	13	10

Unit Composition:
- 1 Destroyer

Unit Type:
- Vehicle (Tank)

Wargear:
- Destroyer Laser Cannon
- Searchlight
- Smoke Launchers

Special Rules:
- None

Options:
Any Destroyer may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile .....+10 pts
- Dozerblade .....+10 pts
- Extra armour .....+15 pts
- Camo-netting .....+20 pts

Special Rule: Destroyer Laser Cannon

Range	Str	AP	Special
72"	10	1	Heavy1*

*The Destroyer's laser cannon rolls 2D6 and the owning player chooses the highest for armour penetration.

THUNDERER SIEGE TANK ..... 140 pts

	Armour			
	BS	Front	Side	Rear
Thunderer	3	14	13	10

Unit Composition:
- 1 Thunderer

Unit Type:
- Vehicle (Tank)

Wargear:
- Demolisher Cannon
- Searchlight
- Smoke Launchers

Special Rules:
- None

Options:
Any Thunderer may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile .....+10 pts
- Dozerblade .....+10 pts
- Extra armour .....+15 pts
- Camo-netting .....+20 pts

ORDNANCE BATTERY

Griffon ..... 75 pts
Basilisk ..... 125 pts
Medusa ..... 135 pts
Colossus ..... 140 pts

	Armour			
	BS	Front	Side	Rear
Basilisk	3	12	11	10
Medusa	3	12	10	10
Colossus	3	12	10	10
Griffon	3	12	10	10

Unit Composition:
- 1-3 Basilisks, Medusas, Griffons or Colossus

Unit Type:
- Vehicle (Tank, Open-topped)

Wargear (ALL):
- Heavy Bolter
- Searchlight
- Smoke Launchers

Wargear:
Basilisk
- Earthshaker cannon

Medusa
- Medusa siege cannon

Colossus
- Colossus cannon

Griffon
- Heavy Mortar

Special Rules:
- Accurate Bombardment (Griffon only)

Options:
Any model may replace its heavy bolter with:
- Heavy flamer .....free

Any model may take any of the following:
- Enclosed crew compartment .....+15 pts
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile .....+10 pts
- Dozerblade .....+10 pts
- Extra armour .....+15 pts

The entire battery may take:
- Camo-netting .....+20 pts per model

ARTILLERY STRIKE ..... as below

	Pts	Str	AP	Type
Bombard Strike	80	8	3	Ordnance1/ 7" Blast
Earthshaker Strike	70	9	2	Ordnance1/ 5" Blast
Medusa Strike	65	9	3	Ordnance1/ 5" Blast
Heavy Mortar Strike	50	6	4	Ordnance1/ 5" Blast
Thudd Gun Strike	50	5	5	Heavy4/ 3" Blast
Mortar Battery Strike	40	4	6	Heavy3/ 3" Blast

Using an Artillery Strike:

Only a Company Command tank or Infantry Company Command squad has the authority to call down an artillery strike. If neither is present then a strike cannot be used. It is called down in the Shooting phase. First roll to see if it is available. Roll on the Reserves tables. If the artillery strike is available continue as below. You must roll for availability each turn.

If available the artillery strike's blast marker can be placed anywhere in line of sight of the Company Command tank or infantry Company Command squad. Roll for scatter. If an arrow is rolled then the template deviates 2D6", this is not modified by BS. If a 'Hit' is rolled then it deviates D6" in the direction indicated by the arrow on the 'Hit' symbol.

Using an artillery strike does not count as firing a weapon and can be used in addition to other weapons firing, movement, etc.

HYDRA ANTI-AIRCRAFT TANK ..... 75 pts

		Armour		
	BS	Front	Side	Rear
Hydra	3	12	10	10

Unit Composition:
1 Hydra

Unit Type:
Vehicle (Tank)

Wargear:
- Two twin-linked Hydra autocannon
- Heavy bolter
- Searchlight
- Smoke Launchers

Special Rules:
- Auto-targeting system
- AA mount

Options:

Any Hydra may replace its heavy bolter with:
- Heavy flamer ..... free

Any Hydra may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile ..... +10 pts
- Dozerblade ..... +10 pts
- Extra armour ..... +15 pts
- Camo-netting ..... +20 pts

SUPER HEAVY DETACHMENTS

- 1-3 Malcadors (any variant)
- 1-3 Gorgons
- 1-3 Baneblades, Shadowswords, Stormblades or Stormswords
- 1-3 Macharius
- 1-3 Minotaurs
- 1-3 Marauder Bombers, Marauder Destroyers
- 1-3 Warhound Titans
- 1-3 Reaver Titans

BOMBARD BATTERY ..... 145 pts per model

		Armour		
	BS	Front	Side	Rear
Bombard	3	12	10	10

Unit Composition:
- 1-3 Bombards

Unit Type:
- Vehicle (Tank, Open-topped)

Wargear:
- Bombard Heavy Siege Mortar
- Searchlight
- Smoke Launchers

Special Rules:
- Slow
- Slow Rate of Fire
- Dedicated Ammunition Vehicle

Dedicated Ammunition Vehicle: Any Imperial Guard force that contains a Bombard may also include a Trojan and trailer for free. This is the Bombard's ammunition vehicle. The Trojan is part of the Heavy Support choice with its Bombard. The Trojan is still worth Victory points should it be destroyed.

Options:
Any Bombard may take any of the following:
- Enclosed crew compartment .....+15 pts
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile .....+10 pts
- Dozerblade .....+10 pts
- Extra armour .....+15 pts

The entire battery may take:
- Camo-netting .....+20 pts per model

Slow: The Bombard can only move slowly. It is limited to a maximum move of 6" per turn. It cannot move and fire in the same turn, it must remain stationary to fire.

Slow Rate of Fire: The Bombard takes a long time to reload its huge shells. It may only fire every other turn, so after firing it must miss a turn whilst it reloads. It cannot move and reload at the same time.

Bombard Heavy Siege Mortar

Range	Str	AP	Type
36"-240"	8	3	Ordnance1/ 7" blast

IMPERIAL NAVY AIR SUPPORT

Thunderbolt ..... 180 pts
Lightning ..... 145 pts

		Armour		
	BS	Front	Side	Rear
Thunderbolt	3	10	10	10
Lightning	3	10	10	10

Unit Composition:
- 1 Aircraft

Unit Type:
- Vehicle (Flyer)

Wargear:
Thunderbolt
- Two twin-linked autocannons on AA mount
- Twin-linked lascannons

Lightning
- Long-barrelled autocannon on AA mount
- Twin-linked lascannons

Options:
Thunderbolt
The Thunderbolt may carry either:
- 4 Hellstrike missiles .....+40 pts
- 4 Bombs .....+40 pts

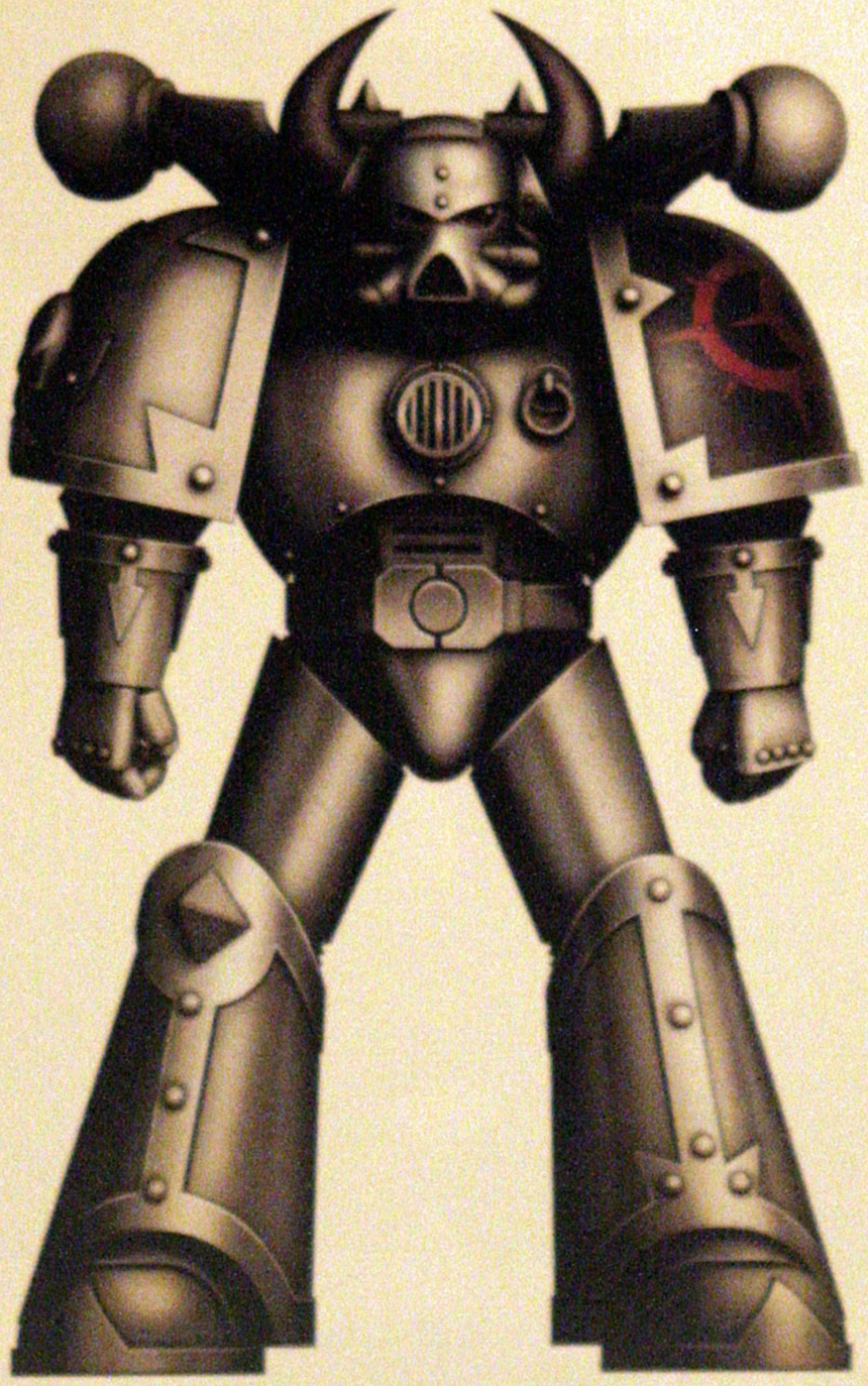
The Thunderbolt may take any of the following:
- Flare/chaff launcher .....+10 pts
- Armoured cockpit .....+20 pts
- Infra-red targeting .....+5 pts
- Illum flares .....+5 pts
- Distinctive paint scheme/decals .....+10 pts

Lightning
The Lightning may carry either:
- 4 Hellstrike missiles .....+40 pts
- 4 Bombs .....+40 pts

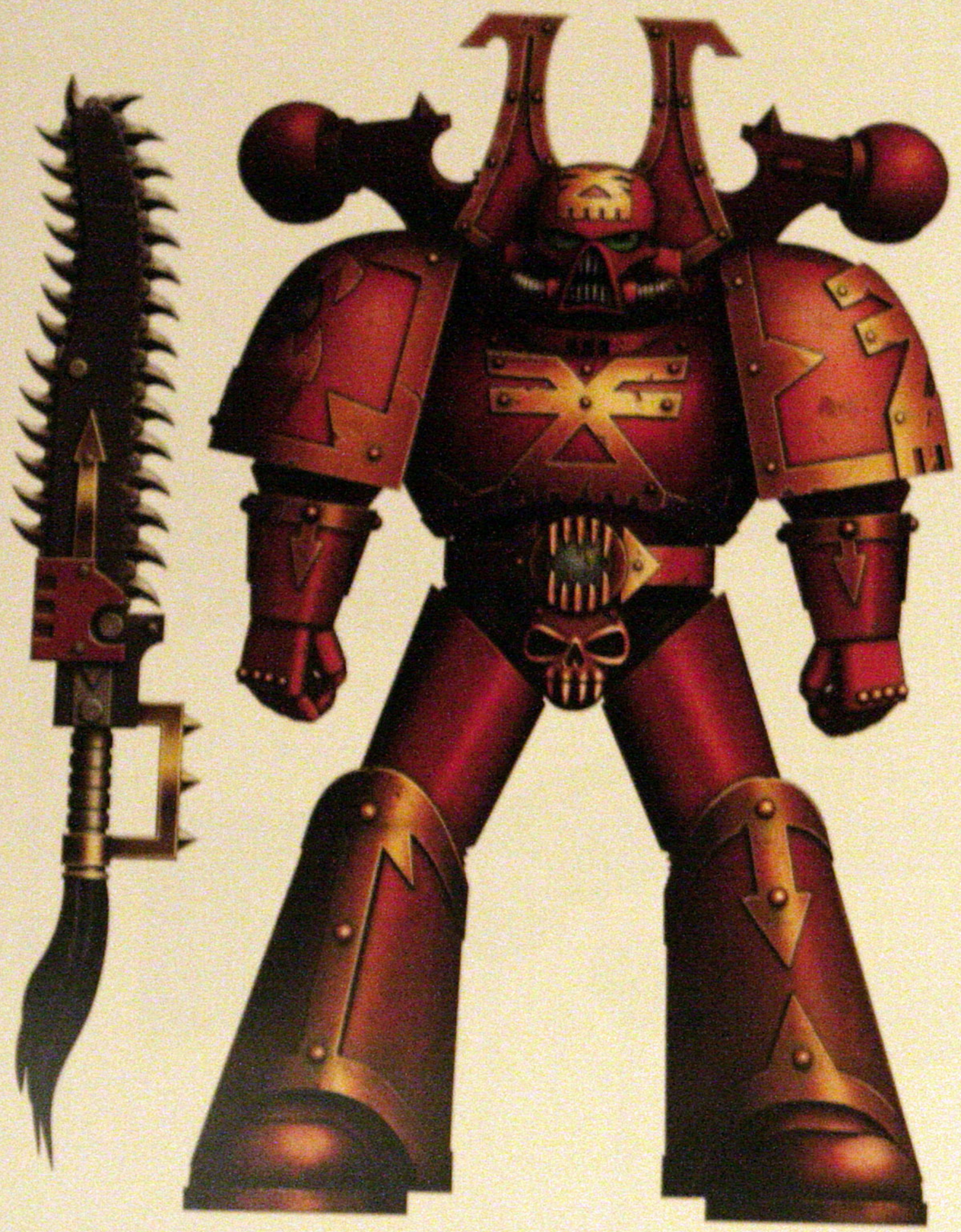
The Lightning may replace its long-barrelled autocannon with:
- 2 Hellstrike missiles .....free

The Lightning may take any of the following:
- Flare/chaff launcher .....+10 pts
- Armoured cockpit .....+20 pts
- Infra-red targeting .....+5 pts
- Illum flares .....+5 pts
- Distinctive paint scheme/decals .....+10 pts

FORCES OF CHAOS



Steel Brethren
May have inherited Iron Warriors' experience in siege warfare.
Warband's cruiser identified as the *Ferrum Invictus*.



Berserkers of Skallathrax
Large World Eaters sub-faction.
Multiple encounters across Segmentum Obscuras.
Possible connection to Kharn the Betrayer.

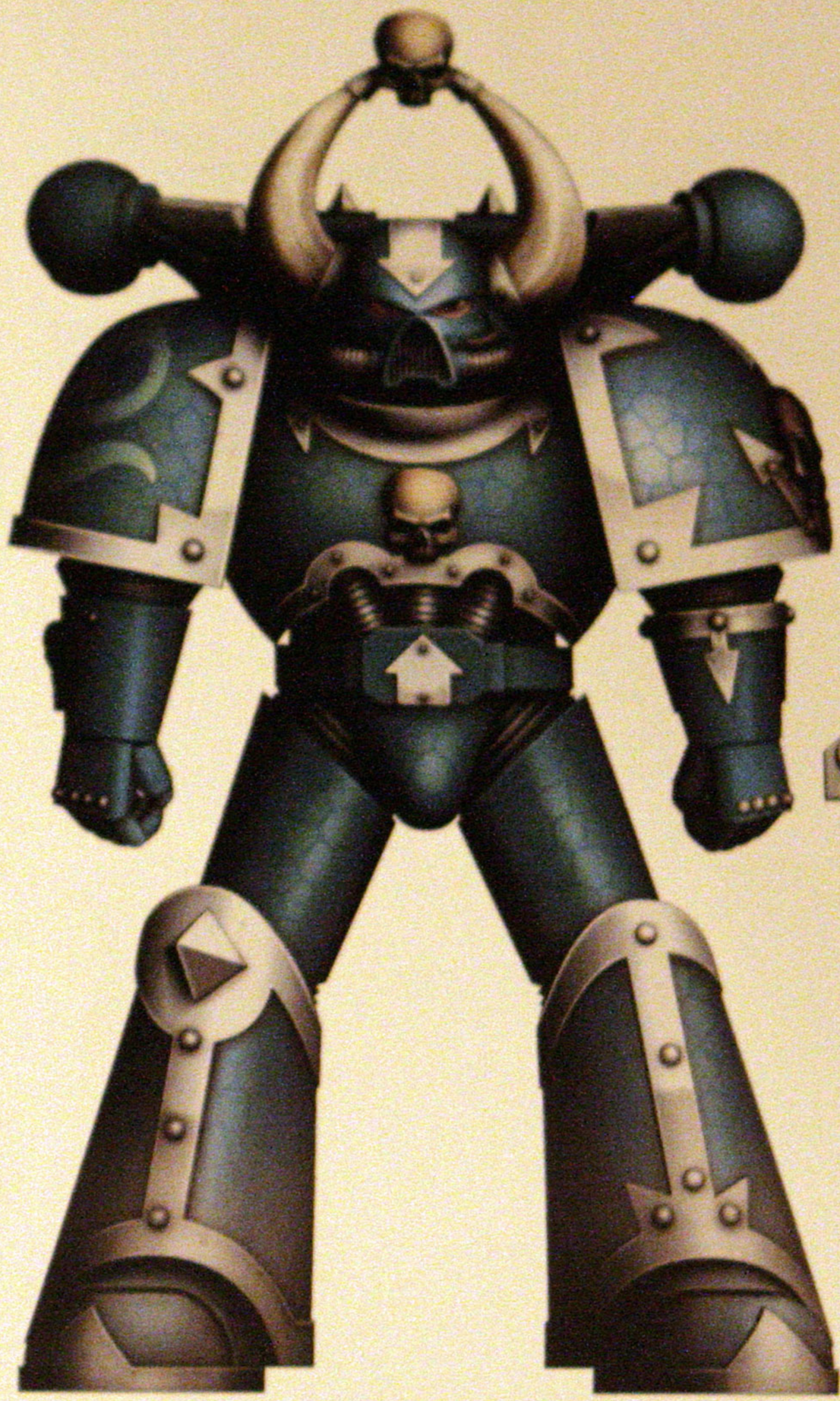


The Sanctified
Advanced knowledge of daemonancy.
Thought to have ties to Word Bearers Legion.
Responsible for the opening of Vraks' warp-portal.



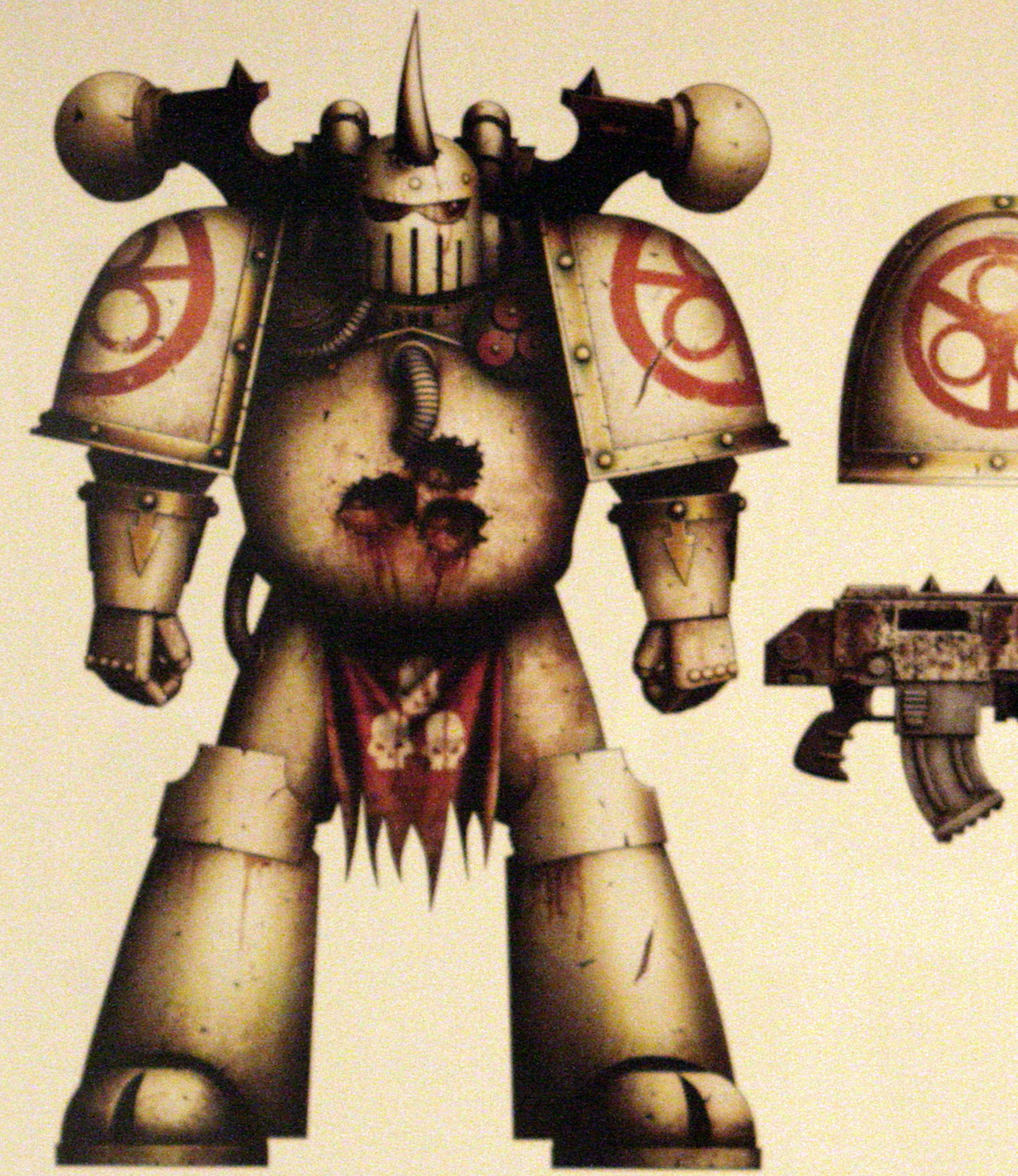
Adharon's Reavers
Small renegade corsair group under former Sons of Guilleman Captain Adharon (see Kynbaex Mutiny). No other information available.





The Faithless
Large Alpha Legion warband based upon the battleship *Anarchy's Heart*. Formerly led by Arkos the Faithless, the warband is now believed to have been destroyed. Arkos is a prisoner of the Dark Angels.

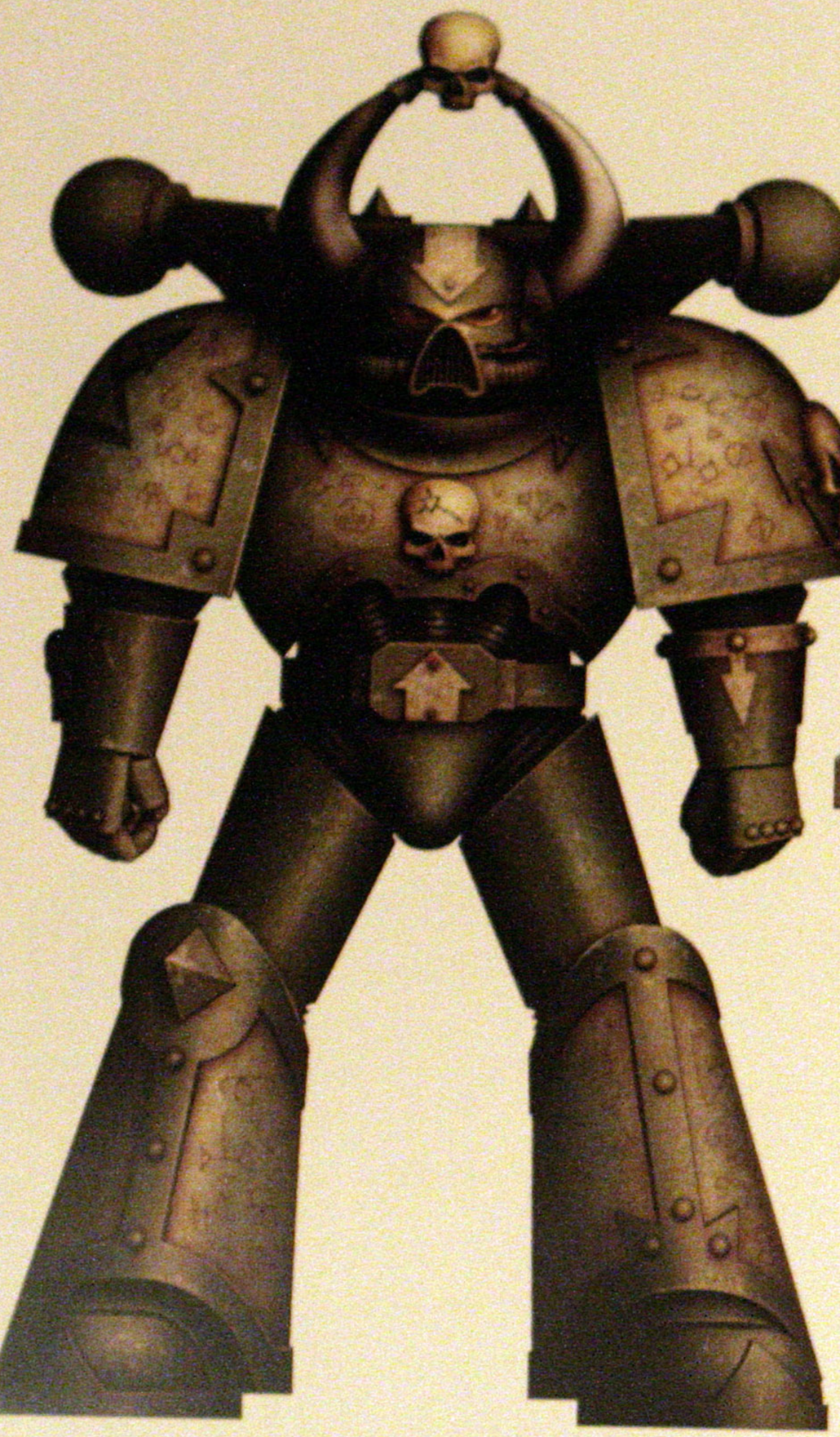




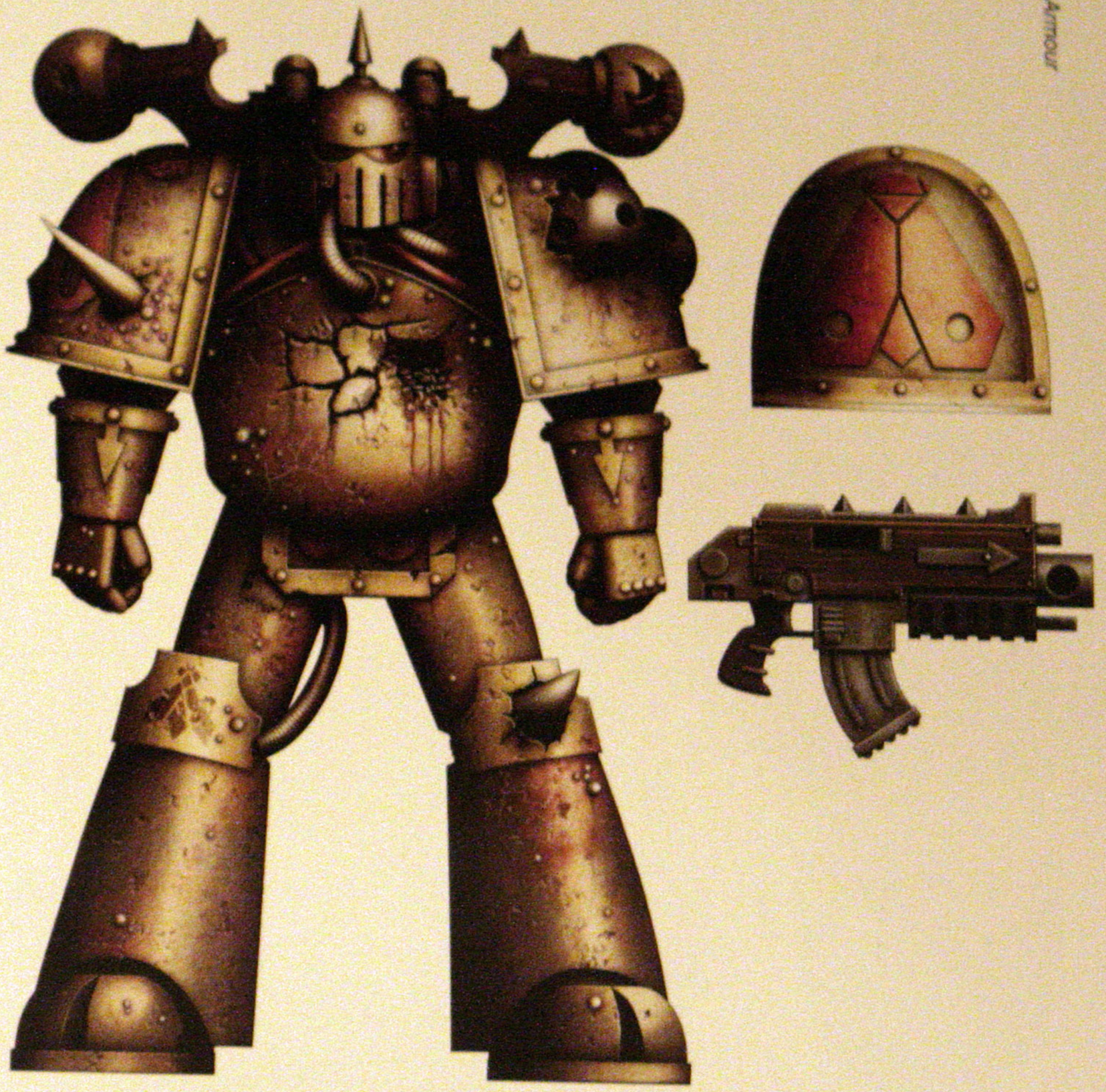
Lords of Decay
Large Deathguard sub-faction. Multiple encounters with the warband over past millenium. Have formerly been led by the Primarch Mortarion.



The Purge
Nurgle worshippers. Infamous for genocidal campaigns and indiscriminate use of chemical weapons. Post-Vraks campaign location unknown.



The Tainted
Large Deathguard sub-faction. Now connected with the daemon-prince Mamon.



Apostles of Contagion
Led by Necrosius, the self-proclaimed 'Hand of Nurgle'. Thought to be responsible for plague zombie infestations across Vraks. Heavy losses inflicted upon the warband during the Vraks war.

NECROSIUS

THE HAND OF NURGLE

MASTER OF THE APOSTLES OF CONTAGION

The bitter and twisted sorcerer known as Necrosius is an ancient foe of the Imperium. A sworn servant of Nurgle, the Chaos god of pestilence, despair and decay, Necrosius is the master of the plague god devoted warband known as the Apostles of Contagion and a powerful sorcerer whose dark arts can awaken the dead to a nightmarish half-life.

Once an Apothecary in the Death Guard Legion whose true name has long been purged from all records. When the Legion's fleet was becalmed in the Warp and invaded by the corruption of Nurgle, the man who would become Necrosius and his fellows turned their every art and skill against the plagues sweeping their ranks but it was to no avail. The decay and disease that ravaged the Death Guard was a thing of Chaos, no mortal science or cure could hope to counter and the whole legion had been betrayed to its damnation in suffering at Nurgle's hands. Necrosius would not stop trying however, and even as his fellow Astartes died around him, succumbing each in turn to despair and the macabre blessings of Nurgle's touch, he struggled on against all hope, obsessed with finding the answer, even though the halls of the strike cruiser on which he was stationed began to unnaturally twist and corrode around him, and in the shadows daemons capered and mocked his efforts. Though his dead comrades staggered back into unholy life and his own body had become a bloated and rotted husk, he continued past reason and past the bounds of sanity. It was only when he heard the voice of his new father in corruption chortling and whispering to him in the murmerous wings of carrion flies and the sibilant gurgling of rotted, decaying organs, that Necrosius embraced the full nightmare truth of what he and his fellows had been damned to become, and embraced the service of his vile god.

A true convert to Nurgle's cause, Necrosius cast aside his past learning and cherished role as a healer of his battle brothers and gave himself, blighted soul and rotted body to the lore of death and the pursuit of Daemoniac sorcery, excelling as a master of the dark arts. With the zealous conviction of a true convert, Necrosius quickly gathered a following among his fellows with this baleful oratory and vision of granting the gift of eternal 'life' through death to all mankind, and these first disciples among the corrupted Death Guard would become the first Apostles of Contagion. His bitter heart would allow him to bend the knee to no master save Father Nurgle, even his former lord Mortarian he obeyed only grudgingly and long has he harboured a resentment of Typhus, whose betrayal sent the Death Guard to its final damnation. It is a resentment that has festered into a hateful rivalry and open conflict down the years between his faction and that of the former Death Guard Captain and now Host of the Destroyer Hive.

Soon Necrosius' Apostles parted company from their fellows and went their own way, spreading disease and walking death wherever they went, heedless to whom they brought their blighted 'gifts' be they servant of the Emperor or follower of the Ruinous Powers. As a result he and his Apostles have made many enemies and participated in great atrocities down the long centuries since the days of the Heresy, from the horrors of the Dorisca Genocides to the blighting of the Eldar Maiden world of Cth'rawl. During these many years the power of Necrosius and his Apostles of Contagion has waxed and waned many times, and indeed sources both Imperial and within the forces of Chaos have believed him destroyed on numerous occasions, whether at the blades of Imperial Assassins or in the flames of Ahriman's sorcerous fires, but always he has returned, earning him the sobriquet "the Undying" among his devotees.

When Necrosius arrived on Vraks as part of the Chaos counter-assault, his presence was at first unsuspected and unlooked for by ally and foe alike, for once again his enemies had believed him dead, and he and the fruits of his occult arts had not been seen for more than a century. His 'new' Apostles of Contagion are a relatively small but powerful warband, among them are numbered rotting and corpulent Plague Marines, Nurgle devoted renegades of uncertain origin and many dark acolytes, apostate preachers and lesser sorcerers, each apprentice to Necrosius's own necromantic craft. Although he would accept no master, least of all the heretic Cardinal Xaphan nor indeed the mighty Lord Zhuphor who soon garnered the allegiance of the bulk of the Chaos Marines on Vraks, Necrosius and his followers soon busied themselves with their own nightmarish work. Like the viral infections they embraced to corrupt their own bodies, the Apostles of Contagion passed among the ranks of the renegades of Vraks like rotting spectres, spreading their poisoned words and infecting the degenerate and the despairing with their bleak and unholy creed. Meanwhile Necrosius and his sorcerers travelled the long fought-over battlefields of Vraks, conducting rites of the darkest sorcery over the killing grounds, mass graves and the unburied dead, preparing the way for the horror to come.

As the slaughter began again in earnest, from the relentless hammering of the artillery and the thunder of the Titan's stride, to the carnage of the Khornate Beserker's onslaught and the poisoned fumes that accompanied the Purge's assaults, the corpses of the fallen began to stir in Vraks' blood-soaked earth. Nurgle's dance of the dead had come to Vraks and Necrosius was calling the tune.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Necrosius	160	5	5	4	5	3	5	3	10	3+

Wargear: Bolt pistol with plague bolts, Force Weapon, Frag grenades, Krak grenades, Blight grenades

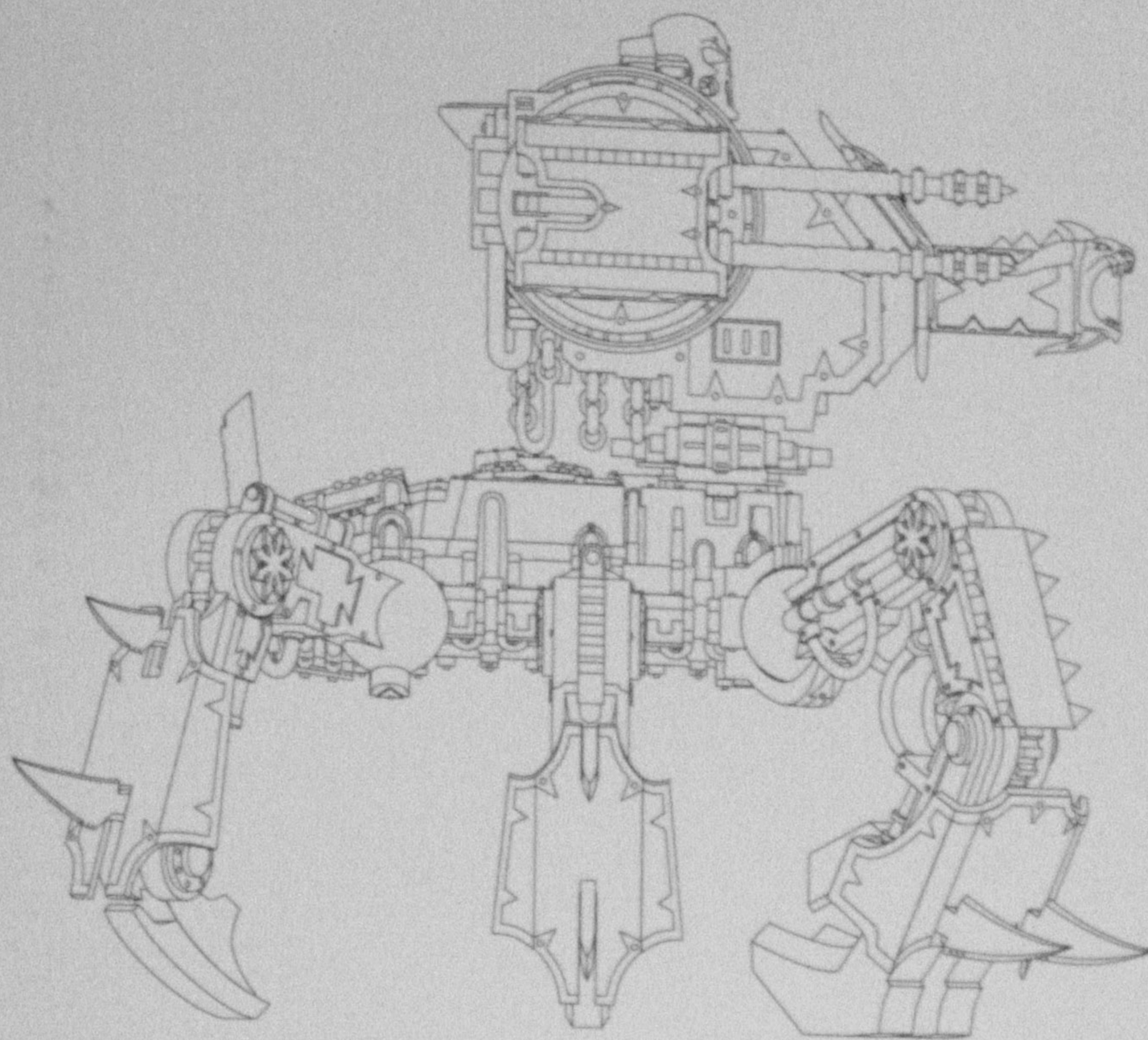
Psychic Powers: Nurgle's Rot, Gift of Chaos

SPECIAL RULES

Independent Character, Fearless, Feel No Pain, Mark of Nurgle (already included above), Master of the Dead

Master of the Dead
Necrosius is a powerful sorcerer who has learned many terrible secrets from the suppurating lips of Papa Nurgle's daemon-kin. Whilst Necrosius is present on the battlefield, all Plague Zombie units gain the Furious Charge special rule.

Plague Bolts
Attacks from Necrosius' bolt pistol count as poisoned and always wound on a 4+ unless the weapon's normal strength would make the result needed lower.



ADEPTUS MECHANICUS DEPARTMENTO MANUFACTORUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 8484-074-2766-RESTRICTED

Vehicle Name DEFILER

World of Origin UNKNOWN

Known Patterns UNKNOWN

Crew NONE

Powerplant UNKNOWN

Weight UNKNOWN

Length 6.6 M APPROX

Width 6.4 M APPROX

Height 6.9 M APPROX

Ground Clearance 1.3 M APPROX

Max Speed - On Road 42 KPH APPROX

Max Speed - Off Road 40 KPH APPROX

Main Armament BATTLE CANNON

Secondary Armament TWIN-LINKED AUTOCANNONS

Traverse 360°

Elevation -22° TO +72°

Main Ammunition UNKNOWN

Secondary Ammunition UNKNOWN

Armour

Turret 60MM

Superstructure N/A

Hull 55MM

Gun Mantlet 50MM

Date 4768344.M40

signature

Magos Fabricator

BRASS SCORPION OF KHORNE



A massive, multi-legged war machine that dwarfs its counterpart, the Defiler, the Brass Scorpion is a Daemon Engine whose wider existence was believed to be apocryphal until the latest Black Crusades of the Arch-Traitor Abaddon the Despoiler saw them encountered in increasing numbers. Frighteningly agile and fast for its size, particularly over broken terrain, the Brass Scorpion excels at attacking fortified positions and scouring infantry from their defences amid the tangled morass of a ruined cityscape or other such treacherous ground. Despite its size and construction, it acts with an unnatural fluidity of movement and a predator's instinct for the kill that reveals its true nature as a beast born of hell. Few other machines, even among those found in the arsenals of Chaos, can match the seemingly frenzied delight with which this half-daemon beast of metal lusts for the kill.

The Scorpion is heavily armed, mounting a potent demolisher cannon to smash through fortifications, and a rapid-firing tail 'sting' cannon elevated above it providing an excellent 360° arc of fire, all the better to slaughter entire squads of infantry and light vehicles in a single sweep. As befitting an engine devoted to the Blood God Khorne, it is at close range that the Brass Scorpion is at its most destructive, easily capable of ripping apart tanks and defence lines with its massive claws and incinerating whole swathes of foes with gouts of infernal fire and molten brass from its Hellmaw cannon.

Like other Daemon Engines, the Brass Scorpion is almost impossible to stop; its brass and iron construction transmuted by daemonic energies and the bloody rites of the Skull Lord into an unholy substance not of the mortal realm, and proof against all but the most powerful shot and shell. Furthermore, the graven runes of the Blood God used in the construction of this baleful war machine and the savage Warp entities bound within grant it an unusually high resistance to psychic powers directed against it; a reflection perhaps of the hatred that Khorne and his followers display to those who would use such arts.

That the Brass Scorpion was the diabolic invention of the so-called Dark Magos (much like the Defiler or the Hell Talon), is believed likely by the Ordo Malleus. Renegade and Warp-tainted former members of the Adeptus Mechanicus who sided with Horus during the Great Betrayal and fled with the other defeated traitors to the Eye of Terror, it is believed that the Dark Magos apply their insane genius for the highest bidder to forge heretical weapons and war engines of unparalleled savagery.

Since they first began to be encountered in substantial numbers during major Chaos assaults from the Eye of Terror, there seems now to have been several variants of the Brass Scorpion. Some machines display close similarities in construction to the Defiler, while others have more outlandish and distinct shapes and sizes. Brass Scorpions have been encountered varying from the size of a Leman Russ battle tank up to colossal monstrosities the size of small Titans. Variations in armament have also been noted.


Stalking gigantic metal Scorpions
a kind of daemonic machine
breathing noxious molten brass
flailing
tendrils
Scorpion
tail spits
hail of fire
Claws ripped
with spinning
blades or hacked
and sliced
The trapped souls
called out to us
Terrifying size
The faceless machines
varied in shape and size but
each spat burning
brass in great steaming
gouts
The most inhuman of movement
these clanking giants are terrifying
in speed and power
CLASSIFIED

GREAT BRASS SCORPION (SCORPIOS COLOSSI)..... POINTS: 550

				Armour				
	WS	BS	S	Front	Side	Rear	I	A
Brass Scorpion	3	3	10	14	13	10	3	6

UNIT: 1 Brass Scorpion

TYPE: Super-heavy Walker

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:
- One Scorpion cannon
- One Demolisher cannon
- Two Hellmaw cannons

WEAPON	RANGE	STR	AP	SPECIAL
Scorpion cannon	36"	6	3	Heavy 10, Primary Weapon
Demolisher cannon	24"	10	2	Ordnance1, 5" Blast
Hellmaw cannon	Template	6	3	Assault 1

SPECIAL RULES:

Frenzied Charge: The Brass Scorpion can cover all manner of terrain at great speed – it assaults 12" as if it were a beast.

Daemonic Possession: The Brass Scorpion ignores all Driver Stunned and Gun Crew Shaken damage results.

Runes of the Blood God: Any psyker that targets the Brass Scorpion with a psychic power automatically suffers a Perils of the Warp attack, regardless of whether or not they pass their Psychic test.

Doomsday Reactor: The Brass Scorpion receives a +2 modifier when rolling on the Catastrophic Damage table.





BLIGHT DRONES
THE BILECYSTS OF NURGLE

During the final, nightmarish stages of the Siege of Vraks, many dark and terrible engines of war were unleashed by the Chaos forces to contest this benighted world. Staggering in their diversity and blasphemous in their malignant design, many were old foes of the Ordo Malleus, while others had been considered nothing more than fearful rumours until they appeared on Vraks. A few had never been encountered before (or at least none had lived to tell the tale of meeting them), and of this latter category on Vraks amongst the most unique and horrific were the Blight Drones.

Seemingly a weird conglomeration of insect lavae, flying machine and daemonic entity, the Blight Drones quickly became a terror in the poison-choked skies above Vraks. The maddening, incessant droning buzz of their rotor disks echoing from the murky fog of war quickly became recognized as an omen of death by the Imperial Guard troops. Stories from the maimed and rotting survivors of Blight Drone attacks, quickly spread through the ranks. The fear of the negative effect on morale from these rumours was such that it became a serious concern for the commissars. Such rumours were judged to be a morale threat in-and-of themselves. By the end of the campaign those found to be repeating such stories faced arrest and transportation to penal units.

Unfortunately for the Imperial forces, the Blight Drones' macabre and deadly reputation was more than matched in dreadful fact by their effectiveness on the battlefield. Armed both with rapid-firing light cannon and a maw-like weapon capable of spewing jets of corrosive toxic bile strong enough to eat through metal and liquefy flesh in seconds, they proved deadly both to entrenched infantry and light vehicles, while troops caught in the open stood little chance against their swooping assaults. The Blight Drones' squat, bloated form also proved unusually resilient to weapons fire for a skimmer of their size, a factor attributed to their seemingly 'living' flesh and rusted armour plating, as well as the will of whatever dark intelligence guided them.

When first encountered, after action reports by scattered and often terribly maimed survivors led to misidentification of the Blight Drones either as conventional flying vehicles of some kind, or indeed huge Warp-mutated insects, but as the Inquisition's savants and intelligence staff pieced together the evidence, the truth that they were facing some new form of Daemon Engine became abundantly clear. The Blight Drones themselves were often encountered in clusters and swarms, acting much in the manner of carrion flies and ambush predators, drawn it appeared to ongoing bloodshed and concentrations of the dead on the battlefield as much as they were 'ordered' into combat by any directing force. Imperial psykers and Inquisition seers could readily detect the decaying spoor of the Daemons of Nurgle in their passing. Where ever they were encountered, the air grew thick with poisonous fumes and the soil of Vraks blistered and rotted beneath them as their corpulent flesh wept continually with dripping ichor.

Unconfirmed reports spoke of these Daemon Engines coming down to rest on piles of corpses seemingly to 'feed', liquefying the carcasses of the dead and the dying, and sucking up the decaying sludge, perhaps to fuel themselves or maintain their presence in the physical universe. But others claim that no evidence could be found of the Blight Drones landing or needing any form of mundane maintenance or base of operations.

Although the war on Vraks was the first confirmed encounter with the Daemon Engines codified as Blight Drones by the Imperium, and their origin remains unknown, it was not the last. Since the Vraksian conflict Blight Drones have been encountered in several battles, notably fighting alongside the renegades known as the Purge and several Death Guard splinter factions. Additionally, unconfirmed reports have placed these obscene weapons as part of the daemonic incursions in both the ongoing conflict in the Charadis Rifts war zone and during the Thirteenth Black Crusade.



The sound of the beasts
appeared first from the
poisonous mists
The Daemons
of Nurgle
Nurgle from the
land of the
the dead
CLASSIFIED
Pax Imperialis
Pax Imperialis
Secrum
Obscura
Dripping with Poison
many men became
ill in their Duke

BLIGHT DRONE OF NURGLE POINTS:125

	BS	Armour Front	Side	Rear
Blight Drone	2	12	11	10

Unit Composition:
- 1-3 Blight Drone

Unit Type:
- Vehicle (Fast, Skimmer)

Wargear:
- Mawcannon (vomit or phelgm)
- Reaper autocannon

Options:
- None

WEAPON	RANGE	STR	AP	SPECIAL
Mawcannon				
– Vomit	Template	6	4	Assault 1
– Phelgm	36"	8	3	Assault 1, 5" Blast
Reaper Autocannon	36"	7	4	Heavy 2, twin-linked

Special Rules:
- Daemonic
- Explosion of Puss

Explosion of Puss
When a Blight Drone is destroyed, it invariably detonates in a shower of bile and puss. Treat all Destroyed – Wrecked results on the Vehicle Damage table as Destroyed – Explodes results instead.

Fast Attack: *A squadron of Blight Drones is a Fast Attack choice for a Chaos Daemons army or a Chaos Space Marine army that includes at least one unit of Plague Marines.*



BLOOD SLAUGHTERER
KHORNE'S EXECUTIONERS

Hulking, blood-soaked engines of glittering red brass and black iron, the Blood Slaughterer of Khorne is a daemon possessed war machine created with the single purpose of wreaking carnage on the enemy, rending and killing in an indiscriminate fury as an act of worship to the Blood God. Such is the savage and near uncontrollable rage of the Warp spawned forces that empower them that the armoured chassis of a Blood Slaughterer must lay empty and dormant between battles, only to be possessed and brought to unholy life by gore-filled rituals on the eve of conflict. Only then can the burning runes and cold iron fetters that bind them be loosed and the Blood Slaughterers unleashed to slay and sow havoc in Khorne's name.

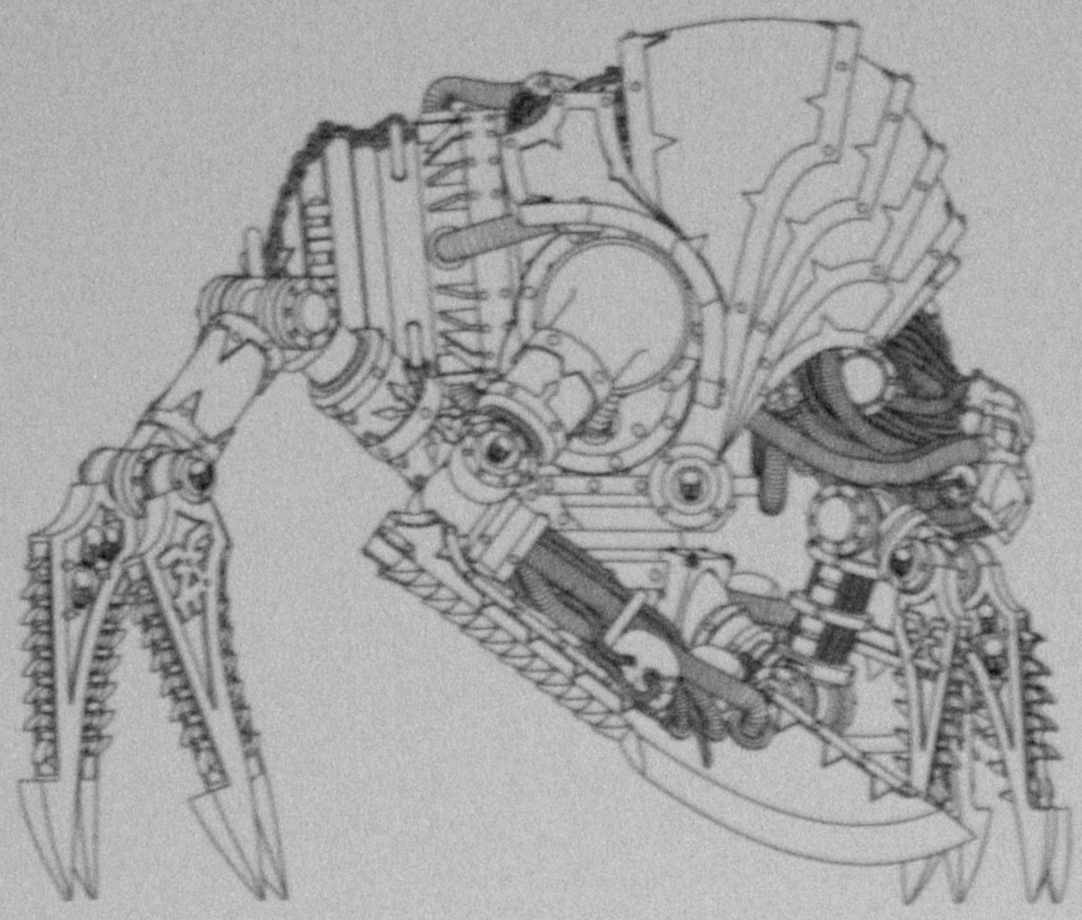
Although knowledge of them has long been suppressed and purged from most histories, save the sealed archives of the Grey Knights on Titan and the sacred canticles of the mighty chapters of the Adeptus Astartes, the 'slaughtering engines of Khorne' have longed ranked among the most terrible enemies the Imperium can face on the battlefield. The first true 'slaughterers' were encountered during the dark and terrible wars of the Great Heresy, thought to be a savage outgrowth of the more common Dreadnought walker technology employed widely by the Space Marine Legions. These first slaughterers were 'berserker Dreadnoughts' optimised for close combat assaults and as line breakers, modified from standard patterns to be larger and swifter than their more common counterparts, and employed in near suicidal charges into the heart of an enemy line. Their use by the World Eaters Legion is stated in some apocryphal sources in fact to pre-date the Heresy itself in some form, and such was the savage reputation of this Legion even before its fall that this is most likely true.

In the millennia that followed, war machines identified or reported under the designation 'Slaughterer', themselves showing a wide variety in size, configuration and power if not role, were encountered in scores of different war zones, most widely in connection with raiders from the Eye of Terror, as well as during the fall of the Sabbat worlds and as far afield as uprisings on the southern Galactic fringe. It was not however until the terrifying First War for Armageddon in 499.M41 that the slaughterer was seen again in great numbers. In this nightmarish conflict, that most ancient and dread enemy of Mankind, the Daemon-Primarch Angron led his forces in an attack on the vital world of Armageddon. For the first time since the Horus Heresy, the Slaughterer, now reincarnated in a dark fusion of technology and the touch of the Blood God Khorne, crashed in unstoppable waves against the beleaguered defenders, bellowing their horrific war cries. They ripped through anything, flesh or steel that opposed them, savage and berserk, drowning the streets of Armageddon's hive cities in a red tide of butchery.

Since this dark conflict, the slaughter Daemon Engine, appearing in several recognised variants, has been encountered once more in increasing numbers, particularly in the hands of the World Eaters and their fractious successors. On Vraks, the 'Blood Slaughterers' a scuttling multi-legged walker adorned with a profusion of barbs, ragged cutting edges and ripping chainblades, were perhaps the second-most numerous form of Daemon Engine in the Chaos forces after the Defiler, with scores unleashed on the battlefield as shock assault units.



Blood Slaughterer



ADEPTUS MECHANICUS DEPARTMENTO MANUFACTORUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 8484-074-2787-RESTRICTED

Vehicle Name BLOOD SLAUGHTERER

World of Origin UNKNOWN

Known Patterns UNKNOWN

Crew NONE

Powerplant UNKNOWN

Weight UNKNOWN

Length 5.4 M APPROX

Width 6.8 M APPROX

Height 4.4 M APPROX

Ground Clearance 1.1 M APPROX

Max Speed - On Road UNKNOWN

Max Speed - Off Road UNKNOWN

Main Armament 2 X CLOSE COMBAT WEAPONS

Secondary Armament NONE

Traverse 360°

Elevation -90° TO +90°

Main Ammunition NONE

Secondary Ammunition NONE

Armour

Turret N/A

Superstructure UNKNOWN

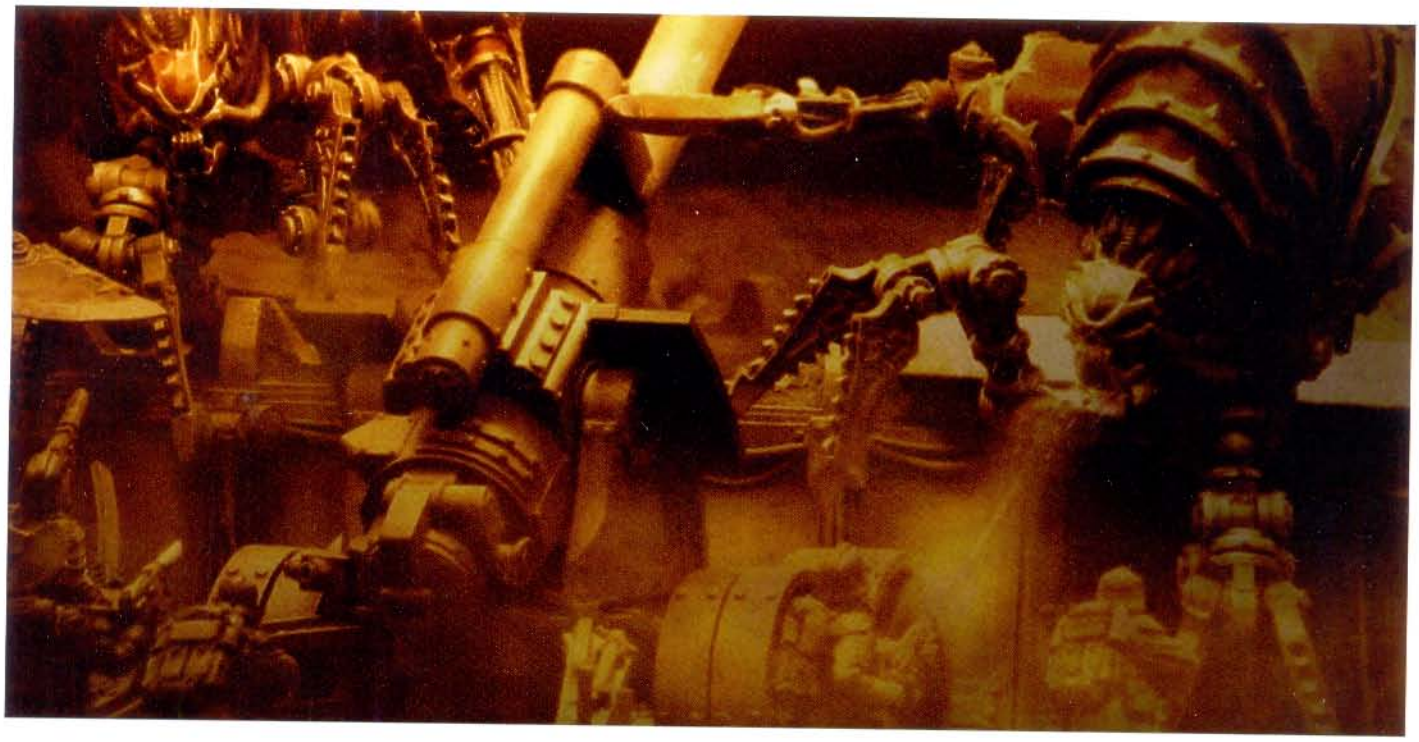
Hull UNKNOWN

Gun Mantlet N/A

Date 32-786.M41

Signature

Magos Fabricator



BLOOD SLAUGHTERER POINTS:130

				Armour				
	WS	BS	S	Front	Side	Rear	I	A
Slaughterer	5	1	6(10)	13	12	10	4	3(+D3)

Unit Composition:
- 1-3 Blood Slaughterer

Unit Type:
- Vehicle (Walker)

Special Rules:
- Fleet
- Daemonic
- Rage
- Rage of Khorne

Wargear:
- Two Dreadnought close combat weapons (extra attack already included)

Heavy Support: *A squadron of Blood Slaughterers is a Heavy Support choice for a Chaos Daemons army or a Chaos Space Marine army that includes at least one unit of Khorne Berserkers.*

Options:
- A Blood Slaughterer may replace one of its Dreadnought close combat weapons with an Impaler for +5 pts. If the Impaler is taken then the Blood Slaughterer loses 1 attack.

Impaler

Range	Str	AP	Type
12"	*	*	Assault 1

**The Impaler firers a barded harpoon attached to chains and is used to spear its victim then drag it into the Blood Slaughterer's reach. Roll to hit as normal. If a hit is scored then instead of rolling to wound or for armour penetration roll 2D6. Move the target this distance directly towards the Blood Slaughter. If the target reaches the Blood Slaughterer then the Blood Slaughterer counts as assaulting it.*

The Impaler can only be used against models of Dreadnought size or less.

Rage of Khorne
Consumed by their lust for battle, its rage builds until it is released in the first frenzy of close combat. A Blood Slaughterer gets +D3 extra atacks for charging instead of the normal +1.

GOREFEASTER
DAEMON BEAST OF KHORNE



Many horrors too foul to name spill from the Daemon worlds of the Eye of Terror. They are the abominations of Chaos, creatures taken by the dark gods and corrupted for the god's entertainment and possessed by spirits of ravenous daemons. Gorefeaster is one such creature, tormented and driven insane by its hideous form, its soul possessed by the base and bloody desires of the daemon within, Gorefeaster seeks only to kill.

Gorefeaster is a huge beast of muscle, sinew, fangs and claws with only one thought driving it – to charge headlong into the enemy, tearing and goring a bloody path across the battlefield. The beast's origins are unknown. If it was ever mortal (perhaps some fierce carnivorous creature from an undiscovered deathworld), then it has long forgotten its natural instincts.

The first recorded encounter with Gorefeaster was during the infamous Storms of Judgement along the Caradryad Warp fault. The entire Grey Knights Chapter responded as the dangerous Warp fault opened and three massive Warp storms suddenly lashed the Caradryad sector in Segmentum Tempestus. The populated planets of the sector were plunged into anarchy and revolt as millions were driven insane overnight. Ordo Malleus Inquisitor Ferrando Qui names the creature in his work the *Ars Practica Animum Daemonica*, and tells of his encounter and exorcism of the beast on his expedition to the Hel Quadrant.

There have been at least sixteen other recorded sightings or banishments of the Gorefeaster. Its latest appearance was upon Vraks, where it was summoned through the Vraks portal to join the Citadel's defence. Unleashed during the many sallies from the Citadel, it raced downhill to smash into the advancing Imperial Guard platoons, adding its toll to the carnage.

GOREFEASTER ..... POINTS: 160

	WS	BS	S	T	W	I	A	Ld	Sv
Gorefeaster	5	-	8	6	4	4	4	5	6+/5+

UNIT: 1 Gorefeaster

TYPE: Monsterous Creature

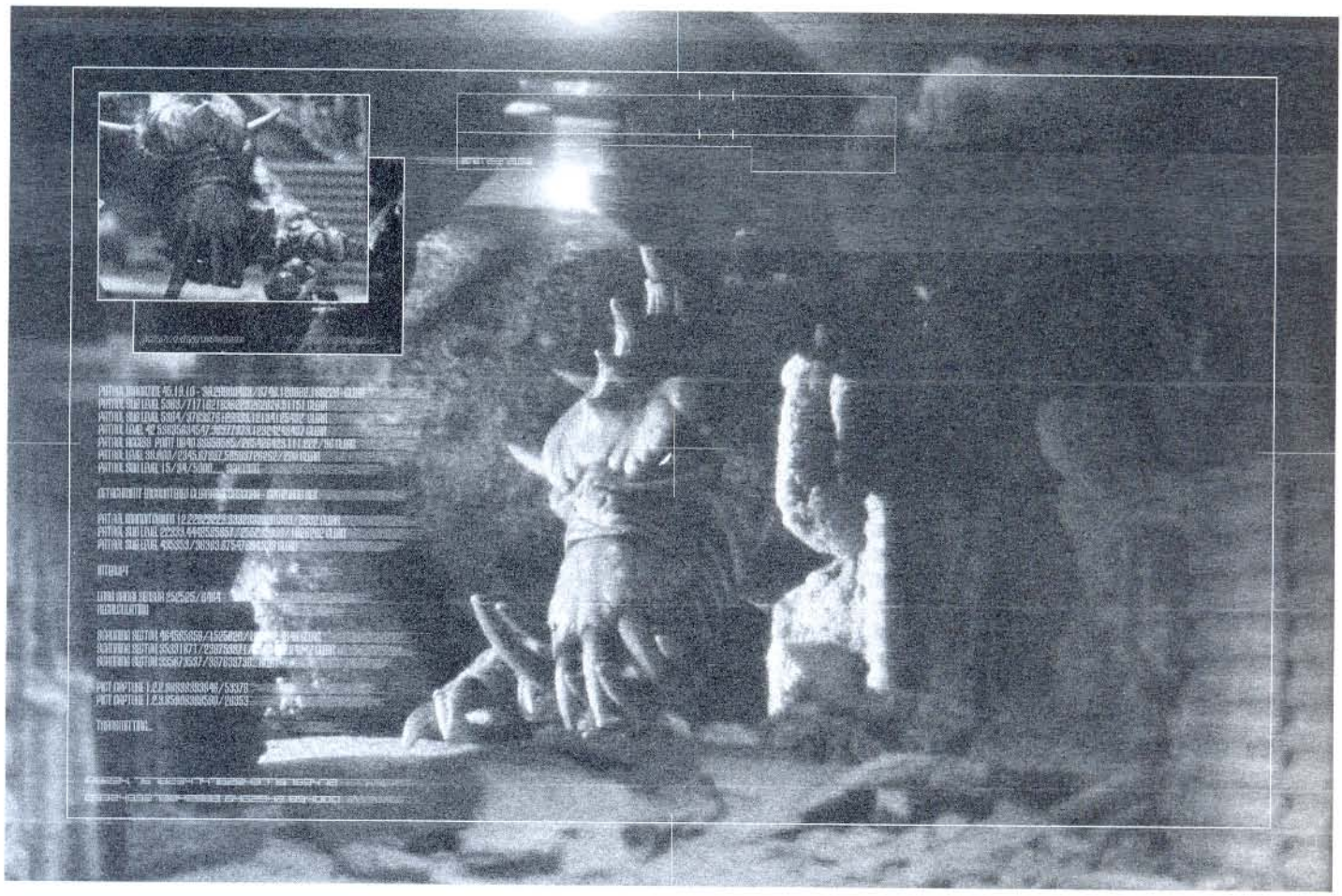
WEAPONS AND EQUIPMENT:
- Large fangs, claws and spines

SPECIAL RULES:
Daemonic, Fearless, Fleet:

Invulnerable Save: Gorefeaster has a 5+ Invulnerable Save.

Transport: Gorefeaster may not be transported inside a transport vehicle.

Heavy Support: Gorefeaster is a Heavy Support choice for a Chaos Daemons army.



JIBBERJAW
GIANT PLAGUESPAWN OF NURGLE



With the arrival of the reinforcing renegade factions on Vraks, the servants of Chaos brought with them numerous bizarre and dreadful war engines and the heinous taint of the Warp to the conflict. But neither Daemon nor machine encompassed the limits of the nightmarish weapons they employed. A terrifying case in point was the foul creature named 'Jibberjaw' by those Imperial forces who survived a confrontation with the beast.

Believed to have been brought to Vraks by the renegade Adeptus Astartes faction known as the Tainted, Jibbermaw was a gigantic Chaos Spawn, a creature so afflicted by the horrors of mutation as to be unrecognizable in origin and no longer subject to the bounds of physical laws or sanity. This foul creature, whose flesh constantly bubbled with necrotic wounds and fanged mouths which sagged open and sealed shut from moment to moment, and that ceaselessly gibbered and cackled with an almost human madness was the size of a tank, and proved able to rip apart the heaviest armour with its huge claws. Blessed by the Plague God, those near it often died without even touching the creature, succumbing either to sudden diseased contamination or driven to immediate despairing suicide by its continuous insane prattling.

The Tainted were mysterious in origin, and seemingly obsessed with both the worship of the Lord of Decay in his aspect as the Father of Despair and the occult corruption of flesh. They quickly became prominent for their engagement with the Vraksian renegades. It is believed to be the whisperings of their leaders that worked on the misery and horror of the war and converted so many of former Cardinal Xaphan's followers into forswearing themselves body and soul to Nurgle. The Tainted are believed to have brought a 'rotted circus' of befouled creatures to Vraks with them, of which the Jibberjaw became the most infamous, as well as the baleful means to create more twisted Chaos Spawn and other decaying mockeries of life. For this reason, those savants of the Ordo Malleus who have studied the closing stages of the Siege of Vraks also attribute the vile Plague Ogryns to their arts.

JIBBERJAW ..... POINTS: 150

	WS	BS	S	T	W	I	A	Ld	Sv
Jibberjaw	4	-	6	6	6	2	D6+2	10	-

UNIT: 1 Jibberjaw

TYPE: Monsterous Creature

WEAPONS AND EQUIPMENT:
- Teeth, claws, stingers, bad breath

SPECIAL RULES:
Mindless, Fearless, Feel No Pain, Slow and Purposeful: Poisoned Weapons (3+):

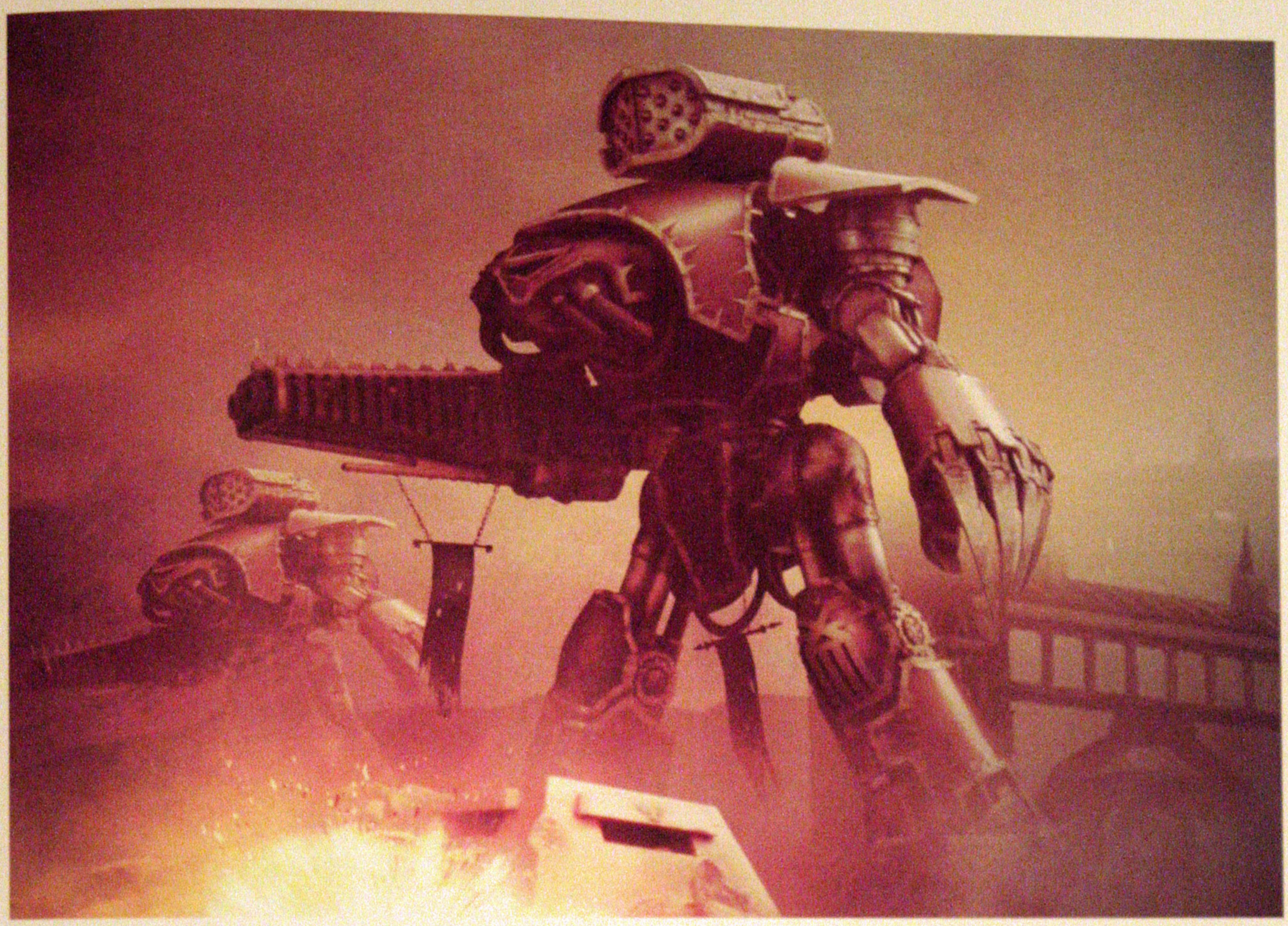
Transport: Jibberjaw may not be transported inside a transport vehicle.

Heavy Support: Jibberjaw is a Heavy Support choice for a Chaos Daemons army.



CHAOS REAVER TITAN

Siege of Vraks



Titans are colossal engines of war, bestriding the battlefields like wrathful gods. Defended by all but impregnable void shields, Titans, although varying in size and strength by their construction and role, all carry firepower of a terrifying magnitude, able to slaughter opposing ranks of infantry and armour with mocking ease and tear down cities in their fury.

The Reaver class is a medium battle Titan, its ancient design long prefiguring the birth of the Imperium. Well-protected and adaptable, both in attack and defence, the Reaver has long been part of the Titan legion – if no longer as common as the larger Warlord. A Reaver class Titan's standard armament is threefold, carrying a single carapace mounted weapon and two heavier arm mounts. This payload commonly includes laser blasters, Gatling blasters and 'apocalypse' multiple-missile launchers, although plasma blast guns, vortex missiles and Huge Titan close combat weapons such as siege hammers, and Titan chain fists are not unknown.

Within the forces of Chaos, Titans are almost all ancient and irreplaceable relics of the Horus Heresy; the remnants of those Traitor Titan legions such as the Legio Vulcanum, the Death Heads and the Legio Damnosus, the Lords of Ruin who sided with the Warmaster in those dark times. Although some, such as the Legio Lacrymea, the Harbingers of Grief, shamefully betrayed the Imperium as recently as the doomed First Margin Crusade into the northern Halo Stars in M.39. Few within the forces of the arch-enemy are more feared or reviled than the Traitor Titan legions, and the atrocities attributed to them are without number. They are the implacable foes of the loyal Titan legions, their battles against the traitors have now lasted ten thousand years.

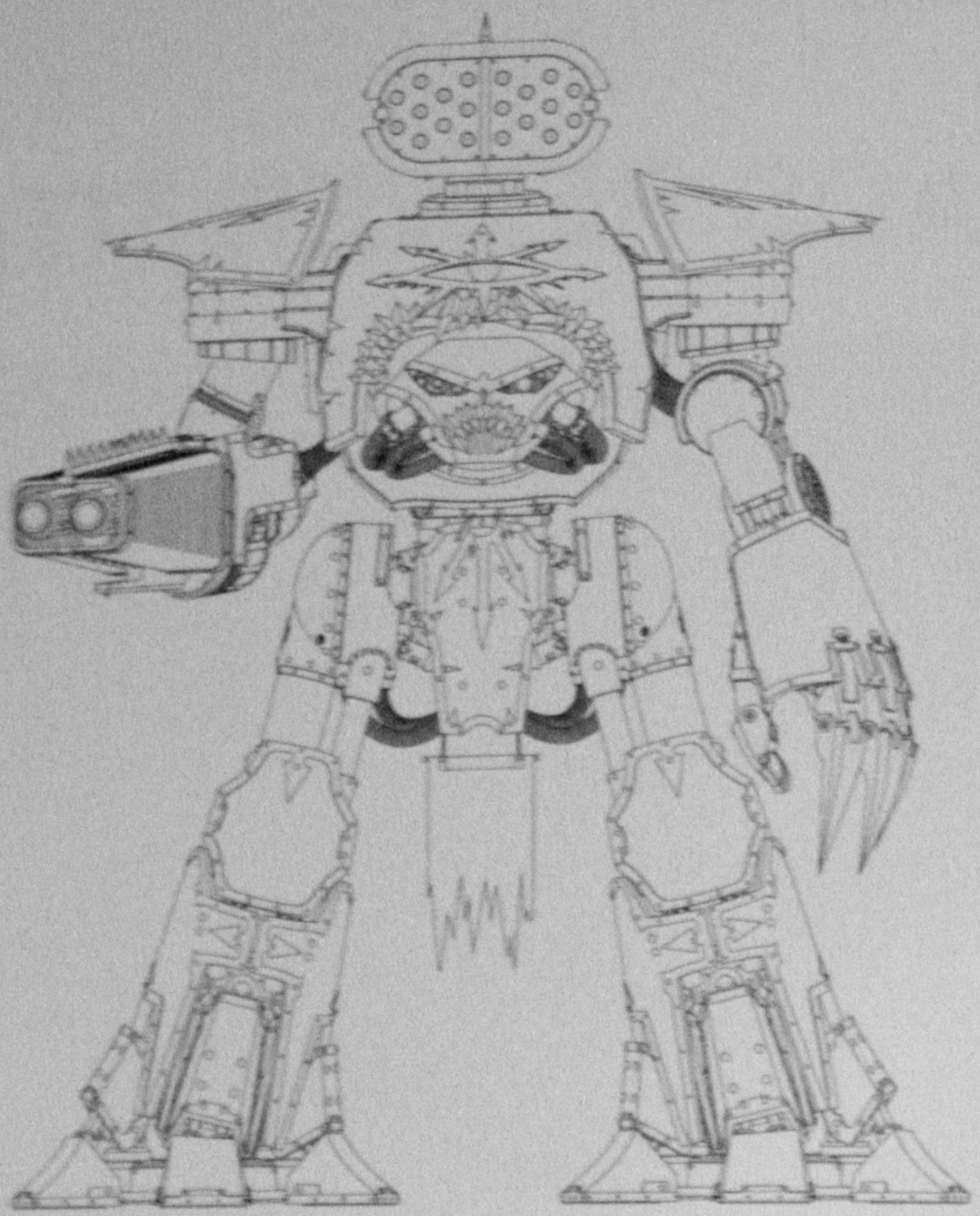
Within the Traitor Titan legions, most individual machines have seen millennia of service with the renegade forces and long since become utterly corrupted by the touch of the Warp. While others, some salvaged from the battlefield as the spoils of war to the eternal shame of their former masters and the outrage of the Cult of Mars, have been subjected to bloody rituals in order to consecrate them to the service of the Chaos gods. Regardless of their origin, Chaos Titans are now as much Daemon as they are machine. Their once living crews are fused with their engines, mutated into a single being dedicated to destruction and butchery on a scale incomprehensible to a mind bound by the constraints of human mortality.

Revered and tended to by the Warp-tainted masters of the Dark Mechanicus, it is perhaps fitting then that those lesser servants among the damned also view these towering behemoths as gods of fire and death in their own right, and many who follow the twisted standards of Chaos make obeisance to them, offering sacrifices of captives and even their own lives to slake these vast monsters' lust for blood.

On Vraks, a Legio Vulcanum battlegroup supported the renegades' cause. The exact numbers of enemy Titans was not identified, although post-battle reports claim 14 enemy Titans of Warhound and Reaver class were destroyed during the campaign. If so, then the Legio Vulcanum paid a heavy price for its involvement, and Legio Astorum can claim a famous victory over their ancient enemy.

Imperial Armour

Reaver – Heretic pattern



ADEPTUS MECHANICUS DEPARTMENTO MANUFACTORUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0596-4332-983-HP C66

Vehicle Name REAVER TITAN

World of Origin MARS (CORRUPTED)

Known Patterns UNKNOWN

Crew PILOT(S), 2 X MOURNATII, TECHPRIEST

Powerplant TIPO XXII PLASMA REACTOR

Weight 720 TONNES

Length 15.4 M

Width 18.2 M

Height 27.3 M

Ground Clearance 8.25 M

Max Speed - On Road 27 KPH (12.5 M STRIDE LENGTH)

Max Speed - Off Road 19 KPH

Main Armament MELTA CANNON
TITAN CLOSE COMBAT WEAPON

Secondary Armament APOCALYPSE MISSILE LAUNCHER

Traverse 100°

Elevation -33° TO +28°

Main Ammunition 50 SHOTS PER POWER PACK

Secondary Ammunition 40 MISSILES

Armour

Turret AA

Superstructure 120 MM

Hull 120 MM

Gun Mantlet AA

Date 648099.M39

Magos Fabricator

CHAOS REAVER TITAN .....POINTS: 1,450

			ARMOUR				
WS	BS	S	FRONT	SIDE	REAR	I	A
2	4	10	14	14	13	1	2

UNIT: 1 Chaos Reaver Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 6

VOID SHIELDS: 4

WEAPONS AND EQUIPMENT:
The Reaver must have three weapons from the following lists:

One carapace weapon from the following list:
- Double-barrelled turbo-laser
- Plasma blastgun
- Inferno gun
- Vulcan mega-bolter
- Apocalypse missile launcher
- Vortex support missile

Two arm weapons from the following list:
- Gatling blaster
- Melta cannon
- Volcano cannon
- Laser blaster
- Titan close combat weapon

SPECIAL RULES
- **Reactor Meltdown:** If the Reaver suffers an Apocalyptic Explosion result on the Catastrophic Damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit.
- **Towering Monstrosity:** Because of its immense size, it is difficult for the Reaver to engage targets that are too close. It suffers the following limitations:
  - The carapace mounted weapon on the Reaver has a minimum range of 18".
  - A Reaver Titan's close combat weapon can only be used against gargantuan creatures and super-heavy vehicles.

A Chaos Reaver is a War Machine detachment for a Chaos Space Marines and Renegades & Heretics army.

WEAPON	RANGE	STR	AP	SPECIAL
Apocalypse Missile Launcher [1]	G24-360"	7	3	Apocalypse barrage(5) Primary Weapon
Gatling Blaster	72"	8	3	Heavy 6, 5" blast, Primary Weapon
Laser Blaster	96"	D	2	Heavy 3, 5" blast Destroyer, Primary Weapon
Melta Cannon	72"	10	1	Ordnance 1, 10" blast Primary Weapon, Melta [2]
Volcano Cannon	180"	D	2	Ordnance 1, 7" blast Destroyer, Primary Weapon
Vortex Missile [3]	G48"-480"	n/a	n/a	Ordnance 1, 10"blast, One shot, Primary Weapon
Double-barrelled Turbo-laser Destructor	96"	D	2	Heavy 2, 5" Blast, Destroyer, Primary Weapon
Plasma Blastgun [4] (Rapid)	72"	8	2	Ordnance 2, 7" Blast Primary Weapon
(full)	96"	10	2	Ordnance 1, 10" Blast Primary Weapon
Inferno Cannon [5]	Hellstorm	7	3	Heavy 1, Primary Weapon
Vulcan Mega-Bolter	60"	6	3	Heavy 15, Primary Weapon

[1] The Apocalypse launcher fires like an Ordnance barrage but does not scatter and instead uses the Apocalyptic Barrage marker to determine the fall of its five shots.

[2] Roll 3D6+10 for armour penetration against targets under the hole in the centre of the marker, and 2D6+10 against other targets.

[3] The missile may be fired only once. After determining the final position of the marker, any models and removable terrain features touched by the blast are removed from the game (flyers are not affected). Don't even think about taking any save; the Vortex is not interested in Adamantine Mantles, Synapse and other special rules. Just remove them! Gargantuan creatures are not removed, but automatically lose D6 wounds (no saves of any kind allowed!). Super-heavy vehicles are not removed, but automatically lose D3 structure points.

[4] The Plasma blastgun can be fired in two modes with the profiles shown. Choose which mode to use each time you fire the weapon.

[5] To fire the Inferno Gun, place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Inferno Gun is then treated like any other template weapon. It is not affected by the carapace weapon's minimum range restriction.

AN'GGRATH THE UNBOUND

GUARDIAN OF THE THRONE OF SKULLS, LORD OF BLOODTHIRSTERS, THE DEATHBRINGER



Even amongst the Inquisitors of the Ordo Malleus and within the ranks of the Grey Knights there are names which are only ever whispered, names that invoke dread amongst even the Emperor's mightiest servants. One such name is An'ggrath the Unbound, the mightiest of Bloodthirsters yet summoned from the Warp, the most favoured of Khorne's servants. He is known by many titles – the Guardian of the Throne of Skulls, Lord of Bloodthirsters, the Deathbringer. Amongst the ranks of Khorne's daemon-followers An'ggrath is perhaps the greatest and most revered, created by his god to be the ultimate expression of Khorne's bloody creed. No-one can stand before him and hope to live.

In the pantheon of Khorne's servants, An'ggrath stands at the right hand of Khorne, next to his throne. The Bloodthirster's fiery gaze falls upon all those who enter, his axe ready to crush any that displease Khorne. An'ggrath has stood at Khorne's shoulder ever since the treachery of Skarbrand, when Tzeentch inspired Khorne's then favoured Bloodthirster to strike his own master. Exiled for the betrayal, Skarbrand was cast out from Khorne's realm, to be replaced by the even greater An'ggrath. The two Bloodthirsters are eternal foes, the new favoured son having replaced the old in their lord's affections. But Khorne has decreed that the two can never meet, their value as slaughterers is too great to be wasted upon each other.

In the past 10,000 years An'ggrath has been summoned forth from the Warp on only two occasions. Those who attempt to summon him must first have pleased Khorne with their devotion and slaughter. Few would ever be so bold as to attempt it. Those that do attempt to summon An'ggrath risk Khorne's terrible wrath. Both successful summonings have resulted in terrible destruction to the Imperium. Worlds have fallen beneath An'ggrath's cloven hooves before the Grey Knights were able to stop his rampage, and only then after terrible losses.

On Vraks it was Zhufor who initiated the plan to summon An'ggrath, such was his arrogance and ambition. Only a mighty warrior of Khorne would tempt their master's wrath but, with the aid of the daemonancers of the Sanctified, the long carnage of the Vraksian war did draw An'ggrath and his legions through the portal. It was only the intervention of Inquisitor Lord Rex, divinely inspired by the Emperor and wielding a sword forged to destroy such daemon-lords, that stopped An'ggrath before it was too late and he turned Vraks into his own slaughterhouse. The battle was a close run thing, with the fate of the planet hanging on the two champions in single combat.

An'ggrath's defeat was a bitter blow to Zhufor and his followers and soon after they abandoned Vraks for fresh battlefields.

DAEMON LORD – AN'GGRATH THE UNBOUND

POINTS: 888

UNIT: 1 Bloodthirster Lord

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT:
- Axe of Khorne.
- Lash of Khorne.
- Daemonic Armour.

WEAPON	RANGE	STR	AP	SPECIAL
Lash of Khorne	12"	7	3	Assault 2

WS	BS	S	T	W	I	A	LD	SV
10	3	10	8	8	5	7	10	2+/4+

SPECIAL RULES

HQ: An'ggrath is a HQ choice for a Chaos Daemons army of 2,000 pts or more. The army must include at least one unit of Bloodletters to include An'ggrath.

Fearsome: An'ggrath is terrifying to look upon and fills all his foes with an unnatural dread. If an enemy unit has to take a Morale check after losing a close combat, they must do so at -2 Leadership.

Daemonic Armour: An'ggrath is clad in daemonic brass armour, forged by Khorne himself. He receives a 2+ Armour Save as well as the 4+ Invulnerable Save and may choose which to use against any attack.

Living Icon: Such is the power of An'ggrath that he counts as an Icon of Khorne, so Lesser Daemons can be summoned adjacent to ihim.

Daemonic Flight: An'ggrath has wings. He may move as if he had a jump pack and because of his strength and power he does not have to take a test if he lands in difficult terrain.

The Mark of Khorne: An'ggrath bears the Mark of Khorne, giving him +1 attack (already included in his stat line) and the Blood Frenzy special rules.

Blood Frenzy: An'ggrath must charge if there is an enemy in range at the start of the Assault phase. An'ggrath may not join a unit. He always operates as an Independent Character.

Rage of Khorne: Consumed by a lust for battle, his rage builds until it is released in the first frenzy of close combat. An'ggrath gets +D3 extra attacks for charging instead of the normal +1.

Axe of Khorne: The Axe of Khorne contains the bound spirit of another Daemon, imbuing it with an insatiable bloodlust. Any to hit roll of 6 allows An'ggrath to make an additional attack. As long as he keeps rolling 6s, you can keep making additional attacks.



SCABEIATHRAX THE BLOATED

PAPA G'AAP, LORD OF THE BLIGHTED PIT, MAGGOTSPORE, THE WIND OF NURGLE



Amongst the most favoured of Nurgle's daemons is the ancient and terrible Great Unclean One named Scabeiathrax in the Ordo Malleus' *Grimiore of True Names*. He is a great bloated sack of contagion and disease, the size of a house. Down the millennia, Scabeiathrax has also been known as Papa G'aap, the Lord of the Blighted Pit and Maggotspore, whilst the Eldar call him the Wind of Nurgle. His home is the Blighted Pit, one of Nurgle's great spawning pits, hidden upon a plague planet deep within the Eye of Terror. From within the pit everything from fat flies to Plaguebearers are spawned and released to plague the universe.

From his home in the Warp, Scabeiathrax can only be summoned forth by Nurgle's most dedicated followers. He appears briefly to spread disease and decay amongst Nurgle's enemies before returning to wallow in the lovely filth of the Blighted Pit, where he sits and plays with his little Nurgling creations. Mercifully, Scabeiathrax has not been encountered since the Contagion of Virlath over 900 years ago, that is until the Vraks incursion.

When appearing in the corporeal universe Scabeiathrax is a horrible sight. Lumbering along, merrily whistling and humming to himself, surrounded by clouds of large black flies, with Nurglings clambering over his skin and scampering at his feet as they fight for a choice morsel of dead flesh or a juicy pus-filled boil.

Wherever Scabeiathrax treads vegetation turns black and rots away to slime, ferrocrete cracks and crumbles into dust and pools of toxic goo lie in the wake of his passing. He carries the Blade of Decay, a massive, crude rusting cleaver imbued with the power to rapidly age and decay all that it touches. Those hit by the Blade of Decay find their armour rusting away and their wounds instantly becoming infected, quickly rotting away the flesh.

On Vraks Scabeiathrax was summoned by the Traitor legions along with his many followers from the Blighted Pit, including Plaguebearers, swarms of Nurglings, Nurgle beasts and all manner of other foul Chaos Spawn and Daemon Engines. Once freed they scattered across the surface, seeking to spread their infection and turn Vraks into a new plague world for their god.

Scabeiathrax himself was stopped by the Grey Knights hero Brother Captain Stern, but only after he had reduced Ordo Malleus Inquisitor Vokes to a puddle of slime with the Blade of Decay. The loss of their Greater Daemon did not stop the Nurgle daemons from rampaging across Vraks, seemingly at random, causing havoc wherever they went.

DAEMON LORD – SCABEIATHRAX THE BLOATED

POINTS: 777

UNIT: 1 Great Unclean One Lord

TYPE: Gargantuan Creature

WEAPON:
- Blade of Decay.

WS	BS	S	T	W	I	A	LD	SV
9	3	8	9	10	3	5	10	-/4+

WEAPON	RANGE	STR	AP	SPECIAL
Toxic discharge	template	5	4	Assault 1

SPECIAL RULES:

HQ: Scabeiathrax is a HQ choice for a Chaos Daemons army of 2,000 pts or more. The army must include at least one unit of Plague Bearers to include Scabeiathrax.

Fearsome: The Great Unclean One is terrifying, disgusting and very stinky! If an enemy unit has to take a morale check after losing a close combat with him, they do so at -2 Leadership.

Living Icon: Such is the power of Scabeiathrax that he counts as an Icon of Nurgle, so Lesser Daemons can be summoned adjacent to him.

Nurgling Infestation: Scabeiathrax is infested with Nurglings, in fact they grow within him and burst through spores in his skin to feast upon his rotten flesh and oozing pus. Whilst in close combat the Nurglings will swarm over Scabeiathrax's enemies. He gains an extra D6+3 attacks at Strength 3 and Initiative 3 against enemies in close combat.

Blade of Decay: Forged in the Blighted Pit using Nurgle's most potent diseases, every wound caused by the Blade of Decay is doubled, so if the Great Unclean One causes 1 wound then this becomes 2, if he caused 2 wounds this becomes 4, etc. Note, this only affects creatures with wounds.

Master of Sorcerer: Scabeiathrax is a sorcerer and has the following psychic powers: Doombolt and Nurgle's Rot.

Aura of Decay: Scabeiathrax is constantly surrounded by an aura of corruption, clouds of flies, disease and filth. Any enemy model in base contact with Scabeiathrax has his attacks reduced by -1 (to a minimum of 1).

Toxic Discharge: Scabeiathrax may spew forth a stream of stinking filth over his enemies. He may attack in the Shooting phase as a normal shooting attack.



URAKA AZ'BARAMAEL

THE WARFIEND, GUARDIAN OF THE PORTAL



Down through the endless aeons since the dawn of time, those that have sought to win power by the strength of their sword arm have been Khorne's chosen mortal followers. Many have succumbed to the easy pact the dark god of war offers. It is a pact that appeals to those warriors that would lead warbands and armies in conquest, the offer is martial prowess and legions of followers, including his own daemonic soldiers. In return for this Khorne demands only war and bloodshed, unending slaughter dedicated to his name. To the unwary it would seem an obvious choice.

Uraka was once such a man. In the ancient depths of human history he led armies in conquest. His horse-borne warbands were a scourge, burning and looting, killing and plundering at Uraka's command. In his time, kings and princes quailed before him, many paid with gold and slaves to buy off his raiders, others fought back and invited Uraka's wrath. At the height of his power it seemed Uraka's wrath knew no bounds or pity. At one walled city that he had besieged then conquered he ordered all the citizens lined up and, in a gory two-day massacre, thousands were beheaded.

The massacre was the act that sealed Uraka's fate, gifting his immortal soul to Khorne. As the streets ran deep in blood, so Khorne was mightily pleased, and adopted Uraka for his own. The warlord had become a Champion of the Blood God.

Uraka's reign of terror lasted a decade. Ten years of constant warfare and raiding that earned him the title 'Warfiend' in his own language. Such was Khorne's pleasure with his mortal champion that, upon his eventual death in battle, Khorne summoned Uraka's soul to his realm. Uraka was borne to the Citadel of Brass and there he came face to face with his deity.

Before the Throne of Skulls, surrounded by Khorne's mightiest daemonic servants, the Blood God put Uraka to his final test. For the god's pleasure and entertainment he would fight a Bloodthirster in single combat. If he won then he would be granted daemonhood, his reward an eternity serving Khorne in battle. Defeat would mean becoming a Chaos Spawn, cursed to mindless insanity.

For the duel Uraka selected his weapon from the thousands which lined the throne room's walls. He picked out a huge poleaxe, its serrated blade razor sharp – the weapon of an executioner, made for beheading traitors to Khorne.

And so a space was cleared on the killing floor before Khorne's throne, where the two fought. The Bloodthirster was huge, skilled and strong, whilst Uraka was then a mere man. But he would not summit beneath the Daemon's smashing blows. Bloodied but unbowed Uraka fought with an unbreakable will to win, until at last, with a sweep of his axe the Bloodthirster's head was cleaved from its shoulders.

Khorne was pleased, it had been a duel worthy of great champions. Uraka's prize was daemonhood, and an army of his own daemonic soldiers to follow him into battle upon the Plain of Skulls. To this day he still carries the Executioner's axe.

On Vraks it was Uraka and his daemonic legion that was summoned to guard the portal, and fought until the end of the war. In the end Uraka was banished in combat with the Grey Knights. He might have been sent back to Khorne's realm but he was not destroyed. Uraka will no doubt return to fight for Khorne again.

DAEMON PRINCE – URAKA THE WARFIEND

POINTS: 170

WS	BS	S	T	W	I	A	LD	SV
7	5	7	5	4	6	5	10	3+/5+

UNIT: Unique

TYPE: Monstrous Creature

DAEMONIC GIFTS:
- Mark of Khorne (+1A included above).
- Unholy Might (+1S included above).
- Blessing of the Blood God.

WARGEAR:
- Armour of Khorne.
- Executioner's Axe.

SPECIAL RULES

Daemon: Uraka is a Daemon. All the special rules for Daemons apply.

Armour of Khorne: The Armour of Khorne gives Uraka a 3+ Armour save as well as his 5+ Invulnerable save.

Executioner's Axe: Uraka's massive ornate axe is used for beheading traitors to Khorne. All his attacks count as having the Rending special rule.

HQ: *Uraka is a HQ choice for a Chaos Daemons army.*



MAMON
ARCH-CORRUPTOR OF VRAKS



When Mamon first became corrupted by the powers of Chaos is not known, but it seems likely that he was already a secret agent of Chaos long before he found favour within Cardinal Xaphan's organisation. As a Deacon on Thracian Primaris he managed to infiltrate into the hierarchy of the Ministorum, and when Cardinal Xaphan arrived, the Deacon worked his way into the Cardinal's favour. It was Deacon Mamon who first sowed the seeds of corruption and turned the inexperienced Cardinal's religious ambitions against the Imperium – fuelling his desire to launch a War of Faith and raising the Cardinal's paranoia against agents of the Inquisition spying upon him. It was the Deacon that recommended the Cardinal move to Vraks, from where he could best plan his war.

After his arrival on Vraks Deacon Mamon was instrumental in all that Cardinal Xaphan did, and it was he that first brought the Alpha legion warband of Arkos the Faithless to the planet. This has been taken as evidence that the Deacon was already an Alpha Legion sleeper agent, and that Vraks was his (and Arkos') target all along. Mamon also organised and equipped Xaphan's personal guard of Disciples, no doubt always acting under the orders of his true master – Arkos.

Mamon was the principle agent provocateur behind the Vraks' uprising, and as the Vraksian war progressed, he became ever deeper involved with the heretical daemonic worship cults, driven by a need for the support that they offered. But despite this, the war turned against him and Arkos, until the World Eater champion Zhufor the Impaler led a bloody coup against Xaphan's regime. Xaphan was deposed, Arkos ousted and Mamon, hunted by Zhufor's bodyguard was lucky to escape with his life.

Driven by desperation Mamon sort refuge from Zhufor's vengeance by siding with the Nurgle warband of the Tainted. In doing so he offered himself to Nurgle. The Plague Lord was delighted. In return for his efforts in creating a world to entertain Nurgle, full of infection, death and biological weapons, he was granted the rank of Daemon Prince and was soon possessed by the potent spirit of a Great Unclean One. Mamon's new task was to turn Vraks into a Plague world.

Once a brilliant and cunning spy, Mamon was soon transformed into a great corpulent Daemon Prince and unleashed upon Vraks. Once, he had been the Disciples of Xaphan's supreme commander, now, in his new form, the survivors worshipped him as their messiah, the bringer of destruction to their enemies, the arch-corruptor of Vraks. In his new horribly bloated form, Mamon fought alongside the Tainted until the end of the war. Since then his whereabouts or fate are unknown.

DAEMON PRINCE – MAMON

POINTS: 185

WS	BS	S	T	W	I	A	LD	SV
7	5	6	7	5	5	4	10	5+

UNIT: Unique

TYPE: Monstrous Creature

DAEMONIC GIFTS:
- Mark of Nurgle (+1 A included above).
- Unholy Might (+1 S included above).
- Noxious Touch (2+)

WARGEAR:
- Contagion Spray

HQ: *Mamon is a HQ choice for a Chaos Daemons army.*

SPECIAL RULES

Daemon: Mamon is a Daemon. All the special rules for Daemons apply.

Feel No Pain

Slow and Purposeful

Contagion Spray: Nurgle has decreed that Mamon must infect as much of Vraks as he can. To this end he carries the Contagion spray, pouring forth a stream of foulness from a large tank upon his back.

Range	Str	AP	Type
Template	1	3	Heavy 1, Poisoned (2+)



RENEGADES AND TRAITORS

THE ARMIES OF THE DARK GODS ON VRAKS

Over the course of the Vraksian war, the armies of the Chaos gods became an alliance of many different factions. Starting as a rebel militia force, the arrival of reinforcements provided a battle-hardened and fanatical core of elite traitor Space Marines, all well schooled in the darkest arts of the Chaos gods. This in turn would lead to a daemonic incursion.

Rebels and Mutineers

The vast majority of the manpower of the Vraksian army was drawn from the population of Vraks itself. By the time Cardinal Xaphan had taken control of the planet, the entire population (estimated at some 8,000,000 souls) would be forced into military service. Many had little or no military training, but Vraks' massive armouries and stockpiles of weapons, ammunition, vehicles, fuel and rations could equip them and keep them in the field seemingly indefinitely.

The best of these renegade troops were selected to form an elite inner circle of guards around Xaphan, known as the Disciples of Xaphan, and only the best and most fanatical followers were granted access. Being closest to the centre of power, these men would be the first to slip into full Chaos worship, embracing the powers that could offer them victory.

The Lost and the Damned

Xaphan's rank and file troops were later reinforced by additional Chaos worshippers. The crash landing of the heavy transport vessel *Aharon's Bane* brought with it thousands of outlaws, pirates, mutants, sub-humans and beastmen, a barely human tide of degenerates and fugitive scum, forced out of the Imperium by the Inquisition's draconian laws and constant purges. Despised and hunted by the authorities, these desperate individuals have turned to the Chaos gods in the hope that proving their dedication and worth on the battlefield will bring about their master's rewards. The Chaos gods and their favoured servants make cruel use of these wretched souls, often using them as cannon fodder. To most of the Imperium such impurity of soul and heretical beliefs means that these mutants must be exterminated.

Chaos Space Marines

Just as the Imperial Guard commanders had the assistance of loyal Space Marine Chapters, so the renegades had the aid of Chaos Space Marines. Unlike the loyalists, these warbands had no call to duty or any brotherly loyalty to the Emperor to bind them together in a mutual purpose. The Traitor warbands were fighting for their own purposes, mostly for plunder and to bring death and destruction to the Imperium in the name of their gods.

Reason has little to do with how or why the Traitor legions fight – making them highly unpredictable and thus hard to counter. They attack with almost inhuman pitiless savagery, springing from the Eye of Terror in their ancient battle barges and transport vessels to attack wherever their god's whims takes them. Who or why they fight has little interest to them.

Alongside their undoubted battlefield prowess, the Chaos legions also brought with them a darker knowledge. Ten thousand years of war against the Imperium has taught them many lessons, and the sorcerers have learned how to appease their masters' fickle whims and how to summon aid in the form of daemons. The dark art of summoning and possession (highly forbidden knowledge within the Imperium which is zealously policed by the Inquisition), is often known as daemonancy and the Traitor legions have become experts in it.

Eleven Traitor warbands were identified during the Vraks campaign:

- Three Khorne worshipping warbands, all World Eater sub-factions: the Skulltakers led by the Chaos Lord Zhufor (who would eventually rise to lead all the defenders of Vraks), the Sanctified and the Berserkers of Skallathrax.
- Four Nurgle worshipping warbands, all Death Guard sub-factions: Lords of Decay, the Tainted, the Purge and the Apostles of Contagion led by the Sorcerer Necrosius.
- One Iron Warriors sub-faction – the Steel Brotherhood.
- One Black Legion warband – the Black Brethren of Eyreas.
- One Alpha Legion warband – the Faithless led by Arkos the Faithless
- One non-aligned warband – Adharon's Reavers (previously unidentified).

Traitor Titan Legion – Legio Vulcanum

Just as dangerous as the Traitor Space Marines, but far less numerous, are the Traitor Titan Legions. Just as the Chaos Spaces were once loyal, but followed Horus to damnation, so many Titan legions also joined the Warmaster's cause. After their defeat, they too withdrew to the Eye of Terror, and have continued their war. Names like Legio Damnosus and Legio Vulcanum are stains upon the loyalty of the Adeptus Mechanicus. On Vraks it was the Legio Vulcanum that joined the battle.

Like their loyalist equivalents, they stride to battle in Titans, but these are corrupted and possessed and inhabited by daemonic spirits. These Titans are a grim parody of their former selves, but still just as deadly. These legions are supplied with new war machines from the hell-forges deep within the Eye. On Vraks, Legio Vulcanum deployed at least 20 Titans, although exact numbers are unknown. It seems that the legion was careful to husband its strength, but by the climatic final battles around the Citadel most of its Titans had been destroyed or withdrawn.

Daemonic Incursion

The Chaos gods fight an eternal war to impose their rule over the corporeal universe. This war takes many forms, but their ultimate aim is the destruction of reality itself, reverting all back to the primordial chaos from which it evolved. Then the Dark Gods will be the unchallenged masters of everything. To them the material universe is an affront to their majesty and power, a stubborn island of sanity which must be destroyed. The gods' chief agents of destruction are called Daemons.

Daemons are violence and hatred incarnate. Trapped within the immaterial universe of the Warp they hunger to escape into the corporeal universe and run amock. They hate those who would impose order and civilisation upon a universe which by rights should be only chaotic. Because of their nature, Daemons are drawn to battlefields, where destruction and death have already taken their toll and the barriers between reality and Warp space have started to weaken. Even so, it is not easy for Daemons to enter the material universe.

- **Possession**

  One way for a Daemon to break through into the material universe is via possession. During a ritual of possession a physical body is offered up as a vessel for the Daemon to inhabit. Few fates can be as horrific as being possessed, an individual's mind, body and soul are entirely dominated by the Daemon. For most the experience is fatal, the daemon consuming the vessel's soul as part of the ritual of possession. As the Daemon gains strength from the vessel, it starts to force its own appearance on it. There are a few exceptional individuals who have survived possession, but for the vast majority, possession by a Daemon is a way of extending their service to the Chaos gods beyond their mortal lifespan.

- **Daemon Engines**

  Another way for a Daemon to enter the material universe is via a Daemon Engine. This is another form of possession. Rather than taking a living being to possess, the Daemon engine is a metal body, an inanimate object which, when the correct rites are performed, becomes inhabited by the Daemon, its dark energy providing power to its mechanical form. Such heinous creations are commonly used by the Traitor Legions on the battlefield. They are living machines and powered by the fury of the Daemon bound within, seeking only to kill for their masters.

- **Summoning**

  To enter the material universe a Daemon must be summoned. It has no real existence in real space, it is formed of malign energy given a temporary form by its god.

  Killing a Daemon's physical form does not destroy it, it simply banishes it from the material plane to return to the Warp. Within the Warp the Daemon's power remains untouched. Only a Chaos god can claim back the energy that gives a Daemon its power, thus ensuring a Daemon's utter loyalty to its master, who has the power of life and death over them.

Chaos Space Marines have many pre-battle rituals designed to help summon Daemons to their battlefield. Before a bolter shell is fired, the Daemons will be lurking in the Warp, thirsty for the kill, like sharks waiting to strike. Often bloody and horrific, such rituals mean that when the time comes, daemonic aid is not far away. Often an individual will have volunteered to act as a sacrifice, allowing the Daemon to form through him. Other times, for example during a Warp storm, such rituals can break down the walls of reality, allowing a temporary Warp rift to open.

- **Warp Rifts**

  When reality becomes weakened and eventually tears it is called a Warp rift, Daemons burst through into the real world, taking material form and spilling out. The larger the tear in reality, the more Daemons that can spill through. Some are only temporary phenomena, lasting seconds and reality can quick repair itself and return the status quo. At other times the rift is large, and remains for days, with legions of Daemons surging out to kill and destroy with wanton glee. By their nature Warp rifts are highly unpredictable and unstable. A more stable form of passage between the two realms is a Warp portal.

- **The Vraks Portal**

  A more predictable form of Daemon summoning is via a portal (referred to by many names: door, gate, barrier, flux, vortex and cursus). These are gateways into the Warp which those with the correct knowledge can open. Often portals are hidden away or disguised, and there are those masters of the dark arts who know how to create new portals. Often secret cults will spring up to worship a portal, with the aim (often misunderstood) of mastering the rituals required to open the door and release their 'masters' from within. More often than not these cultists do not know their fate. Far from being rewarded or saved by their masters, they become hapless victims of a daemonic incursion. Portals are very dangerous and the Inquisition will go to any lengths to close an open portal or destroy a closed one.

  Once it has begun, stopping a daemonic incursion is a major task. Few mortals have the power to match against that of Daemons, and whilst conventional weapons might destroy a Daemon's physical form, it cannot destroy the Daemon itself, who will simply be banished, only to return through another portal given the chance.

  In the Imperium of Man only the Ordo Malleus and the Grey Knights have the arsenal of weaponry specifically designed to destroy Daemons, and whilst powerful, they are few and cannot be everywhere.

ZHUFOR THE IMPALER

LORD OF THE SKULLTAKERS

THE BUTCHER OF VRAKS

"The gates that stand between the mortal world and immortal realms of Chaos lie open before us. That we will die having glimpsed eternity is better than never having stirred from the cold furrow of a mortal life. We embrace death without regret, as we embrace life without fear."

Unlike the loyal Space Marine Chapters, the Traitor Legions are no longer a single fighting force. They have fractured into many smaller warbands, each led by its own lord. Some of these warbands can grow to become powerful armies in their own right, and the Skulltakers are one such force. With their flagship, the heavy cruiser *Blood Dawn*, leading their fleet, they have raided and plundered across the galaxy, killing indiscriminately and gathering skulls in the name of Khorne.

Zhufor, now a mighty lord of Khorne, was not always a servant of the dark gods. Once, millennia ago, he was Sergeant Balzach of the Storm Lords Chapter. Badly wounded and captured in battle, he was taken as a prisoner by the World Eaters during their sacking of the hives of Paramar. Drugged, tortured and subjected to hideous psycho-corrective surgery to alter his brainwave patterns, the World Eaters broke his Imperial indoctrination and turned him into a raging pyschopathic killer, tall and muscular beyond even his normal Space Marine physique. Now he was fit to serve Khorne as a Berserker.

Taking a new name, Zhufor's former life as a loyal Space Marine was forgotten. Zhufor excelled as a Berserker and soon rose to become a Skull Champion and then an Exalted Champion by dint of his strength, speed and the blessing of Khorne. Believing himself to have been chosen by Khorne for greatness, Zhufor plotted a treacherous attack against an allied warband, the Skulltakers. The bloody internecine fighting ended with Zhufor's men subjugating the Skulltakers.

His first act as leader was to offer himself and his warband in service to Abaddon. He knew that with the Warmaster's powerful support, the Skulltakers could grow into a formidable fighting force, no longer mere raiders and pirates, but an army – all the better for serving their true master – the Blood God. In return for Abaddon's aid Zhufor would do the Warmaster's bidding – a small price to pay for the power that he acquired along with access to Abaddon's immense armouries.

It is certain that the Skulltakers' presence on Vraks has been sanctioned by the Warmaster, and forms part of a long-term plan to disrupt the Imperium's defences around the Eye of Terror.

Once upon Vraks, Zhufor committed his warband to the front, smashing into the siege regiments and hacking a bloody path into their trenchlines. But, lacking numbers, Zhufor could not allow his warband to become trapped in the attritional war and instead, allowed them to roam the surface of Vraks, killing and plundering wherever they could. As the siege closed in and it seemed that they might be defeated, Zhufor enacted his plan to take over supreme command of Cardinal Xaphan's army.

First he targeted the other Khorne worshipping warbands and united them under his command. Next he treacherously attacked the Cardinal's Palace, sweeping through it with his Chaos Terminator bodyguard, slaughtering the garrison and taking Xaphan captive. He then turned the Cardinal over to the Sanctified and proclaimed himself the new ruler of Vraks.

During the final stages of the siege Zhufor took to the battlefield, seeking the thick of the fighting, leading his followers again and again to repel the attackers. During one such counter-attack he fought and slew Commissar-General Maugh of the 143rd regiment, taking the hero of the Imperium's body and mounting it as a gory trophy upon his blood encrusted armour.

At the end of the siege, surrounded, with the fortress being pounded by artillery, Zhufor and his surviving followers escaped. He left behind a strong rearguard of fanatics and daemons and, it is thought, used the Vraks portal to cast himself back through the Warp. Where he will emerge is not known.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Zhufor	185	7	5	5	4	3	5	4	10	2+/5+

Equipment: Terminator Armour, Personal Icon, Power axe, Claw of Demnos.

SPECIAL RULES

Independent Character, Fearless, Mark of Khorne (already included above), Massive Physique (already included above), Eternal Warrior.

Massive Physique
Zhufor is a giant of a man, even towering over other Space Marines. This gives him +1 Strength, which is already included in the profile above.

The Claw of Demnos
Torn from the dead hand of the Dark Apostle Demnos of the Word Bearers during the Scathak war, when Zhufor was but an Aspiring Champion, the Claw is a powerfist which incorporates a rapid-firing bolter of ancient design. It may be used in the Shooting phase with the following profile

Range	Str	AP	Type
12"	4	5	Assault 3

Skulltakers Bodyguard
Zhufor may be accompanied by a bodyguard of Chaos Terminators of the Skulltakers warband. These are a standard Chaos Terminator squad as described in *Codex: Chaos Space Marines*, but they must take an Icon of Khorne. Zhufor and his bodyguard count as a single HQ choice.

RENEGADES AND HERETICS

SERVANTS OF DECAY

Renegades and Heretics
As the Siege of Vraks esculates and the merciless war of attrition grinds on with no end in sight, the malign influence of the Chaos gods on the Vraksian renegades grows. Daily exposure to the horrors of the Vraksian battlefields takes its toll on the psyche and morale of the defenders. Even those who were once reluctant soldiers, forced to fight, begin to accept their fate – that with an implacable enemy arrayed against them their only hope is in ultimate victory. To secure that victory they turn to the only aid they can – that offered by the Chaos gods.

Trapped in a seemingly never-ending war, many renegades are led by their preachers to worship Nurgle, with offers of greater rewards for the daily slaughter. The Lord of Decay demands little, except that you place your flesh under his control. Nurgle loves the decay of flesh above all else, and is free with his blessings of virulent diseases that bloat the body and infect the brain.

The renegades that dedicate themselves completely to Nurgle's cause are in turn reinforced by other oath-sworn followers of the Lord of Decay. Led by Exalted Champions of Nurgle and with the aid of his favoured Plague Marines from the many Nurgle-worshipping Chaos Space Marine warbands, they surge into battle, seeking more victims to infect...

Why collect a Renegades Army?
This army list is for a Renegades and Heretics army where the influence of Chaos has grown stronger. After years of warfare, many renegades will have been unhinged by the bloody battles and constant artillery barrages. Driven by desperation or by despair, they have (in many cases unwittingly) embraced the worship of Nurgle, for decay is inevitable and only Nurgle can offer protection against the entrophy of the universe.

This list allows you to theme a Renegades and Heretics army to the worship of a single Chaos god and include the appropriate troop types for that god. This is a Renegade and Heretic force that has fallen deeper into Chaos worship than that represented in *Imperial Armour volume 5*. Hence the inclusion of a few new troop types and the modification of a few of the existing ones. As yet this force has not fallen so deeply into the worship of Chaos as to be summoning daemons or the Chaos god's Daemon Engines. Nurgle provides aid in the form of his favoured Chaos Space Marines. One change is the inclusion of an Exalted Champion of Chaos to lead the renegades. This is a champion who has already proven himself to Nurgle but as yet lacks the followers to become a full Chaos Lord. Still, to these mortal followers he would appear a powerful and frightening individual, who commands by awe and fear.

The army offers a broad selection of troop types, from the heavy firepower of captured Imperial Guard tanks and artillery to the tough and versatile Plague Marines. Despite the changes, this is still in essence a variant of the Imperial Guard army list.

Renegade and Heretic models
For most of the units in this army list, the models remain unchanged from the Renegade and Heretics list in IA5 and the worship of Nurgle can be reflected as a painting solution, with a predominance of green and brown clothing and rusting armour, along with Nurgle icons. Added to the Renegade and Heretic models will be Chaos Space Marines from the main range – Nurgle's Champions and Plague Marines. Armoured vehicles will mostly be Imperial Guard vehicles with the Imperial insignia removed and Nurgle equivalents added. We have provided many examples of Nurgle colour schemes throughout this book for you to use or as inspiration for your own colour schemes. The mutant rabble can be represented by various models. As a rabble they would have no standard issue equipment and models from the Necromunda range such as Scavvies, Redemptionists and House Cawdor all make good 'scum'. Also, the plastic Orks sprue can provide legs, bodies and arms for mutants, used in conjunction with the mutant parts from the Chaos plastic sprues. Again, turning them into Nurgle worshippers is a simple case of using an appropriate colour scheme. Plastic Zombies are available from the Warhammer range for the Plague Zombie hordes.

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

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

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

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

SPECIAL RULES

- **Mixed Weapons**
  Many squads of Renegades can mix weapons. Where given the option, a squad may take as many of the various weapon types as it likes, so a squad can freely mix lasguns, autoguns, shotguns, laspistols and close combat weapons. To avoid confusion, Renegades should only be armed with the weapons a model is actually carrying.

  Autoguns: This is the universal name for standard projectile firing assault rifles. They have the following profile:

  Range: 24" Str: 3 AP:- Type: Rapid Fire

- **Renegades**
  Renegades aren't always reliable troops. While some are fanatically loyal, other have been forced to fight and will run away at the first chance. This is represented by the Renegade's random Leadership. The first time a Renegade unit is required to take a Leadership test, roll a D6 and add 4 (giving a result of between 5 and 10). This is the squad's Leadership for the rest of the game. This Leadership characteristic is subject to all the usual modifiers.

  If the squad is equipped with a vox-caster, you may re-roll this Leadership dice. The second result must be used, even if it is lower.

- **Advisors**
  Advisors must be attached to squads at the start of the game. An Advisor may join a Command squad, Militia squad, Disciples of Xaphan squad, Renegade Armoured Fist squad or Mutant Rabble. Unattached Advisors may not be used.

- **Summary Execution**
  Enforcers are tasked with ensuring unwavering loyalty to Cardinal Xaphan and are utterly intolerant of backsliders. If a unit with an Enforcer fails a Morale check for any reason, the Enforcer will summarily execute the Champion or Veteran leading the squad. This happens automatically. Remove the executed model as a casualty. The unit in question is then assumed to have passed the Morale test and continues to fight under the leadership of the Enforcer.

  The knowledge that an Enforcer is looking over his shoulder for the slightest lapse focuses the mind of the Champion or Veteran. The presence of an Enforcer in a unit adds +1 to the Leadership characteristic of the Champion or Veteran commanding the unit but only for tests affecting that unit.

- **Leadership**
  Any Rengade Militia unit within 12" of a Champion may use his Leadership instead of their own when taking Morale and Leadership tests – as long as the Champion isn't in close combat, falling back or pinned.

- **Fanatical**
  A Preacher and the unit he is assigned to may re-roll any failed to hit rolls once in the turn they charge, whilst the Preacher lives.

- **Battle Fury**
  Such is the rage imbued by a Preacher's oratory, that a unit including one must charge in the Assault phase if there are enemy within reach. In addition, such is their state of agitation, they always count as moving even if the models are stationary, so would be unable to fire heavy weapons.

- **Fearless**
  See *Warhammer 40,000 rulebook.*

- **Feel No Pain**
  See *Warhammer 40,000 rulebook.*

- **Furious Charge**
  See *Warhammer 40,000 rulebook.*

- **Infiltrate**
  See *Warhammer 40,000 rulebook.*

- **Amphibious**
  An amphibious vehicle may treat water terrain such as rivers or marshes as clear ground.

RENEGADE AND HERETIC TROOP TYPES

Plague Marine Exalted Champion
Champions of Nurgle are the chosen of the Lord of Decay, great warriors who have risen from the ranks to become a leader by dint of their prowess and strength. Exalted Champions are Space Marines, the lieutenants of the Chaos Lords and one day they may rise to replace their master at the head of a warband of Plague Marines.

Enforcer
Enforcers are strongmen, appointed by the Cardinal's heirarchy as overseers within the ranks, forcing men to fight and follow orders, often at gun point. All are chosen for their loyalty and brutality.

Apostate Preacher
These are the corrupt priests of the Apostate Cardinal, preaching heresy and building the rank and file troopers' belief in their cause, in the process unwittingly corrupting their souls into the worship of Daemons and Nurgle.

Disciples of Xaphan
The inner circle of Chaos worshippers are fanaticals dedicated to the cause. These are the Disciples of Xaphan who form an inner circle of guards around the Apostate Cardinal and his commanders. The disciples will fight to the last, with fanatic zeal for their new messiah! They are superbly trained and have access to the best weapons in the armoury.

Plague Marines
The chosen warriors of Nurgle are the Plague Marines – warriors who have dedicated themselves to death and decay for their master. They seek only to corrupt the galaxy and spread Nurgle's diseases to all. Their rotten bodies are only kept alive by Nurgle's dark sorcery.

Plague Ogryn
The Vraks Labour corps contained a large number of Ogryns to perform heavy manual labour. These large, brutish creatures are well adapted to hauling heavy loads and smashing rocks, but are not very bright. An Ogryn will pretty much do whatever it is told by whoever is in charge of its daily rations! Many Ogryns have been subjected to hideous mutation by Nurgle; driven insane by the pain, they are a horrible mockery of their former selves, drooling and noxious with diseases.

Renegade Militia
Most of the Cardinal's renegade army has retained the vestages of its former command structure, with officers being replaced by loyal champions; men who have embraced their new gods and are seeking to win their favour.

The vast bulk of the Apostate Cardinal's army are Renegade Militia. These are men that once served the Emperor as Vraks' garrison, its labourers and frateris militia. Many have basic military training, and retain their weapons and equipment, as well as having access to Vraks' vast stores.

Mutant Rabble
After the crash landing of the *Aharon's Bane* transport, vast numbers of mutants and degenerate scum were unleashed onto Vraks' surface. Although lacking military training or equipment, these degenerate worshippers of Nurgle attack as a rampaging horde.

Plague Zombies
Nurgle has mastery over the dead and decaying bodies that litter Vraks' battlefields. Through his sorcery he can raise and re-animate the corpses, bringing them back to life to fight again and again and again. Hordes of these creatures shambled over Vraks' toxic landscape, seeking the warm flesh of the living to feast upon.

Chaos Spawn
Mindless and violent, Spawn are the hideously corrupted and mutated followers of Chaos that have displeased their god and been turned into Spawn. Their lives are worthless but they can still kill.

Tanks and Artillery
The Renegades are well supplied with tanks and artillery from the storehouses.

Hell Blade and Hell Talon
Small, fast and deadly, Hell Blades fly in constant support, harassing the enemy with strafing runs and attacking enemy aircraft.

Turret Emplacement
These are small bunkers mounting a single heavy weapon and crewed by three men. They are commonly mounted in the Vraks' defence lines, forming strong points and providing excellent protection for the heavy weapons.

Artillery Strike
An artillery strike is indirect fire from artillery units well to the rear, called for by commanders or forward observers at the front. There are many forms of artillery available to the Renegades, from mortar teams up to large Manticore missiles and Bombards.

HQ

0-1 PLAGUE MARINE EXALTED CHAMPION ..... 60 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Champion	5	5	4	5	2	5	2	10	3+

Unit Composition:
- 1 Exalted Champion

Unit Type:
- Infantry

Wargear:
- Power armour
- Bolt pistol
- Close combat weapon
- Frag and krak grenades

Special Rules:
- Independent Character
- Fearless
- Mark of Nurgle (included in profile above)

Options:

The Champion may replace his bolt pistol with a:
- plasma pistol ..... +15 pts

The Champion may take one of the following:
- twin-linked bolter ..... +5 pts
- combi-weapon ..... +10 pts

The Champion may replace his close combat weapon with a:
- power weapon ..... +5 pts
- powerfist ..... +20 pts
- single lightning claw ..... +25 pts

The Champion may replace all his weapons with a:
- pair of lightning claws ..... +30 pts

The Champion may take any of the following:
- melta bombs ..... +5 pts
- personal icon ..... +5 pts

COMPANY COMMAND PLATOON

Each Company Command Platoon consists of 1 Company Command squad and 0-6 Heavy Weapon squads, selected from 0-2 Fire Support squads, 0-2 Anti-Tank squads, 0-2 Mortar squads. These count as a single HQ choice.

COMPANY COMMAND SQUAD ..... 30 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Champion	4	4	3	3	2	4	3	D6+4	5+
Champion	3	3	3	3	1	3	2	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+

Unit Composition:
- 4 Renegades
- 1 Champion

Unit Type:
- Infantry

Wargear:
- lasgun, autogun or
- laspistol and close combat weapon
- frag grenades

Special Rules:
- Renegades
- Leadership

Dedicated Transport:
- May select a Chimera

Options:
- The entire squad may take krak grenades for +5 pts
- One Renegade may carry a vox-caster for + 5 pts*
- One Renegade may carry a Chaos banner for +15 pts*

One Renegade may carry one of the following*:
- flamer ..... + 5 pts
- grenade launcher ..... + 5 pts
- meltagun ..... +10 pts
- plasma gun ..... +15 pts

Two Renegades may form a heavy weapons team equipped with one of the following*:
- heavy stubber ..... +5 pts
- heavy bolter ..... +10 pts
- autocannon ..... +10 pts
- missile launcher ..... +15 pts
- lascannon ..... +20 pts

The Champion may replace his lasgun/autogun or laspistol with a:
- bolt pistol ..... +1 pt
- shotgun ..... +1 pt
- plasma pistol ..... +10 pts

The Champion may replace his close combat weapon with a:
- power weapon ..... +10 pts
- powerfist ..... +15 pts

The Champion may take any of the following:
- melta bombs ..... +5 pts
- refractor field ..... +15 pts

The Champion may be upgraded to an Exalted Champion for +15 pts.

** No Renegade may take more than one of these options. For example, a Renegade with a vox-caster could not also carry a meltagun or join the Heavy Weapons team.*

FIRE SUPPORT SQUAD ..... 60 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Hvy Wpns team	3	3	3	3	2	3	2	D6+4	5+

Unit Composition:
- 3 Heavy Weapons teams

Unit Type:
- Infantry

Wargear:
- lasgun or autogun
- 3 heavy stubbers

Special Rules:
- Renegades
- Leadership

Options:
Any Heavy Weapons team may exchange its heavy stubber for:
- heavy bolter ..... +5 pts
- autocannon ..... +5 pts

ANTI-TANK SQUAD ..... 90 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Hvy Wpns team	3	3	3	3	2	3	2	D6+4	5+

Unit Composition:
- 3 Heavy Weapons teams

Unit Type:
- Infantry

Wargear:
- lasgun or autogun
- 3 missile launchers

Special Rules:
- Renegades
- Leadership

Options:
Any Heavy Weapons team may exchange its missile launcher for:
- lascannon ..... +5 pts

MORTAR SQUAD ..... 60 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Hvy Wpns team	3	3	3	3	2	3	2	D6+4	5+

Unit Composition:
- 3 Heavy Weapons teams

Unit Type:
- Infantry

Wargear:
- lasgun or autogun
- 3 mortars

Special Rules:
- Renegades
- Leadership

Options:
The entire squad may be upgraded with:
- chemical shells ..... +15 pts

Range	Str	AP	Type
48"	1	3	Heavy 1, blast, poison 2+

0-5 ENFORCERS ..... 40 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Enforcer	4	4	3	3	2	4	2	10	5+

Unit Composition:
- 1 Enforcer

Unit Type:
- Infantry

Wargear:
- Laspistol
- Close combat weapon
- Frag and krak grenades

Special Rules:
- Advisor
- Summary Execution

Options:
The Enforcer may replace his laspistol with a:
- bolt pistol ..... +2 pts
- plasma pistol ..... +15 pts

The Enforcer may take one of the following:
- lasgun or autogun ..... +1 pt
- shotgun ..... +1 pt

The Enforcer may replace his close combat weapon with a:
- power weapon ..... +5 pts
- powerfist ..... +20 pts

The Enforcer may take any of the following:
- melta bombs ..... +5 pts
- carapace armour ..... + 5 pts
- refractor field ..... +15 pts
- demolition charge ..... +10 pts

** Although bought as a HQ choice, Advisors do not use up any Force Organisation chart selections.*

0-5 APOSTATE PREACHERS OF NURGLE ..... 40 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Preacher	3	3	3	3	2	4	2	8	-

Unit Composition:
- 1 Preacher

Unit Type:
- Infantry

Wargear:
- Laspistol
- Close combat weapon

Special Rules:
- Advisor
- Fanatical
- Battle Fury

** Although bought as a HQ choice, Advisors do not use up any Force Organisation chart selections.*

Options:
The Preacher may replace his laspistol with a:
- bolt pistol ..... +2 pts
- plasma pistol ..... +15 pts

The Preacher may replace his close combat weapon with a:
- power weapon ..... +5 pts
- powerfist ..... +20 pts
- eviscerator ..... +25 pts

One Preacher in the army may take an:
- unholy relic (see Imp Armour 5) ..... +30 pts

The Preacher may take one of the following:
- refractor field ..... +15 pts
- rosarius ..... + 25 pts

The Preacher may take any of the following:
- melta bombs ..... +5 pts

ROGUE PSYKER OF NURGLE ..... 15 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Psyker	2	2	3	3	1	3	1	8	5+
Possessed	4	2	4	3	1	4	3	10	5+

Unit Composition:
- 1 Rogue Psyker

Unit Type:
- Infantry

Wargear:
- Close combat weapon

Special Rules:
- Advisor
- Daemonic Possession

** Although bought as a HQ choice, Psykers do not use up any Force Organisation chart selections.*

Options:
The Rogue Psyker may take one of the following:
- additional close combat weapon ..... +1 pt
- bolt pistol ..... +2 pts
- plasma pistol ..... +10 pts
- power weapon ..... +15 pts

The Rogue Psyker may purchase a second roll on the Psychic Power table for +10 pts

Daemonic Possession: If a Rogue Psyker suffers a 'Perils of the Warp' attack while using a psychic power then he becomes possessed. He will now have the profile given above. He gains a 5+ invulnerable save and has daemonic talons (giving him the Rending special ability). Once possessed he loses all his psychic powers. Any equipment taken is also lost.

Psychic Powers: The Rogue Psyker has a random psychic power. Roll a D6 and consulting the table below.

D6 Result

1 **No Usable Power**
The fickle whims of Father Nurgle have not seen fit to gift this Psyker with a power.

2 **Protection of Nurgle**
This power is used at the start of the enemy's Shooting phase. It requires a Psychic test. If successful, one squad (not a vehicle) within a 12" range gains a 6+ Invulnerable save for that Shooting phase. Note that models which already have an Invulnerable save use that one instead.

3 **Quagmire**
The ground at the enemy's feet turns into a stinking quagmire of mud and guts. One enemy unit (including vehicles) within 24" of the Psyker counts as moving through difficult ground for the duration of their next turn. This power has no effect on Jump infantry.

4 **Wasting Disease**
This power is used in the Renegade player's Shooting phase instead of other shooting attacks. Pick a single enemy model within line of sight and 24" of the pysker. On a roll of 2+ the target takes a single wound, with no armour save allowed.

5 **Battle Fury**
This power is used in the Renegade player's Assault phase. It requires a Psychic test. If successful, one friendly squad (not walker or other vehicle) within 12" gains +1 WS for that phase. If unsuccessful the squad suffers -1 WS instead.

6 **Destroyer Plague**
Virulent plagues erupt amongst the enemy. An enemy unit within 12" of the Psyker takes D6 hits with Str D6. Armour saves may be taken as normal against these attacks. This power cannot be used on enemy units in close combat.

TROOPS

RENEGADE MILITIA PLATOON

Each Renegade Militia Platoon consists of 1 Militia Command squad and 2-5 Militia squads. The platoon counts as a single selection on the Force Organisation chart.

MILITIA COMMAND SQUAD ..... 40 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Champion	4	3	3	3	1	3	2	D6+4	5+
Veteran	3	3	3	3	1	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+

Unit Composition:
- 4 Renegades
- 1 Champion

Unit Type:
- Infantry

Wargear:
- Lasgun, autogun or
- Laspistol and close combat weapon
- Frag grenades

Special Rules:
- Renegades
- Leadership

Options:
- Any Renegade may be upgraded to a Veteran for +6 pts per model
- The entire squad may take krak grenades for +10 pts
- One Renegade may carry a vox-caster for +5 pts*

One Renegade may carry one of the following*:
- flamer ..... + 6 pts
- grenade launcher . + 8 pts
- meltagun ..... +10 pts
- plasma gun ..... +10 pts

Two Renegades may form a Heavy Weapons team equipped with one of the following*:
- heavy stubber ..... +7 pts
- heavy bolter ..... +10 pts
- autocannon ..... +15 pts
- missile launcher ..... +15 pts
- lascannon ..... +25 pts

The Champion may replace his lasgun/autogun or laspistol with a:
- bolt pistol ..... +1 pt
- shotgun ..... +1 pt
- plasma pistol ..... +10 pts

The Champion may replace his close combat weapon with a:
- power weapon ..... +5 pts
- powerfist ..... +20 pts

The Champion may take any of the following:
- melta bombs ..... +5 pts
- carapace armour ..... + 5 pts
- refractor field ..... +15 pts

** No Renegade may take more than one of these options. For example, a Renegade with a vox-caster could not also carry a meltagun or join the Heavy Weapons team.*

MILITIA SQUAD ..... 60 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	3	3	3	1	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+

Unit Composition:
- 10 Renegades

Unit Type:
- Infantry

Wargear:
- Lasgun or autogun or shotgun or laspistol and close combat weapon
- Frag grenades

Special Rules:
- Renegades
- Leadership

Options:
- One Renegade may be upgraded to a Veteran for +6 pts*.
- The entire squad may take krak grenades for +20 pts.
- One Renegade may carry a vox-caster for +5 pts*.

One Renegade may carry one of the following*:
- flamer ..... +6 pts
- grenade launcher . .+8 pts
- meltagun ..... +10 pts
- plasma gun ..... +10 pts

Two Renegades may form a Heavy Weapons team equipped with one of the following*:
- heavy stubber ..... +7 pts
- heavy bolter ..... +10 pts
- autocannon ..... +15 pts
- missile launcher ..... +15 pts
- lascannon ..... +25 pts

The Veteran may replace his lasgun/autogun/shotgun or laspistol with a:
- bolt pistol ..... +1 pt
- plasma pistol ..... +10 pts

The Veteran may take any of the following:
- melta bombs ..... +5 pts

** No Renegade may take more than one of these options. For example, a Renegade with a vox-caster could not also carry a meltagun or join the Heavy Weapons team.*

RENEGADE ARMOURED FIST SQUAD ..... 130 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	3	3	3	1	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+

Unit Composition:
- 10 Renegades

Unit Type:
- Infantry

Wargear:
- Lasgun or Autogun or Shotgun or Laspistol and close combat weapon
- Frag grenades

Special Rules:
- Renegades
- Leadership

Dedicated Transport:
- The squad are always equipped with a Chimera.

Options:
- One Renegade may be upgraded to a Veteran for +6 pts*.
- The entire squad may take krak grenades for +20 pts.
- One Renegade may carry a vox-caster for +5 pts*.

One Renegade may carry one of the following*:
- flamer .....+ 6 pts
- grenade launcher .+ 8 pts
- meltagun .....+10 pts
- plasma gun .....+10 pts

Two Renegades may form a Heavy Weapons team equipped with one of the following*:
- heavy stubber .....+7 pts
- heavy bolter .....+10 pts
- autocannon .....+15 pts
- missile launcher .....+15 pts
- lascannon .....+25 pts

The Veteran may replace his lasgun/autogun/shotgun or laspistol with a:
- bolt pistol ..... +1 pt
- plasma pistol ..... +10 pts

The Veteran may take any of the following:
- melta bombs .....+5 pts

** No Renegade may take more than one of these options. For example, a Renegade with a vox-caster could not also carry a meltagun or join the Heavy Weapons team.*

MUTANT RABBLE ..... 4 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Mutant	2	2	3	3	1	3	1	5	6+

Unit Composition:
- 20-50 Mutants

Unit Type:
- Infantry

Wargear:
- Laspistol and close combat weapon

Options:
Any Mutant may exchange his laspistol and close combat weapon for a lasgun or autogun for free.

One Mutant in every ten (round fractions down) may carry one of the following:
- flamer .....+6 pts
- grenade launcher .....+8 pts
- heavy stubber .....+10 pts

PLAGUE ZOMBIE HORDE ..... 6 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Zombies	2	-	4	3	1	3	1	5	6+

Unit Composition:
- 10-50 Plague Zombies

Unit Type:
- Infantry

Wargear:
- Close combat weapon, teeth, bare hands, etc

Special Rules:
- Fearless
- Feel No Pain
- Shambling Gait

Options:
- None

Shambling Gait: *Lacking control over their higher motive functions, Plague Zombies can only shamble, stumble or crawl towards the enemy. Plague Zombies always move as if in difficult terrain (ie, roll 2D6 and choose the highest for the distance moved). This also applies if the Zombies run in their Shooting phase and when they assault.*

PLAGUE MARINE



1. Ancient Corroded Armour
Although this ancient suit of Power Armour has been corroded and corrupted almost past recognition, its structure still bears the hallmarks of the older style MkIII 'Iron' Pattern suits favoured by the Death Guard legion during the pre-Heresy era. Even though more modern suits had become available to them, the Death Guard retained a large stockpile of this heavier pattern, preferring it for both its durability and the ease with which they customised it to better handle the rigours of the toxic battle zones in which the Legion excelled. This armour suit has clearly suffered severe corrosion and structural breaches over its millennia of service and has been further modified with a heretical pattern 'open vent' reactor backpack, blasphemous iconography and has swelled to contain the monstrous bulk of its occupant.

At some point this armour has suffered catastrophic damage to the belly plate. The extent of armour penetration would indicate it was caused by a power weapon, most likely a raking blow from a lightning claw. The damage would have been terminal even for a Space Marine's enhanced physique, but to this Death Guard Marine the damage was merely superficial.

2. Bloated and Decaying Flesh
The flesh of the Plague Marine is bloated, distended and corpulent, seething with organic corruption and decay and terrible to look upon. The stench alone given off by them is enough to incapacitate. This seemingly dead and decaying flesh however makes the Plague Marine almost impossible to stop with conventional small arms fire, and they are able to shrug off injury and damage that would commonly defeat even the superhuman physiology of the Adeptus Astartes. In combat against these horrific servants of Chaos, mass concentrated firepower or weapons more commonly employed to deal with armoured vehicles are recommended as the key to a successful confrontation.

The decaying flesh also attracts maggots and flies These creatures commonly accompany all Nurgle's forces, and some even cultivate them, considering them sacred creatures. Blistering through the armour's shoulder pads are maggot hives which constantly produce large fat black flies.

3. Plasma Pistol
In contrast to the Plague Marine's other equipment, this plasma pistol appears to be a more recent Imperial model, probably a Mk XI or XII 'single core' pattern, likely taken from the spoils of war on the battlefield. Already showing signs of corruption and ill-repair, the tortured machine spirit of this weapon will likely make it prone to catastrophic magnetic field failure and hazardous thermal flashbacks which would likely kill a human operator. However, given the Plague Marine's unhallowed tolerance for injury and pain, the dangers are likely to prove inconsequential to this malignant warrior.

4. Contaminated Blade
Of unknown origin and design, the Plague Marine carries a 'cleaver' type combat weapon of the sort often, and not inaccurately, named a "Plague Knife" by Imperial observers. Wielded with the superhuman strength and speed of these creatures, these unpowered blades can pierce most forms of body armour, and can breach the protection of ceramite powered armour if a vulnerable location is struck. If the skin of a victim is cut, the contaminated and necrotic slime that covers the blade will almost invariably infect the wound and poison the bloodstream, leading to a slow and agonising death in over 90% of cases. Even the augmented metabolism of the Astartes is not entirely immune to this effect. As yet the Adeptus Biologis have no antidotes that have any effect on the toxins. Rumours persist that some of these weapons are further empowered by the dark taint of the Warp against which no flesh can be spared. Only the Ordo Malleus know the truth.

5. Blight Grenades
Also known as a 'death head' grenade, it is made from a conquered foe of Nurgle. Constructed by Nurgle sorcerers, the severed head is covered with a waxy mix of slime and blood until it is watertight. The brain cavity is then filled with pus and left to fester, becoming a poisonous gas. The result is a missile which bursts on impact, releasing a deadly acidic gas.

A corrupted 'Plague Marine' encountered during the later stages of the Vraks campaign, affiliation unknown, although its ancient pattern of armour indicates a connection to the Death Guard Traitor legion or one of its sub-factions, most likely the Apostles of Contagion.


Karl Kopinski

ELITES

DISCIPLES OF XAPHAN ..... 8 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Disciple	3	4	3	3	1	3	1	9	5+
Champion	3	4	3	3	1	3	2	9	5+
Hvy Wpns Team	3	3	3	3	2	3	2	9	5+

Unit Composition:
- 1 Champion
- 4-9 Disciples

Unit Type:
- Infantry

Wargear:
- Lasgun or autogun or shotgun or laspistol and Close combat weapon
- Frag grenades

Special Rules:
- Infiltrate

Dedicated Transport:
- May select a Chimera (the squad may not infiltrate if it has a Chimera).

Options:
- The entire squad may take krak grenades for +2 pts per model.
- One Disciple may carry a vox-caster for +5 pts*

Up to 3 Disciples may carry one of the following*:
- flamer .....+ 6 pts
- grenade launcher .+ 8 pts
- meltagun .....+10 pts
- plasma gun .....+10 pts

Two Disciples may form a Heavy Weapons team equipped with one of the following*:
- heavy bolter .....+10 pts
- autocannon .....+15 pts
- missile launcher .....+15 pts
- lascannon .....+25 pts

The Champion may replace his lasgun/autogun/shotgun or laspistol with a:
- bolt pistol .....+1 pt
- plasma pistol .....+10 pts
- sniper rifle .....+10 pts

The Champion may replace his close combat weapon with a:
- power weapon .....+5 pts
- powerfist .....+20 pts

The Champion may take any of the following:
- melta bombs .....+5 pts
- carapace armour .....+ 5 pts
- demolition charge .....+10 pts

** No Disciple may take more than one of these options. For example, a Disciple with a vox-caster could not also carry a meltagun or join the Heavy Weapons team.*

PLAGUE MARINES ..... 23 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Marine	4	4	4	4(5)	1	3	2	9	3+
Plague Champion	4	4	4	4(5)	1	3	3	10	3+

Unit Composition:
- 5-20 Plague Marines

Unit Type:
- Infantry

Wargear:
- Power Armour
- Bolt gun
- Blight grenades
- Frag grenades
- Krak grenades
- Close combat weapon
- Bolt pistol

Special Rules:
- Mark of Nurgle (included in profile)
- Fearless
- Feel No Pain

Dedicated Transport:
- If it numbers ten or less models, the squad may select a Rhino or a Dreadclaw.

Options:
Up to two Plague Marines may replace their bolt pistol with a plasma pistol for +15 pts per model, or replace their bolter with one of the following:
- Plasma gun .....+15 pts
- Melta gun .....+10 pts
- Flamer .....+5 pts

Character:
- One model may be upgraded to a Plague Champion for +15 pts.
- The Plague Champion may replace his close combat weapon with one of the following:
  power weapon .....+15 pts
  powerfist .....+25 pts
- The Plague Champion may replace his bolt pistol with a plasma pistol for +15 pts.
- The Plague Champion may replace his bolt gun with one of the following:
  - Twin-linked bolter .....+5 pts
  - Combi weapon .....+10 pts
- The Plague Champion may have melta bombs for +5 pts.

PLAGUE OGRYN ..... 40 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Ogryn	4	2	6	5	3	3	D6	8	5+

Unit Composition:
- 2-5 Plague Ogryn

Unit Type:
- Infantry

Wargear:
- Claws, fangs, horns, drool, etc...

Special Rules:
- Noxious Touch
- Fearless
- Feel No Pain

Options:
- None

Noxious Touch: *Attacks from a Plague Ogryn will instantly infect any flesh it touches. The Ogryn's attacks are highly poisonous, wounding on a 2+ regardless of comparative strength and toughness.*

FAST ATTACK

CHAOS SPAWN ..... 40 pts each

	WS	BS	S	T	W	I	A	Ld	Sv
Spawn	3	0	5	5	3	3	D6	10	-

Unit Composition:
- 1-3 Spawn

Unit Type:
- Beast

Wargear:
- Fangs,claws, tentacles, etc

Special Rules:
- Fearless
- Slow and Purposeful
- Mindless

Options:
- None

Mindless: *Units of Chaos Spawn always move as far as they can towards the closest enemy, ie, they must always try to assult the closest enemy. In close combat each Spawn has D6 Attacks – roll every time they are about to attack. Units of Chaos Spawn never count as scoring units.*

SCOUT SENTINEL SQUADRON ..... 35 pts per Sentinel

	WS	BS	S	Front	Side	Rear	I	A
Sentinel	3	3	5	10	10	10	3	1

Unit Composition:
- 1-3 Sentinels

Unit Type:
- Vehicle (walker)
- Open-topped

Wargear:
- Multi-laser

Special Rules:
- Scout
- Move through Cover

Options:
Each Sentinel may upgrade its multi-laser for:
- heavy flamer ..... +5 pts
- autocannon ..... +5 pts
- lascannon ..... +15 pts

Any Sentinel may take any of the following:
- hunter-killer missile ..... +10 pts per model
- searchlight ..... +1 pt per model

The entire squadron may take:
- smoke launchers ..... +5 pts per model
- camo-netting ..... +10 pts per model

HELLHOUND ..... 130 pts

		Armour		
	BS	Front	Side	Rear
Hellhound	3	12	12	10

Unit Composition:
- 1 Hellhound

Unit Type:
- Vehicle (Tank, Fast)

Wargear:
- Inferno cannon
- Heavy bolter

Options:
- The Hellhound may become a Bane Wolf by replacing its Inferno cannon with a Blight cannon ..... free

May take any of the following:
- camo-netting ..... +20 pt
- extra armour ..... +15 pts
- hunter-killer missile ..... +10 pts
- dozer blade ..... +10 pts
- searchlight ..... +1 pt
- smoke launchers ..... +5 pts
- pintle-mounted storm bolter or heavy stubber +10 pts

Imperial Armour



SUPER HEAVY DETACHMENTS

On Vraks, the Renegades did not deploy super-heavy detachments, although the stores may have contained some large vehicles. Generally, Renegades have access to the following:

- **1-3 Malcadors (any variant)**
- **1-3 Valdors**
- **1-3 Minotaurs**
- **1-3 Baneblades, Shadowswords, Stormblades or Stormswords**
- **1-3 Macharius (any variant)**
- **1-3 Chaos Warhound Titans**
- **1-3 Chaos Reaver Titans**

HEAVY SUPPORT

TANK

You may take a single Tank as a Heavy Support choice. This can be one of the following:

Leman Russ; Leman Russ Demolisher; Leman Russ Vanquisher; Leman Russ Exterminator; Leman Russ Executioner; Leman Russ Conqueror; Leman Russ Annihilator; Leman Russ Eradicator, Leman Russ Punisher, Thunderer or Destroyer

CLOSE SUPPORT ARTILLERY

You may take a single piece of Close Support Artillery as a Heavy Support choice. This can be one of the following:

Basilisk, Griffon, Medusa Siege gun, Manticore, Hydra Flak Tank, Bombard
(*see Imperial Armour Volume 1 and Imperial Armour Volume 3 for details of these vehicles*).

WEAPON PLATFORM

You may take a Weapon Platform as a Heavy Support choice. This can be one of the following:

Earthshaker platform, Hydra platform, Medusa platform
(*see Imperial Armour Volume 1 for details of these weapons*).

HELL BLADE ..... 130 pts

		Armour		
	BS	Front	Side	Rear
Hell Blade	3	10	10	10

Unit Composition:
- 1 Hell Blade

Unit Type:
- Flyer

Wargear:
- 2 x twin-linked autocannons (with AA mount)

Options:
May take the following:
- daemonic possession ..... +20 pts

HELL TALON ..... 135 pts

	Armour			
	BS	Front	Side	Rear
Hell Talon	3	10	10	10

Unit Composition:
- 1 Hell Talon

Unit Type:
- Flyer

Wargear:
- Twin-linked lascannons
- Autocannon
- 8 bombs

Options:
May take the following:
- daemonic possession +20 pts
- May replace its autocannon with a havoc launcher for free.

Special Rule:
Bombs
You can elect to have the Hell Talon drop as many bombs as you wish in a single bombing run. For each bomb dropped, roll once for the Apocalyptic barrage template, but remember, each bomb can only be dropped once – when they're gone, they're gone!

Weapon	Range	Str	AP	Special
Bomb	Bomb	6	4	Apocalyptic Barrage (1)* One-shot

ARTILLERY STRIKE

	Pts	Str	AP	Type
Bombard Strike	100	8	3	Ordnance, massive blast
Manticore Strike	90	9	2	Ordnance, large blast
Basilisk Strike	70	9	3	Ordnance, large blast
Griffon Strike	50	6	4	Ordnance, large blast
Mortar Battery Strike	50	4	6	Heavy 3, small blast

- **Timing:**
  An artillery strike will always use the Reserves special rules even in missions where reserves are not allowed. The Reserve roll may be re-rolled using the Improved Comms vehicle upgrade. Once the artillery strike is available, it lands in each Shooting phase of the Renegade player's turn thereafter. The Renegade player may opt not to roll for the availability of the artillery strike if he wishes, but once the roll has passed and the forward observer or officer has selected the target, the artillery strike will continue.
- **Placement:**
  The blast marker for the artillery strike can be placed anywhere visible to the forward observer that is calling in the fire. This can be any model equipped with a vox-caster and can be an enemy model or just a point on the tabletop.
- **(In)accuracy:**
  An artillery strike scatters just like an ordnance weapon, but if a miss is rolled, the distance scattered is double the score on the D6. If a hit is rolled, the template deviates by the distance shown on the dice in the direction indicated by the arrow on the 'Hit' symbol.
- **Pinning:**
  All artillery strikes cause Pinning tests as for the standard rules for the weapon type fired.

TURRET EMPLACEMENT ..... 80 pts

	Armour			
	BS	Front	Side	Rear
Emplacement	3	13	13	12

Unit Composition:
- 1 Emplacement

Unit Type:
- Immobile

Wargear:
- Heavy flamer
- Searchlight

Options:
May replace the heavy flamer with any of the following:
- multi-laser ..... +5 pts
- autocannon ..... +5 pts
- missile launcher ..... +5 pts
- twin-linked heavy bolters ..... +10 pts
- lascannon ..... +10 pts
- twin-linked autocannons ..... +15 pts
- plasma cannon ..... +15 pts
- inferno cannon ..... +15 pts
- multi-melta ..... +15 pts
- plasma destroyer ..... +30 pts
- demolisher cannon ..... +35 pts
- battle cannon ..... +35 pts
- vanquisher cannon ..... +60 pts

DEDICATED TRANSPORTS

Certain Renegade units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organisation chart selections, but otherwise function as separate units. See the Vehicles section of the *Warhammer 40,000 rulebook* for details of how transport vehicles operate.

CHIMERA ..... 55 pts

		Armour		
	BS	Front	Side	Rear
Chimera	3	12	10	10

Unit Composition:
- 1 Chimera

Unit Type:
- Vehicle (Tank)

Access Points:
- 1 – rear hatch

Wargear:
- Multi-laser
- Heavy bolter
- Searchlight
- Smoke launchers

Transport Capacity:
- 12 models

Special Rules:
- Amphibious

Options:
- May replace multi-laser with:
- heavy flamer ..... free
- heavy bolter ..... free
- autocannon ..... +5 pts
- twin-linked heavy bolters ..... +10 pts

May replace heavy bolter with:
- heavy flamer ..... free

May take any of the following:
- camo-netting ..... +20 pt
- extra armour ..... +15 pts
- hunter-killer missile ..... +10 pts
- pintle-mounted heavy stubber ..... +10 pts
- pintle-mounted storm bolter ..... +10 pts
- dozerblade ..... +10 pts

CHAOS RHINO ..... 35 pts

		Armour		
	BS	Front	Side	Rear
Rhino	4	11	11	10

Unit Composition:
- 1 Rhino

Unit Type:
- Vehicle (Tank)

Access Points:
- 3 – side and rear hatches

Wargear:
- Twin-linked bolter
- Searchlight
- Smoke launchers

Transport capacity:
- Ten models

Special Rules:
- Repair

Options:
May take any of the following:
- daemonic possession ..... +20 pts
- dozer blade ..... +5 pts
- extra armour ..... +15 pts

One pintle-mounted weapon:
- twin-linked bolter ..... +5 pts
- combi weapon ..... +10 pts
- havoc launcher ..... +15 pts

DREADCLAW ASSAULT POD ..... 65 pts

		Armour		
	BS	Front	Side	Rear
Dreadclaw	-	12	12	12

Unit Composition:
- 1 Dreadclaw

Unit Type:
- Flyer

Wargear:
- None

Transport capacity:
- Ten models or one Chaos Dreadnought

Special Rules:

Difficult Ground: *A Dreadclaw is immobilised if it lands in difficult ground.*

Deploying the Dreadclaw: *The Dreadclaw and any unit assigned to be transported by it will always begin the game in Reserve. When the Dreadclaw becomes available from Reserve, it is deployed using the Drop Pod rules.*

Dreadclaw: *A Dreadclaw enters play just like other aircraft, arriving from Reserve and being placed anywhere on the table. Next turn it moves anywhere on the table, but at a minimum of 36" and lands. Place the Dreadclaw where you want it to land and then roll a Scatter dice. On a Hit, it is on target, on an arrow it deviates D6". Once on the ground the Dreadclaw opens and those within may deploy as if from a moving open-topped vehicle.*

SCENARIOS



Nurgle Blight Drone, vanquished during the second assault upon the Citadel.
Note the advanced state of decay and unknown leakage.

SCENARIO 18 – THE BATTLE FOR ARMOURY 59-44

Warhammer 40,000 Apocalypse

The Battle
The 34th line korps' offensive to seal the ring around the Citadel had stalled amidst heavy fighting against the traitor forces of Nurgle, across a battlefield stained by the green fog of chemical weapons.

Ordo Malleus Inquisitor Tobias Vokes led the attack, with the Grey Knights of Brother Captain Stern awaiting to teleport in as support. Against him were arrayed the hordes of Nurgle, chanting the name of their lord, Papa G'aap, Scabeiathrax, a mighty Great Unclean One. Inquisitor Vokes sacrificed himself in the battle attempting to banish the Great Unclean One, but Brother Captain Stern's brothers turned the tide and won the day.

The Wargame
This is a large battle, but only part of the entire attack. Play the game on as large a table as you can manage. Set the board up as described for an Apocalypse battle. The Chaos player chooses a short table edge then sets up his bunkers. All forces should be deployed using the Apocalypse deployment system.

Special Rules
The attacker gets the following strategic assets:
Scheduled Bombardment, Strategic Redeployment, Tank Riders

The defender gets the following strategic assets:
Ambush, Bunkers, Chaos Altar

Objectives
The attacker's objective is to destroy the enemy. Use the kill points system from the *Warhammer 40,000 rulebook* to decide who is the winner.

ATTACKERS - FORCES OF THE IMPERIUM

Inquisitor Lord Tobias Vokes
Daemonhammer, power armour, icon of the just, purity seals, storm bolter. Psychic power: Hammerhand

Retinue
4 Veteran Guardsmen, 1 Hierophant, 1 Familiar

Transported in a **Rhino**
with storm bolter, smoke launchers, sacred hull

Inquisitorial Storm Troopers
Squad 10 men flamer, plasma gun

All have krak grenades

Transported in a **Rhino**
with storm bolter, hunter-killer missile, extra armour, smoke launchers

Inquisitorial Storm Troopers
Squad 10 men flamer, melta gun

All have krak grenades

Transported in a **Rhino**
with storm bolter, extra armour, smoke launchers

Krieg Grenadier Squad
Squad 5 men melta gun

All have frag and krak grenades and melta bombs.

Transported in a **Centaur**
With searchlight, smoke launchers, extra armour, rough terrain mod.

Commissar
With laspistol, powersword

Krieg Infantry Platoon

Command Squad	Snr Off + 4 men	heavy bolter
Infantry Squad	10 men	plasma gun
Infantry Squad	10 men	melta gun
Infantry Squad	10 men	flamer
Infantry Squad	10 men	grenade launcher
Infantry Squad	10 men	plasma gun
Infantry Squad	10 men	grenade launcher

All squads carry frag and krak grenades. Each squad has one Guardsman with a vox-caster. The Senior Officer carries a laspistol and a powersword

Leman Russ
With dozerblade, pintle mounted heavy stubber, smoke launchers

Leman Russ
With pintle-mounted heavy stubber, hunter-killer missile

Leman Russ Demolisher
With pintle-mounted heavy stubber, trackguards

Hellhound
With dozerblade

Macharius Heavy Tank
With pintle-mounted heavy stubber

STRATEGIC RESERVES
All arrive via Deep Strike

Brother Captain Stern

Grey Knights Terminators
Grey Knights Brother Captain
8 Grey Knights Terminators
1 Grey Knights Terminator with psycannon

The squad has the Holocaust psychic ability.

Grey Knights
1 Grey Knights Justicar
7 Grey Knights
1 Grey Knights with psycannon
1 Grey Knights with incinerator

Grey Knights Purgation squad
1 Grey Knights Justicar
5 Grey Knights
2 Grey Knights with psycannons
2 Grey Knights with incinerators

Grey Knights Dreadnought
With twin-linked lascannons, smoke launchers, sacred hull

Grey Knights Dreadnought
With psycannon, smoke launchers

DEFENDERS – FORCES OF NURGLE

Necrosius

Plague Zombie Horde
20 Plague Zombies

Plague Zombie Horde
20 Plague Zombies

Mutant Rabble
40 Mutants with 2 flamers, 1 grenade launcher, 1 heavy stubber

Plague Ogryns
5 Plague Ogryns

Death Guard Terminators
1 Terminator Champion with lightning claws
8 Chaos Terminators
1 Chaos Terminator with Reaper autocannon

Plague Marines
1 Plague Champion with powerfist and plasma pistol
8 Plague Marines
1 Plague Marine with plasma gun

Plague Marines
1 Plague Champion with power weapon and melta bombs
8 Plague Marines
1 Plague Marine with flamer

Chaos Predator
With twin-linked lascannons, extra armour, daemonic possession, havoc launcher

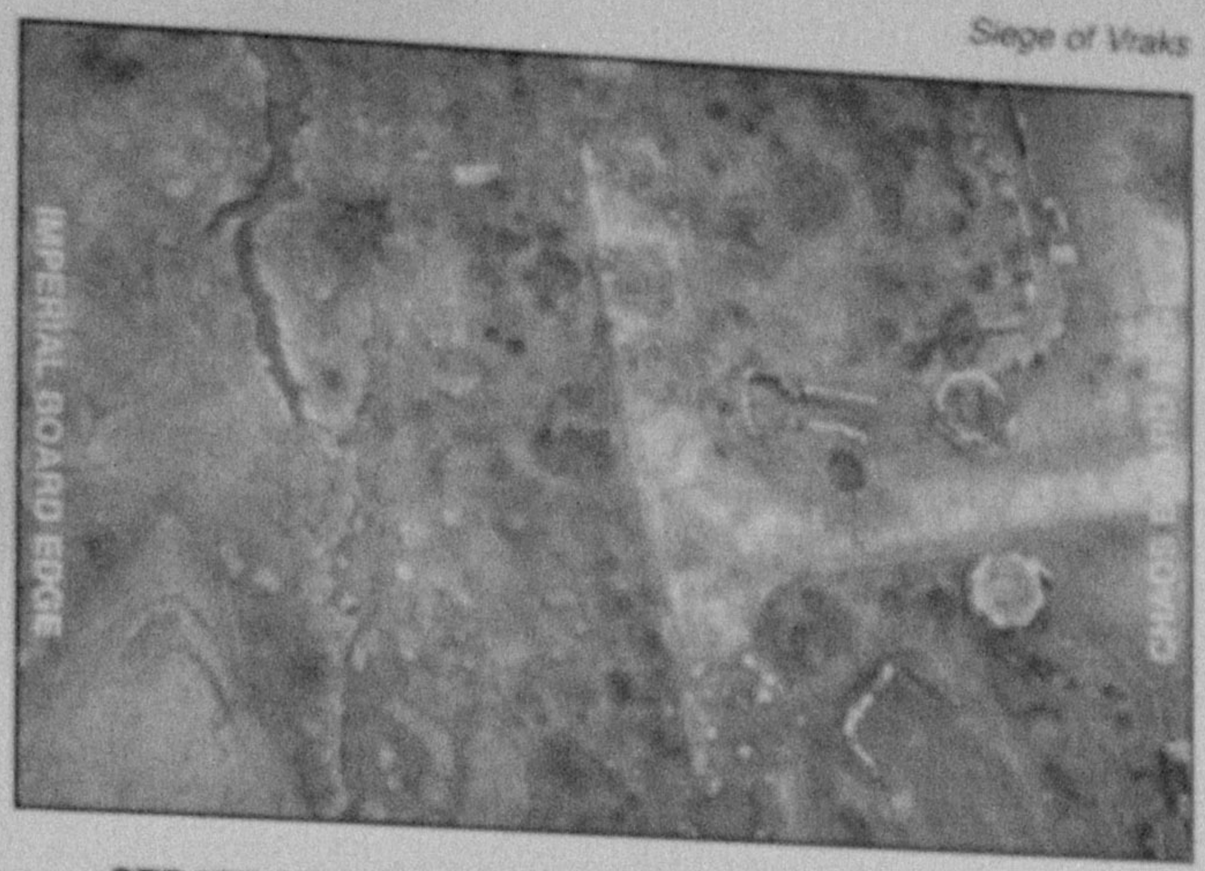
Defiler
With twin-linked lascannons

Nurgle Dreadnought
With twin-linked lascannons

Herald of Nurgle
Chaos Icon, Aura of Decay, Cloud of Flies

Plaguebearers
15 Plaguebearers with Chaos Icon

Blight Drones
3 Blight Drones



Siege of Vraks

STRATEGIC RESERVES
All arriving via Deep Strike

Scabeiathrax the Bloated

Nurglings
3 bases

Nurglings
3 bases

Plaguebearers
15 Plaguebearers

Beasts of Nurgle
3 Beasts. One has Noxious Touch

SCENARIO 19 – DAEMONS UNLEASHED

Warhammer 40,000

The Battle
During the first direct assault upon the Citadel, as the 261st regiment fought its way through murderous weapons fire up the slopes towards the Citadel, it had suffered horrific casualties. Worse, the daemons of Khorne were awaiting, the Vraks portal had opened and out flooded the foot soldiers of Khorne. A vicious counter-attack saw the daemons throw the attackers back down the slopes in a furious assault, leaving carnage in their wake then, as suddenly as it had started it was over, their slaughter complete, Khorne appeased... for now.

The Wargame
Play this scenario across a 6'x4' table. The terrain is the rocky slopes of the Citadel rock, so include lots of areas of rocky ground, a few wrecked bunkers or pillboxes and scattered craters. Deploy the Krieg forces first in their deployment zone then deploy the Chaos forces in their deployment zone. Roll a D6 for who has the first turn.

Special Rules
Do not use the Daemonic Assault special rules in this game, deploy the Daemons as for a standard game.

Steep Ground – The slopes up to the Citadel are too steep for the tanks to move on. The Krieg Leman Russ are deployed in a supporting fire role and must remain stationary once deployed.

Objectives
There is only one objective for the warriors of Khorne, kill the enemy! They must wipe out the Krieg forces before the end of the game. If any Krieg forces are still fighting when the game ends then the Krieg win.

ATTACKERS – DAEMONS OF KHORNE

Herald of Khorne
On a Juggernaut. Fury of Khorne, Blessing of the Blood God, Unholy Might

Gorefeaster

Bloodletters
12 Bloodletters

Bloodletters
12 Bloodletters

Bloodletters
12 Bloodletters

Flesh Hounds
10 Flesh Hounds

Blood Crushers
4 Blood Crushers

Reinforcements
Arriving via Deep Strike

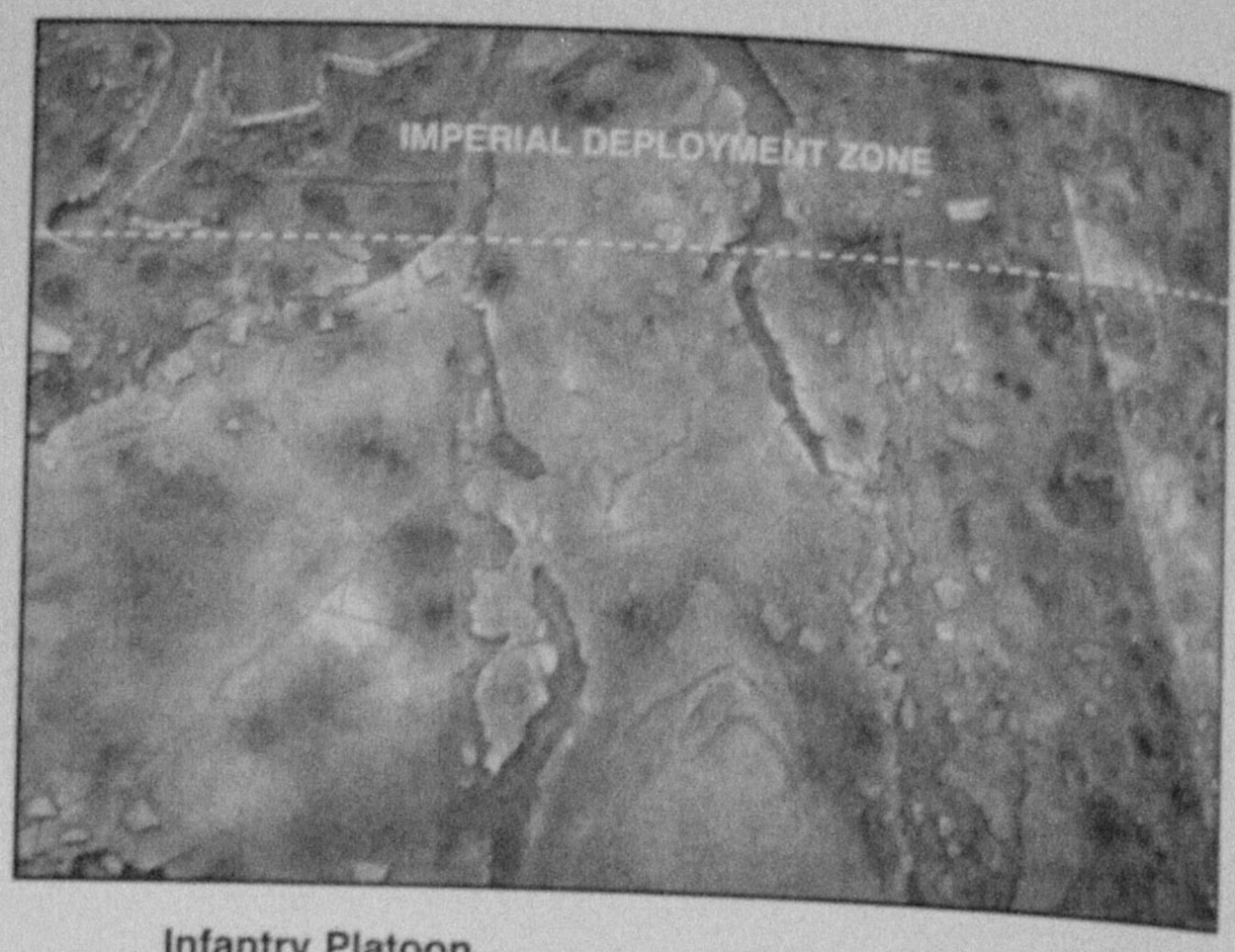
Herald of Khorne
With Deathstrike, Unholy Might

Flesh Hounds
10 Flesh Hounds

Flesh Hounds
10 Flesh Hounds

Bloodletters
12 Bloodletters

Blood Slaughterer
1 Blood Slaughterer



DEFENDERS – FORCES OF THE IMPERIUM

Company Command Platoon

HQ	Snr Off + 4 men	melta gun

One Guardsman has the master vox. The Senior Officer has a refractor field, las pistol and power sword.

Fire Support Squad

Squad	6 men	3 x twin-linked heavy stubbers

Mortar Squad

Squad	6 men	3 x mortars

Quartermaster
with two servitors

Grenadier Squad

Squad	10 men	meltagun, flamer

One model has a vox-caster. One model has a demolition charge.

Leman Russ
With pintle-mounted heavy stubber, rough terrain modification

Leman Russ Annihilator
With pintle-mounted heavy stubber

Infantry Platoon

Command Squad	Jnr Off + 4 men	autocannon
Infantry Squad	10 men	grenade launcher
Infantry Squad	10 men	flamer
Infantry Squad	10 men	meltagun
Infantry Squad	10 men	grenade launcher
Infantry Squad	10 men	plasma gun

All squads carry frag and krak grenades. Each squad has one Guardsman with a vox-caster. The Senior Officer carries a laspistol and a powersword.

SCENARIO 20 – INTO THE DEATH PIT

Warhammer 40,000 Apocalypse

The Battle
The second major assault upon the Citadel was an attack against the armoury gate, situated deep inside a ravine on the hillside (known as the Death Pit). The 269th regiment's attack saw days of murderous fighting before forcing their way through the ravine's defences. Even the intervention of an Inquisitorial Strike force of Red Hunters in drop pods failed to win the day, as the Chaos forces (including a Reaver Titan), issued from the armoury en-masse. Overwhelmed, the Space Marines were annihilated. Meanwhile, the Krieg units were forced to withdraw from the ravine. It was a costly defeat.

The Wargame
This is an Apocalypse game so play on as large a table as you can manage. The table will be the floor of the ravine, with cliffs rising on either side and one end.

Inside the ravine is a thick tangle of defences, bunkers, pillboxes, tank traps, razorwire, etc – use as much as you have. Halfway across the table is the ravine's defence wall and gate.

Special Rules
The Attackers get the following Strategic Assets:
Deep Strike, Jammers, Blind Barrage

The Defenders get the following Strategic Assets:
Tunnels, Bunkers, Minefields and Obstacle, Precision strike

Objectives
There are four objectives on the table – these are marked on the map. The player that controls the most objectives at the end of the game wins.

ATTACKERS – FORCES OF THE IMPERIUM

Company Command Platoon

Squad	Snr Off +4 men	plasma gun

All have frag and krak grenades. An Ensign carries the regimental standard.

Anti-Tank squad

Squad	6 men	3 x lascannons

Quartermaster
with 3 Servitors

Grenadiers

Squad	10 men	heavy flamer, melta gun

All have melta bombs.

Krieg Infantry Platoon

Command Squad	Snr Off +4 men	heavy stubber
Infantry Squad	10 men	plasma gun
Infantry Squad	10 men	grenade launcher
Infantry Squad	10 men	flamer
Infantry Squad	10 men	grenade launcher
Infantry Squad	10 men	melta gun
Infantry Squad	10 men	melta gun

All squads carry frag and krak grenades. Each squad has one Guardsman with a vox-caster. The Senior Officer carries a laspistol and a powersword.

Krieg Infantry Platoon

Command Squad	Snr Off +4 men	lascannon
Infantry Squad	10 men	plasma gun
Infantry Squad	10 men	melta gun
Infantry Squad	10 men	flamer
Infantry Squad	10 men	flamer
Infantry Squad	10 men	plasma gun
Infantry Squad	10 men	grenade launcher

All squads carry frag and krak grenades. Each squad has one Guardsman with a vox-caster. The Senior Officer carries a laspistol and a powersword.

Death Rider Squadron

Squadron	10 men	hunting lances

All have frag and krak grenades.

Cyclops
1 Cyclops and operator

Quad Launcher battery
3 quad launchers with 3 crew per gun

Leman Russ
with pintle-mounted heavy stubber

Leman Russ
with pintle-mounted heavy stubber, hunter-killer missile

Leman Russ Demolisher
with pintle-mounted heavy stubber, dozerblade

Macharius Heavy Tank
with pintle-mounted heavy stubber

Stormblade
with pintle-mounted heavy stubber, hunter-killer missile

Strategic Reserves

Inquisitor and Retinue
Artificer armour, psycannon, refractor field, sacred incense, power sword, targeter
1 Hierophant
1 Sage
1 Mystic
3 Warriors
in a **Drop Pod**

Red Hunters Tactical squad
Squad 10 men with flamer, missile launcher
in a **Drop Pod**

Red Hunters Tactical squad
Squad 10 men with melta guns, plasma cannon
in a **Drop Pod**

Red Hunters Devastator squad
Squad 10 men with 2 x lascannons, 2 x missile launchers
in a **Drop Pod**

Deathstorm Drop Pod
with assault cannons

DEFENDERS – FORCES OF CHAOS

Heavy Weapons Platoon

Command Squad	Champ*+ 4 men	lascannon
Mortar squad	6 men	3 x mortars
Fire support squad	6 men	3 x heavy bolters
Anti-tank squad	6 men	3 x lascannons

Apostate Preacher
with laspistol, eviscerator and unholy relic

Enforcer
with laspistol and power weapon.

Disciples of Xaphan
Squad 10 men with grenade launcher, flamer, melta gun
The squad is led by a Champion with a power weapon. The entire squad has frag and krak grenades.

Renegade Militia Platoon

Command Squad	Champ*+ 4 men	lascannon, melta gun
Infantry Squad	10 men	missile launcher, plasma gun
Infantry Squad	10 men	heavy stubber, grenade launcher
Infantry Squad	10 men	heavy stubber, flamer
Infantry Squad	10 men	autocannon, grenade launcher

*The Champion has a laspistol and close combat weapon. All have frag and krak grenades. All squads have a vox-caster.

Renegade Militia Platoon

Command Squad	Champ*+ 4 men	heavy bolter, melta gun
Infantry Squad	10 men	missile launcher, flamer
Infantry Squad	10 men	heavy bolter, grenade launcher
Infantry Squad	10 men	autocannon, plasma gun
Infantry Squad	10 men	lascannon, grenade launcher

The Champion has a laspistol and close combat weapon. All have frag and krak grenades. All squads have a vox-caster.

Leman Russ
with pintle-mounted heavy stubber, extra armour, dozerblade

Leman Russ
with pintle-mounted heavy stubber

Medusa
with dozerblade

Artillery Strike – Basilisk

Artillery Strike – Griffon

Minotaur

Strategic Reserve

Mutant Rabble
Rabble 40 men with grenade launcher, flamer

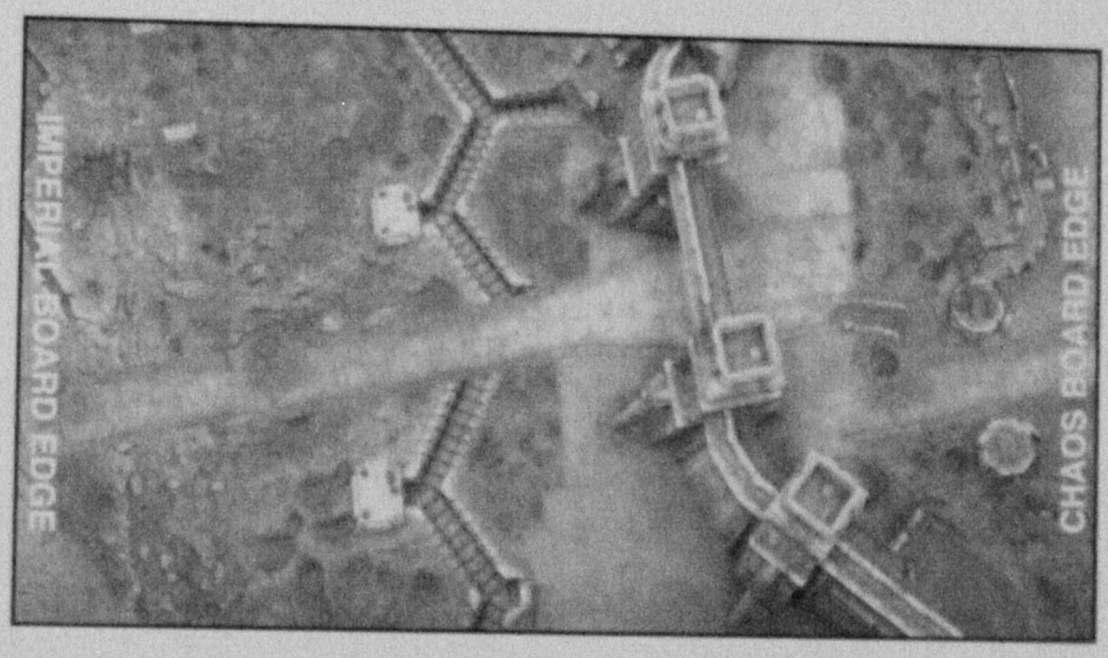
Chosen Chaos Space Marines – the Sanctified
Squad 12 men with lascannon, plasma gun
The Aspiring Champion has a power weapon.

Khorne Berserkers
Squad 10 men with 2 x plasma pistols
The Skull Champion has a powerfist. Mounted in a Rhino

Rhino
with extra armour and havoc launcher

Zhufor the Impaler
with bodyguard
Squad 5 men lightning claw, reaper autocannon
Icon of Khorne, chainfist
One Terminator is upgraded to a Terminator Champion. All have the Mark of Khorne.

Chaos Reaver Titan
with gatling blaster, las-blaster, Apocalypse missile launcher



SCENARIO 21 – LOWER GATE SPUR

Warhammer 40,000 Apocalypse

The Battle
As the attack upon the Death Pit was beginning, so too was a simultaneous operation to assault the Lower Gate spur getting under way. With Inquisitor Lord Hector Rex in personal command, and Grey Knights and Titans in close support, the 269th regiment launched itself at the defences. The wall and gate had already been subjected to massive curtain bombing by Marauder bombers and had been battered into rubble. But the surviving defenders had dug in deep and the defence laser silo that was thought to have been knocked out was still operational!

The Wargame
This is another Apocalypse battle, so play on as large a table as you can manage. Across the defender's end of the table are the remains of the walls, towers and gate, along with the defence laser silo – effectively these are large piles of rubble and ruins. The rest of the table is the usual craters, razorwire, wrecked defences, etc.

Special Rules
The attackers get the following strategic assets:
Strategic Redeployment, Blind Barrage, Recon

The defenders get the following strategic assets:
Hammerblow, Obstacles, Hold at All Costs

Objectives
Place three objective markers as shown on the map. These are all held by the defender at the start of the game. The side that holds the most at the end of the game wins.



ATTACKERS – FORCES OF THE IMPERIUM

Inquisitor Lord Hector Rex
with retinue

Mounted in a Rhino.

Rhino
with extra armour, pintle-mounted storm bolter, sacred hull.

Krieg Infantry Platoon

Command Squad	Snr Off + 4 men	heavy bolter
Infantry Squad	10 men	plasma gun
Infantry Squad	10 men	melta gun
Infantry Squad	10 men	flamer
Infantry Squad	10 men	grenade launcher
Infantry Squad	10 men	plasma gun

All squads carry frag and krak grenades. Each squad has one Guardsman with a vox-caster. The Senior Officer carries a laspistol and a powersword.

Krieg Infantry Platoon

Command Squad	Snr Off + 4 men	autocannon
Infantry Squad	10 men	flamer
Infantry Squad	10 men	melta gun
Infantry Squad	10 men	melta gun
Infantry Squad	10 men	grenade launcher
Infantry Squad	10 men	plasma gun

All squads carry frag and krak grenades. Each squad has one Guardsman with a vox-caster. The Senior Officer carries a laspistol and a powersword.

Commissar
With laspistol, powersword.

Leman Russ
with pintle-mounted heavy stubber

Leman Russ
with pintle-mounted heavy stubber, hunter-killer missile

Leman Russ Demolisher
with pintle-mounted heavy stubber, dozerblade

Macharius Heavy Tank
With pintle-mounted heavy stubber

Reaver Titan
with gatling blaster, laser blaster and apocalypse missile launcher

Warhound Titan
with plasma blastgun and vulcan mega-bolter

Strategic Reserves

Grey Knights Terminators
Grey Knights Brother Captain
4 Grey Knights Terminators
1 Grey Knights Terminator with psycannon

The squad has the Holocaust psychic ability. Mounted in a Grey Knights Land Raider

Grey Knights Land Raider
With pintle-mounted storm bolter, sacred hull.

Grey Knights Purgation squad
1 Grey Knights Justicar
5 Grey Knights
2 Grey Knights with psycannons
2 Grey Knights with incinerators

Mounted in a Grey Knights Land Raider Redeemer

Grey Knights Land Raider Redeemer
With pintle-mounted storm bolter, blessed

Grey Knights Dreadnought
With psycannon, smoke launchers

Orbital Strike
Lance strike

DEFENDERS - FORCES OF CHAOS

Disciples of Xaphan
Squad 10 men with grenade launcher, flamer, melta gun

The squad is led by a Champion with a power weapon. The entire squad has frag and krak grenades.

Rogue Pysker
with two psychic powers

Apostate Preacher
with laspistol, eviscerator and unholy relic

Renegade Militia Platoon

Command Squad	Champion*+ 4 men	heavy bolter, melta gun
Infantry Squad	10 men	missile launcher, melta gun
Infantry Squad	10 men	heavy bolter, grenade launcher
Infantry Squad	10 men	heavy stubber, flamer
Infantry Squad	10 men	lascannon, grenade launcher
Infantry Squad	10 men	heavy bolter, plasma gun

The Champion has a laspistol and close combat weapon. All have frag and krak grenades. All squads have a vox-caster.

Mutant Rabble
Squad 20 mutants with flamer

Heavy Weapons Platoon

Command Squad	Champion*+ 4 men	lascannon
Mortar squad	6 men	3 x mortars
Fire support squad	6 men	3 x heavy bolters
Anti-tank squad	6 men	3 x missile launchers

2 x Enforcers
with laspistol and power weapon

Artillery Strike – Basilisk

Minotaur
With dozerblade

Valdor Tank Hunter
With sponson mounted lascannon, pintle-mounted heavy stubber

Leman Russ
with pintle-mounted heavy stubber

Defence Laser Silo
with defence laser.

The silo has armour 14 all round and 4 Structure points. Its weapon has the following stats:

Range	Str	AP	Type
60"	D	1	Ordnance, 10" blast, primary weapon, pinning

Strategic Reserves

Chosen Chaos Space Marines (Black Brethren of Ayreas)
Squad 10 men with plasma gun, flamer, missile launcher

The Aspiring Champion has a power weapon and plasma pistol. Mounted in a Land Raider

Chaos Land Raider
With daemonic possession, dirge caster

Chaos Space Marines (Adharon's Reavers)
Squad 16 men with lascannon, melta gun

Aspiring Champion has a power weapon and twin-linked bolter.

Khorne Berserkers
Squad 12 men with 2 x plasma pistols

The Skull Champion has a powerfist.

Battle Formation – Daemon Engine Summoning
3 x Defilers

Chaos Dreadnought
With additional Dreadnought close combat weapon.

SCENARIO 22 – ASSAULT ON THE ST LEONIS GATE

Warhammer 40,000 Apocalypse

The Battle
At the request of the Ordo Malleus, the Red Scorpions Chapter returned to Vraks for the finale of the war. Led by the Chapter's Lord High Commander, the strike force was given the task of assaulting and capturing the St Leonis Gate. Led by their Land Raiders and driving directly up the Pilgrim's Road in the face of heavy defensive fire, the Red Scorpions suffered severe losses as the Chaos forces sallied out to meet them. A furious battle erupted at the foot of the St Leonis Gate, with summoned daemons of Khorne swarming out of the gateway. Only the last minute intervention of Commander Aineas' Assault Terminators and Sergeant Culln's Assault squads turned the tide and won the Red Scorpions their objective.

The Wargame
Play this battle on as large a table as you can manage. Set the board up as described for an Apocalypse battle. The board represents the route of the Pilgrim's road up to the St Leonis Gate. The Chaos player starts the game at the end of the table with the gate, with the Imperial forces at the opposite end. Forces should be deployed using the Apocalypse force deployment system.

Special Rules

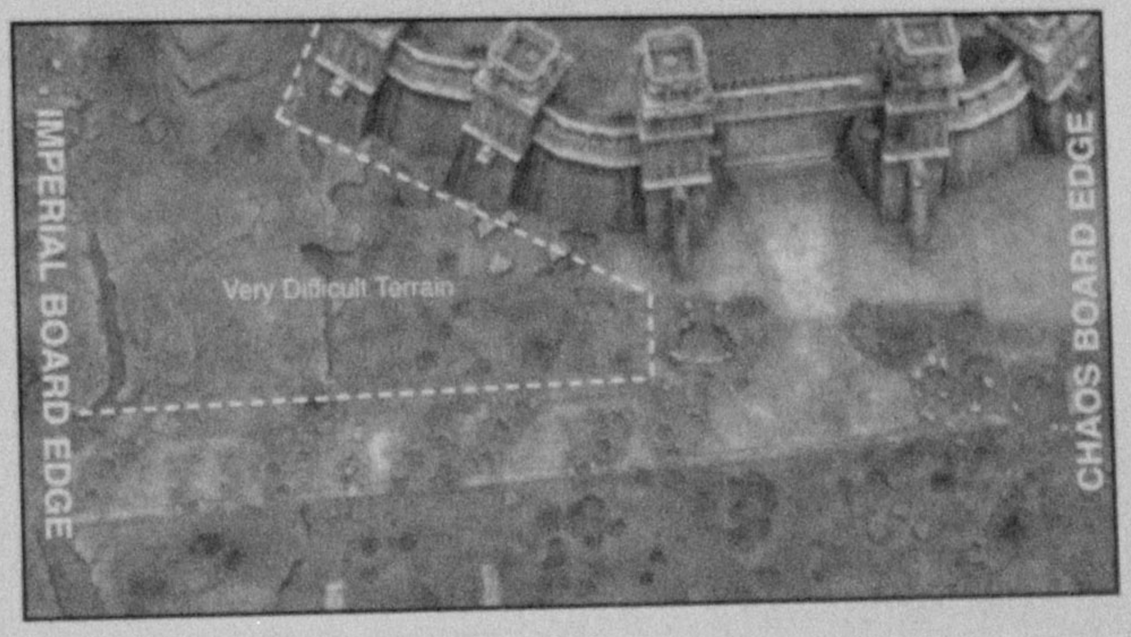
The attackers have the following Strategic Assets:

Orbital Bombardment, Strategic Redeployment, Heroic Stand

The defenders have the following Strategic Assets:

Minefields, Vital Objective, Trophy Kill

Objectives
Place objectives in accordance with the Apocalypse scenario. The defender's Vital Objective must be the St Leonis Gate.



ATTACKERS - FORCES OF THE IMPERIUM

Lord High Commander Ortys
Chapter Master with Artificer armour, iron halo, relic blade, bolt gun and hellfire rounds.

Honour Guard Squad
1 Champion
8 Honour Guards
1 Honour Guard with Chapter banner

All mounted in a Land Raider

Tactical Squad
Squad 10 men with melta gun, heavy bolter

The Sergeant has a chainsword and melta-bombs. Mounted in a Land Raider Redeemer

Tactical Squad
Squad 10 men with flamer, missile launcher

The Sergeant has a powersword. Mounted in a Land Raider Helios

Imperial Armour

Devastator Squad
Squad 5 men with 2 x heavy bolters, plasma cannon, lascannon

The Sergeant has a chainsword. Mounted in a Razorback

Razorback
with twin-linked lascannons,

Battle Formation - Armoured Spearhead

Land Raider
with pintle-mounted storm bolter, extra armour

Land Raider Redeemer
with pintle-mounted storm bolter

Land Raider Helios
with pintle-mounted storm bolter

Chaplain Dreadnought Nalr
with twin-linked lascannons

Venerable Dreadnought Pawel
with assault cannon

Land Speeder Squadron
Land Speeder with heavy bolter and assault cannon
Land Speeder with heavy bolter and multi-melta
Land Speeder with heavy bolter and Typhoon missile launcher

Land Speeder Squadron
Land Speeder with heavy bolter and assault cannon
Land Speeder with heavy bolter and assault cannon
Land Speeder with heavy bolter and Typhoon missile launcher

STRATEGIC RESERVES

Commander Aineas
Space Marine Captain in Terminator Armour, master-crafted powersword and storm bolter.

Terminator Squad

Squad	Sergeant	Thunderhammer and storm shield
	2 men	Lightning Claws
	2 men	Thunderhammer and storm shield

Vanguard Veteran Squad Culln

Squad	Sgt Culln	powersword, bolt pistol
	1 Vet	plasma pistol, chainsword
	1 Vet	bolt pistol, chainsword
	1 Vet	plasma pistol, power axe
	1 Vet	bolt pistol, powersword, storm shield

All have jump packs.

Assault Squad
Squad Sergeant powersword, melta bombs
6 men chainsword, bolt pistol
All have jump packs.

Battle Formation - Suppression Force

Land Speeder
with Heavy Bolter

3 x Whirlwinds

DEFENDERS – FORCES OF CHAOS

Renegade and Heretics – Initial Deployment

Disciples of Xaphan
Squad 10 men with grenade launcher, flamer, melta gun

The squad is led by a Champion with a power weapon. The entire squad has frag and krak grenades.

Disciples of Xaphan
Squad 10 men with plasma gun, flamer, melta gun

The squad is led by a Champion with a power weapon. The entire squad has frag and krak grenades.

Rogue Pysker
with two psychic powers

Apostate Preacher
with laspistol, eviscerator and unholy relic

Battle Formation – Vraksian Renegade Attack Force

Malcador
with hull-mounted lascannon

Malcador Defender
with sponson-mounted heavy flamers

Renegade Militia Platoon

Command Squad	Champion*+ 4 men	heavy bolter, melta gun
Infantry Squad	10 men	missile launcher, melta gun
Infantry Squad	10 men	heavy bolter, grenade launcher
Infantry Squad	10 men	heavy stubber, flamer
Infantry Squad	10 men	lascannon, grenade launcher

The Champion has a laspistol and close combat weapon. All have frag and krak grenades. All squads have a vox-caster.

Mutant Rabble

Squad	30 mutants	flamer

Chaos Spawn
3 x Chaos Spawn

Heavy Weapons Platoon

Command Squad	Champ+ 4 men	autocannon
Mortar squad	6 men	3 x mortars
Fire support squad	6 men	3 x autocannons
Anti-tank squad	6 men	3 x lascannons

3 x Enforcers
with laspistol and power weapon.

Artillery Strike – Basilisk

Chaos Space Marines - Initial Deployment

Black Brethren of Ayreas Chaos Space Marines
Squad 10 men with plasma gun

Aspiring Champion has a power weapon and twin-linked bolter. Mounted in a Land Raider

Chaos Land Raider
With daemonic possession, dirge caster

Possessed Chaos Space Marines
Squad 12 men with Icon of Chaos Glory

Led by a possessed champion.

Defiler
with havoc launcher

Chaos Dreadnought
with twin-linked lascannons, heavy flamer

STRATEGIC RESERVES

Herald of Khorne
with Fury of Khorne, Unholy Might on a Juggernaut

Bloodletters
12 Bloodletters

Bloodletters
12 Bloodletters

Flesh Hounds
8 Flesh Hounds

Blood Crushers
3 x Blood Crushers

SCENARIO 23 – ASSAULT UPON THE CARDINAL GATE

Warhammer 40,000 Apocalypse

The Battle
As the Red Scorpions stormed the St Leonis Gate, Inquisitor Rex led his own strike force to assault the Cardinal Gate. Comprised of Inquisitorial Storm Troopers, Krieg Grenadiers, Red Hunters Space Marines and the Grey Knights of Strike Force Arturus, they climbed the slope through the ruins of previous battles.

Awaiting them were the Gate's fanatical defenders: renegades, heretics, traitors and daemons all came streaming down, sallying forth. A swirling battle upon the hillside followed, and through it Inquisitor Rex cut his way to the Gate, only to be faced by An'ggrath, a mighty Bloodthirster, and the two met in a titanic confrontation.

The Wargame
This is an Apocalpyse scenario, so play the game over the largest table you can manage. Across one end of the table is the Citadel's wall, in the centre of which is the Cardinal Gate. This is the Chaos player's end of the table. The Imperial player has the opposite end. The rest of the table comprises the hillside, with lots of rocks, craters, wrecked pillboxes and bunkers, trenches and defence lines, razorwire, etc. There will also be wrecked vehicles from previous battles.

Special Rules
The Attackers have the following Strategic Assets:
Precision Strike, Orbital Bombardment, Trophy Kill, Vital Objective

The Defenders have the following Strategic Assets:
Bunkers, Hold at All Costs, Blood Thirst of Khorne, Obstacles

Objectives
Place objectives in accordance with the Apocalypse scenario. The Imperium's Vital Objective must be the Cardinal Gate.

ATTACKERS – FORCES OF THE IMPERIUM

Inquisitor-Lord Hector Rex
With retinue

Additional Retinue
5 Warriors

Ordo Malleus Inquisitor Tojarni Piott
With power armour, icon of the just, bolter, psycannon bolts, powerfist. Psychic powers: Destroy Daemon

Retinue
1 Hierophant
1 Sage
2 Warriors

Mounted in a **Razorback**
with twin-linked psycannons

Inquisitorial Storm Trooper Squads

Squad	10 men	flamer, plasma gun
Squad	10 men	plasma gun, melta gun
Squad	10 men	grenade launcher, flamer

All squads have krak grenades.

Krieg Grenadier Squads

Squad	10 men	heavy flamer
Squad	10 men	melta gun
Squad	10 men	flamer
Squad	10 men	melta gun

Each squad also has a demolition charge.

Red Hunters Tactical Squad
Squad 10 men multi-melta, melta gun
The Sergeant has combi-flamer

In a **Land Raider**
with extra armour, pintle-mounted storm bolter



Red Hunters Devastator Squad
Squad 10 men 2 x heavy bolters, 2 x lascannons

In a **Rhino**
with extra armour.

Red Hunters Dreadnought
with assault cannon, Dreadnought close combat weapon

Red Hunters Predator
With autocannon, lascannon sponsons, pintle-mounted storm bolter, extra armour

Grey Knights Hero – Brother Captain Arturus
Nemesis force weapon, storm bolter, sacred incense. Scourging psychic power.

Grey Knights Terminator Retinue
5 Grey Knights with nemesis force weapons and storm bolters
1 has a psycannon
The squad has the Holocaust psychic power

Mounted in a **Grey Knights Land Raider Redeemer**
with pintle-mounted storm bolter, sacred hull

Grey Knights Purgation Squad
1 Justicar with sacred incense
2 Grey Knights – psycannons
2 Grey Knights – incinerators
5 Grey Knights

Mounted in a **Grey Knights Land Raider**
with pintle-mounted storm bolter, blessed

Grey Knights Dreadnought
with psycannon, sacred hull

STRATEGIC RESERVE

Grey Knights Thunderhawk Gunship

Grey Knights Purgation Squad
Arrive via Deep Strike
1 Justicar
2 Grey Knights – psycannons
2 Grey Knights – incinerators
3 Grey Knights

DEFENDERS – FORCES OF CHAOS

Herald of Khorne
with Fury of Khorne, Deathstrike and Unholy Might

Bloodletters
20 Bloodletters with Chaos Icon

Flesh Hounds
16 Flesh Hounds

Blood Crushers
5 Blood Crushers

Imperial Armour

Brass Scorpion

Brass Scorpion

Soul Grinder
with Phlegm and Tongue mawcannon

Blood Slaughterers
3 x Blood Slaughterers

Defiler
With close combat arm

Defiler
With twin-linked lascannons

Gorefeaster

STRATEGIC RESERVES

Formation – Warp Rift

An'ggrath the Unbound

Bloodletters
20 Bloodletters

Bloodletters
20 Bloodletters

Bloodletters
20 Bloodletters

SCENARIO 24 - ANGEL'S DESCENT

Warhammer 40,000 Cities of Death

The Battle

The Angels of Absolution's unexpected arrival on Vraks gave Inquisitor Lord Rex new troops to help crush the Citadel's resistance. They were here though to settle an old score – to capture the Alpha Legion traitor Arkos, and Lord Rex gave his permission for the strike force to launch a drop pod assault into the Citadel. Led by Interrogator Chaplain Belphegor, the Angels of Absolution crashed down from their battle barge, whilst Master Yafrir led a ground assault. Their target was the great Basilica of St Leonis, now mostly in ruins. Within, the Alpha Legion survivors and their allies awaited their fate, determined not to be taken without extracting a heavy price from their enemy.

The Wargame

The table represents the plaza of the outer ward of the Citadel, scattered with piles of rubble and surrounded by ruined buildings. At one end of the table is part of the Basilica, a large ruined building (or multiple ruins). This is the Chaos player's end of the table. The Angels of Absolution player takes the opposite end and his reserves will enter from here. The Chaos player deploys first, with the Space Marines taking the first turn and arriving from orbit in their drop pods or teleporting. The game has a random game length (see page 90 of the *Warhammer 40,000 rulebook*).

Special Rules

As this is a fight in an urban area, use the Cities of Death rules for this scenario.

The attackers have the following Cityfighting Strategems:
Preliminary Bombardment, Deep Strike, Siege Shells

The defenders have the following Cityfighting Strategems:
Sacred Ground, Barricades, Infiltrate

Objectives

The Angels of Absolution must kill/capture Arkos. If he is dead at the end of the game the Angels of Absolution win, otherwise the Chaos player wins.

ATTACKERS – ANGELS OF ABSOLUTION

Deathstorm Drop Pod
with missile launchers

Interrogator-Chaplain Belphegor
Terminator armour, combi-plasma gun, crozius arcanum, rosarius

Veteran squad

1 Sergeant	bolt gun, plasma pistol
3 Veterans	bolt gun
1 Veteran	flamer

In a **Drop Pod**

Tactical Squad
Squad 10 men with plasma cannon, plasma gun
The Sergeant has a powersword and bolt pistol.

In a **Drop Pod**

Tactical Squad
Squad 10 men with heavy bolter, flamer
The Sergeant has a close combat weapon and bolt pistol.

In a **Drop Pod**

Terminator Squad

1 Sergeant	storm bolter, chainfist
1 Terminator	cyclone missile launcher
3 Terminators	storm bolter, power fist

The Terminators enter the table via Deep Strike.

Reserves

Company Master Yafrir
Powersword, iron halo, bolt pistol

Command Squad
1 Company Champion with powersword and combat shield
1 Apothecary with narthecium/reductor
3 Veterans with boltguns

In a **Land Raider**
with pintle-mounted storm bolter

Vindicator
with extra armour, pintle-mounted storm bolter

Vindicator
with dozerblade, pintle-mounted storm bolter

Assault Squad
Squad 10 men with chainswords, bolt pistols
The Veteran Sergeant has a powersword. They do not have jump packs.

Mounted in a **Rhino**
with reinforced armour

DEFENDERS – FORCES OF CHAOS

Disciples of Xaphan
Squad 10 men with flamer, plasma gun

The entire squad has krak grenades. The Champion has melta bombs.

Enforcer
With plasma pistol, surveyor, refractor field

Apostate Preacher
With laspistol, eviscerator

Plague Ogryn
5 x Plague Ogryn

Mutant Rabble
20 Mutants with flamer

Mutant Rabble
20 Mutants with a grenade launcher

Mutant Rabble
20 Mutants with a heavy stubber

Hellhound
With rough terrain modification

Sentinel squadron
2 x Sentinels with armoured crew compartment, lascannon

Reserves

Arkos the Faithless
See below

Alpha Legion Chosen Squad
1 Chosen bolt gun, Chaos Glory
1 Chosen plasma gun
3 Chosen bolt guns

Alpha Legion Squad
Squad 10 men with heavy bolter, plasma gun

Alpha Legion Havoc Squad
Squad 10 men with lascannon, 2 missile launchers



ARKOS THE FAITHLESS
SCION OF ALPHARIUS, CAPTAIN OF THE ALPHA LEGION

Arkos was once a loyal Space Marine, a proud officer of the Alpha Legion, but during the Horus Heresy, he, like the rest of his Legion followed the arch-traitor. During the rebellion he fought alongside his Primarch Alpharius as the Alpha Legion conducted its own campaign against the Emperor's loyalist forces.

After Horus' defeat, he fled to the Eye of Terror and has continued the Alpha Legion's long war against the false Emperor ever since. He leads a powerful warband of Alpha Legion Space Marines from his personal battle barge, *Anarchy's Heart*. Arkos has spent the long millennia raiding from the Eye of Terror, attacking Imperial shipping lanes, and cultivating agent provocateurs who spread discontent, sedition and false rumours, especially in sectors close to the Eye of Terror. His Alpha Legion warband also supply captured weapons and training to selected cultist units.

Arkos' warband have been known to masquerade as loyalist Space Marines in order to infiltrate small units onto Imperial worlds. These units then act as saboteurs and commandoes behind enemy lines. Arkos plans such daring missions very carefully. Usually he prefers to orchestrate attacks from his battle barge and allow his lesser minions to do the fighting.

Arkos himself has dedicated his soul to the cause of the Chaos gods. In the past he has been the host to daemons, becoming a possessed. He has shown great mental fortitude by surviving the experience and has been well rewarded by the gods for his loyalty and service.

On Vraks, Arkos is thought to have been the real power behind Xaphan's rebellion. Deacon Mamon may well have been an agent of Arkos long before the Cardinal was corrupted. His warband's long commitment to the war is seen as proof of this theory. Until the rise of Zhufor, Arkos was the de-facto general on Vraks, running the war whilst using Cardinal Xaphan's as his puppet-ruler. It was Arkos that summoned the other Chaos Space Marine warbands to the planet and Arkos that almost slew Grandmaster Azrael in personal combat. In the end, besieged and trapped, the Angels of Absolution arrived to take him prisoner and destroy his warband. It is assumed that the Angels of Absolution's mission was successful, although the Ordo Malleus has recieved no confirmation.

Arkos the Faithless **Cost: 165 pts**

	WS	BS	S	T	W	I	A	Ld	Sv
Arkos	6	5	6	5	3	5	4	10	3+/5+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear:
Power Armour
Combi-melta
Dark Blade
Frag and krak grenades

Special Rules:
Daemonic Aura (5+ Invulnerable Save)
Daemonic Resilence (+1T included above)
Son of Alpharius
Devious Tactician

Devious Tactician: Arkos is a master of subtle and devious schemes. He plans carefully and rarely fights a battle in which he doesn't already have a tactical advantage. If your army is led by Arkos, you may re-roll your dice for which side takes the first turn.

Son of Alpharius: Arkos is a true son of Alpharius, and his Primarch's geneseed is still strong in his blood. As well as his increased characteristics, included above, Arkos also inspires his men and those lesser mortals he leads. Any squad Arkos leads gains the counter-attack special skill. If Arkos leads a Renegades and Heretics army then the 0-1 restriction on Alpha Legion squads is lifted.

Dark Blade: Arkos' main weapon is a Dark Blade, a gift from the gods for his long service. The weapon is a power sword that adds +2 to Arkos' strength when rolling to wound or penetrate a vehicle's armour.

SCENARIO 25 - CLOSING THE VRAKS PORTAL

Warhammer 40,000 - Cities of Death

The Battle

To destroy the Vraks portal, hidden within the inner keep, the Grey Knights launched a teleport assault led by Brother Captain Stern and Inquisitor Rex. The inner keep was infested with Khornate daemons, the soldiers of the Daemon Prince Uraka, left to guard the portal. The Grey Knights set about purging the inner keep of the daemons, until they encountered Uraka himself. Brother Captain Stern fought him, aided by Justicar Ophia's squad and eventually exorcised the beast. With their leader gone, the other daemons were soon cleansed and the remaining psykers gathered around the Warp portal to destroy it forever.

The Wargame

Place the Vraks portal in the centre of the table. A suitable model would be a series of pillars arranged in a circle, with piles of skulls and/or a pentagon inscribed upon the floor. The rest of the table is the ruined inner keep, with lots of piles of rubble and the ruined remains of buildings.

Play the game along the length of a 6'x4' table. The attacker has two deployment zones, both within 12" of the short table edges. Deploy the initial attackers using both these deployment zones. The attacker may split his forces between deployment zones or just use a single zone.

The Chaos player deploys using the normal Daemonic Assault rules (see page 27 of *Codex: Chaos Daemons*).

Special Rules

Vraks Portal: The Vraks portal can only be destroyed by using psychic powers and Force weapons. It has a Toughness of 5 and 4 Wounds, with no Armour save. It can be targeted as if it was an enemy unit and any attack using a psychic power can damage it.

Sustained Attack: The daemons gain the sustained attack special rule. Any Bloodletter or Flesh Hound unit reduced to less than 50% strength may elect to immediately banish itself back to Warp, and go into Reserve. Roll for Reserves as normal. The unit may then re-enter play at its full strength, using the Deep Strike rules.

Use the Cities of Death rules for this game.

The attacker gets the following Cityfighting Stratagems:
Deep Strike

The defender gets the following Cityfighting Strategem:
Sacred Ground

Objectives

The Grey Knights' objectives are to destroy the Vraks portal and banish Uraka. If they achieve both of these they win. If they achieve one it is a draw. If they achieve neither then the Chaos player wins.

ATTACKERS – DAEMON HUNTERS

Initial Deployment

Inquisitor Hector Rex
Additional Retinue: 4 Warriors, 1 Familiar

Brother Captain Stern

Grey Knights Squad
1 Justicar
8 Grey Knights
1 Grey Knight with psycannon



Grey Knights Purgation squad
1 Grey Knights Justicar
5 Grey Knights
2 Grey Knights with psycannons
2 Grey Knights with incinerators

Grey Knights Dreadnought
with twin-linked lascannons, smoke launchers, sacred hull

Reinforcements
Enter via Deep Strike

Grey Knights Terminators
1 Grey Knights Brother Captain
8 Grey Knights Terminators
1 Grey Knights Terminator with psycannon
The squad has the Holocaust psychic ability.

Grey Knights Squad
1 Justicar
8 Grey Knights
1 Grey Knight with incinerator

DEFENDERS – CHAOS DAEMONS

Uraka the Warfiend

Herald of Khorne
with Blessing of the Blood God, Unholy Might, Fury of Khorne

Bloodletters
12 Bloodletters
One has a Chaos Icon.

Bloodletters
12 Bloodletters
One has a Chaos Icon.

Bloodletters
12 Bloodletters

Bloodletters
12 Bloodletters

Bloodletters
12 Bloodletters

Flesh Hounds
10 Flesh Hounds

Flesh Hounds
10 Flesh Hounds

Blood Slaughterer
1 x Blood Slaughterer

THE SEIGE OF VRAKS
MULTI-PLAYER CAMPAIGN SYSTEM

This is a campaign system that allows players to fight a series of linked battles to decide the fate of Vraks.

This is a large node campaign. The size of the campaign means it suits multiple players on each side. Two or more players a side will make for a better campaign, as players will have a wider variety of opponents to fight and hence a variety of forces. Roughly four or five players a side is best, but it can be played with more or less. It can also be played with just one player on each side, or a single player can control multiple armies, but you will find that the players will get more variety of forces and battles can be fought against different opponents.

Designer's Notes
This campaign starts at the beginning of the Siege of Vraks and covers the entire siege until the end. Of course your campaign will not have the same outcome as the historical one, or even the same battles and events. You will be creating your own version of the Siege of Vraks as you progress.

PLAYING THE CAMPAIGN

FORCES OF THE IMPERIUM

For the attacking Imperial side each player will need an army. This can be either an Imperial Guard army, a Space Marine army or a Daemon Hunters army.

The Imperial side must have at least one Imperial Guard army and one Space Marine army, after this players are free to choose which army they will use from the list below.

For Imperial Guard players, armies can be selected from one of the following army lists: *Codex Imperial Guard*, Armoured Battlegroup (see *Imperial Armour volume 1*), Krieg Siege Regiment (see *Imperial Armour volume 5*) or Krieg Armoured Battlegroup (see *Imperial Armour volume 7*).

Any Space Marine armies should be selected from *Codex: Space Marines*, or the relevant Codex for the Chapter used (Dark Angels, Black Templars, Blood Angels, etc).

Instead of Space Marines, Imperial players can choose to use an Inquisitorial force chosen from *Codex: Daemon Hunters*.

FORCES OF CHAOS

For the defending Chaos side, each player will need an army. This can be either a Renegades and Heretics army, a Lost and the Damned army, a Chaos Space Marine army or a Daemons of Chaos army.

The Chaos side must have at least one Renegades and Heretics army and one Chaos Space Marine army. After this players are free to choose which army they will use from the list below.

For Renegade and Heretic players, armies can be selected from the following army lists: Defenders of Vraks (*Imperial Armour volume 5*), Servants of Slaughter (*Imperial Armour volume 6*), or Servants of Decay (*Imperial Armour volume 7*).

Any Chaos Space Marine army should be selected from *Codex: Chaos Space Marines*.

Instead of Chaos Space Marines, Chaos players can choose to use a daemonic force chosen from *Codex: Chaos Daemons*.

HISTORICAL FORCES

Whilst players should not be restricted to historical forces, should you wish to recreate the historical armies, use the following forces.

Imperial player 1 – Krieg Siege regiment
Imperial player 2 – Krieg Tank company
Imperial player 3 – Dark Angels
Imperial player 4 – Red Scorpions
Imperial player 5 – Daemon Hunters

Chaos player 1 – Defenders of Vraks
Chaos player 2 – Servants of Slaughter
Chaos player 3 – Servants of Decay
Chaos player 4 – Chaos Space Marines
Chaos player 5 – Daemons of Chaos

ALTERNATIVE FORCES

Players should feel free to adapt the forces needed to their own model collections. Players with other Imperial Guard regiments such as Cadians or Catachans can easily stand in for Krieg forces and players with other Space Marines forces can stand in for the Dark Angels and Red Scorpions – there is no reason why the Ultramarines cannot take the place of the Dark Angels. If this means your gaming group or club can then play the campaign, this is all fine.

THE CAMPAIGN TURN

This is a node campaign. Players move their forces to capture locations (called nodes) on the campaign map and then play a battle to decide who controls the location. Controlling nodes awards players Campaign points (referred to as CPs). The first side to end a campaign turn with 20 CPs wins (see Winning the Campaign for more details).

At the start of the campaign both sides already have possession of some nodes, and it is from these positions that they start the campaign. At the beginning of each campaign turn, the Imperial player(s) decide which node they will move to. This must be a node adjacent to one already occupied (ie, you can only move one node per turn). If the node is unoccupied then they automatically move in and occupy it. If the node is held by the enemy then there will be a battle.

To fight a battle each side decides between themselves (either via discussion, using a rota or rolling a dice) which player will fight this battle. When both sides have chosen and declared their player, the two players decide how many points they will use. It should not be less than 1,000 points or more than 3,000 points (see Apocalypse Games later). The game is then played. The side that wins the battle holds the node. If the battle results in a draw then it counts as a victory to the defender. The attacker must withdraw from the node to the node he attacked from.

Each node contains a description of whch side occupies it at the start of the camapign and the number of Campaign points the node is worth.

CAMPAIGN NODES

1. PLAINS OF SARITAMA (1 CP)
Starts the campaign occupied by Imperial Guard forces.

2. VAN MEERSLAND WASTES (1 CP)
Starts the campaign occupied by Imperial Guard forces.

3. SARITAMA HILLS (1CP)
Starts the campaign occupied by Chaos forces.

4a. OUTER DEFENCE LINE 1 (1 CP)
Starts the campaign occupied by Chaos forces.

4b. OUTER DEFENCE LINE 2 (1 CP)
Starts the campaign occupied by Chaos forces.

4c. OUTER DEFENCE LINE 3 (1CP)
Starts the campaign occupied by Chaos forces.

5. HAB-ZONE 3 (1CP)
Starts the campaign unoccupied.

6. NORTHERN DEFENCE LINE (1CP)
Starts the campaign unoccupied.

7. HAB-ZONE 1 (2CP)
Starts the campaign unoccupied.

8a. SECOND DEFENCE LINE 1 (1CP)
Starts the campaign unoccupied.

8b. SECOND DEFENCE LINE 2 (1CP)
Starts the campaign unoccupied.

9a. SRNA FAULT LINE BRIDGES (2CP)
Starts the campaign unoccupied.

9b. BALAN TRENCH BRIDGE (2CP)
Starts the campaign occupied by Chaos forces.

10a. STAR PORT, NORTH (2CP)
Starts the campaign unoccupied.

10b. STAR PORT, SOUTH (1CP)
Starts the campaign occupied by Chaos forces.

11. SRNA FLATS (1CP)
Starts the campaign occupied by the Space Marine force.

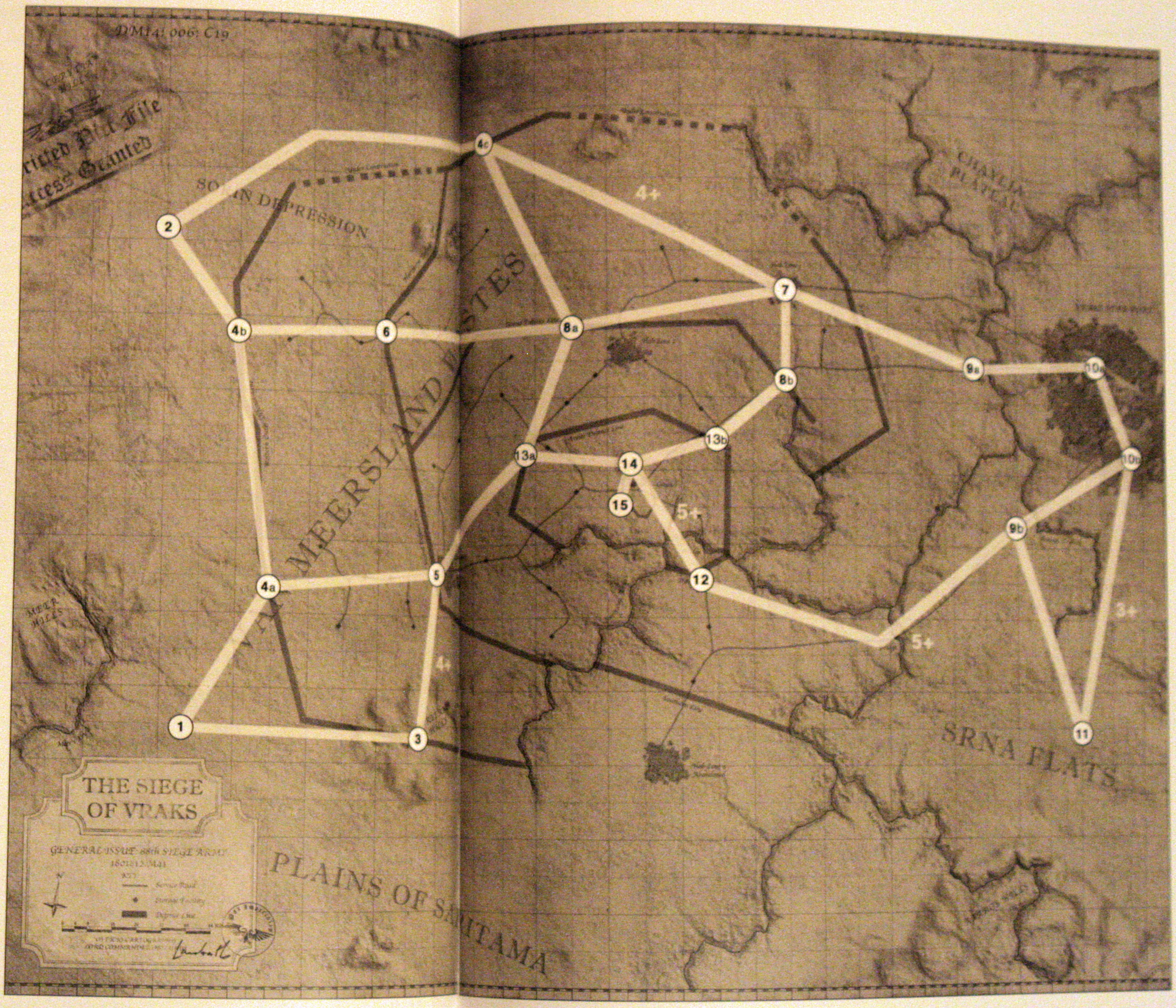
12. DARRO LINE (2CP)
Starts the campaign unoccupied.

13a. INNER DEFENCE LINE 1 (2CP)
Starts the campaign unoccupied.

13b. INNER DEFENCE LINE 2 (2CP)
Starts the campaign unoccupied.

14. CURTAIN WALL (2CP)
Starts the campaign unoccupied.

15. CITADEL (2CP)
Starts the campaign occupied by Chaos forces.



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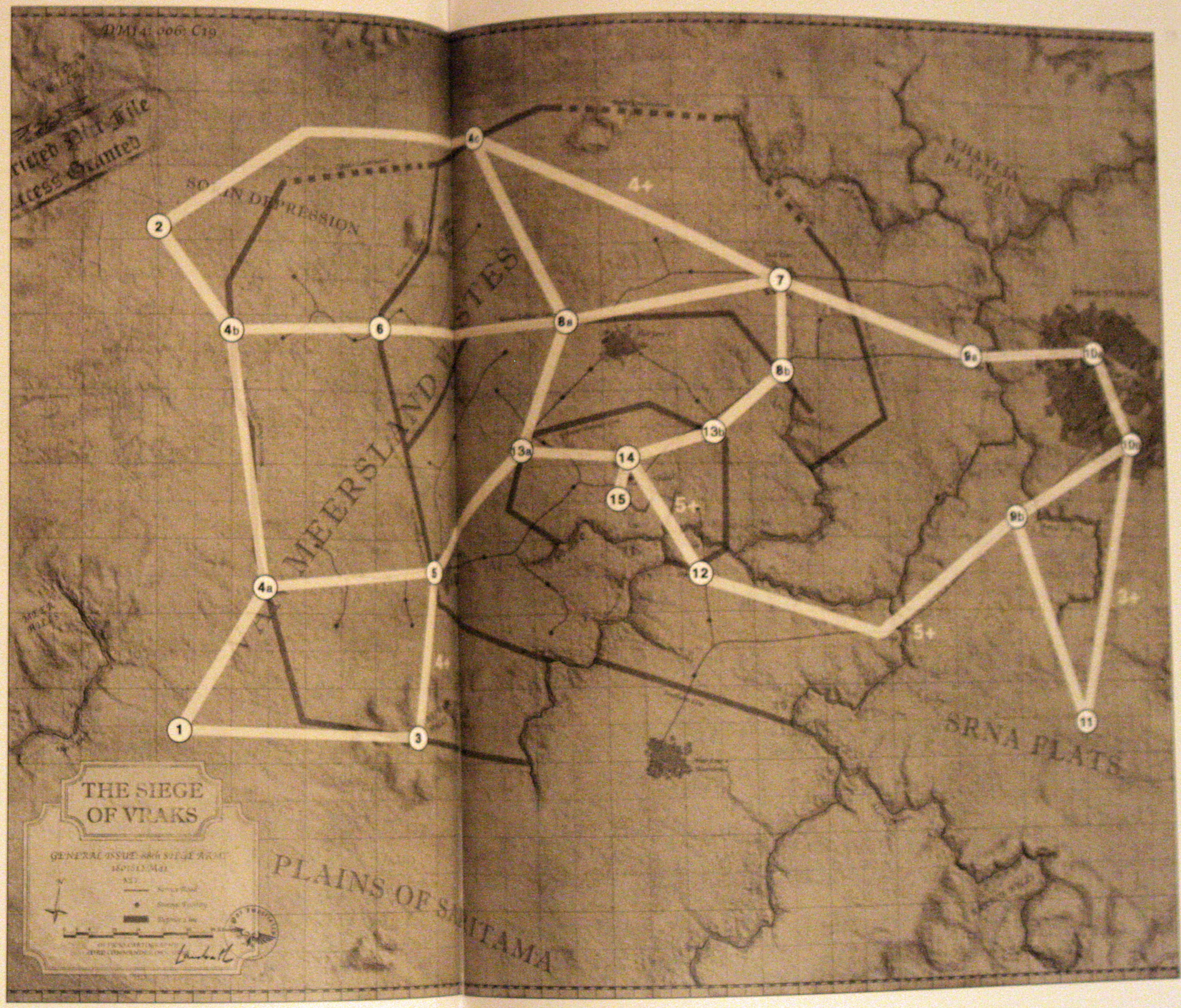
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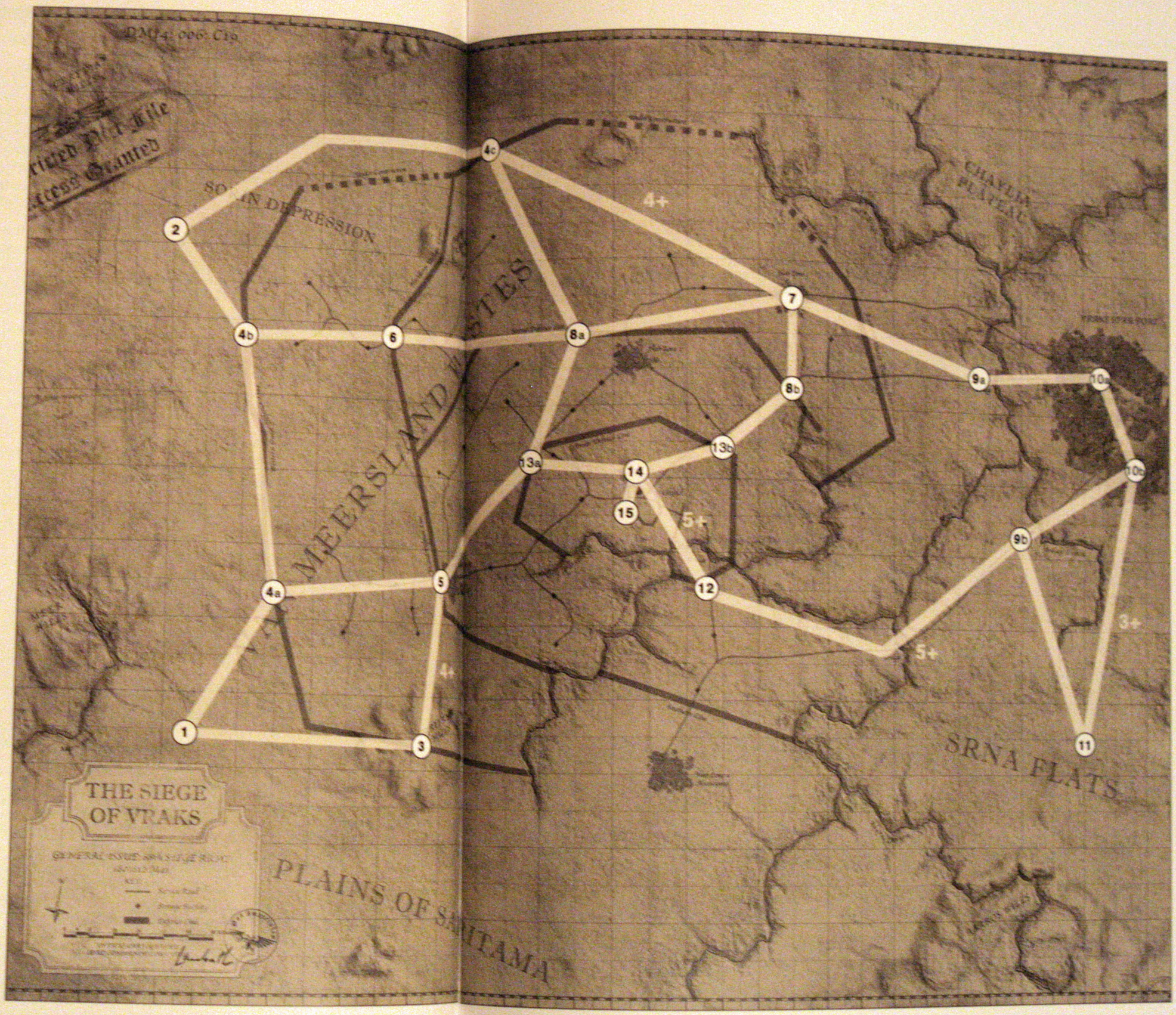
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Starts the campaign occupied by Chaos forces.



As the Imperial player is (generally) the attacker and the Chaos player is the defender, the Imperial player may take two turns before the Chaos player takes his turn. So the turn sequences runs as follows:

1. Imperial side moves.
2. Imperial side moves.
3. Chaos side moves.
4. End of turn, add up Campaign points.

Routes between nodes sometimes have a difficultly number attached to them. If this is the case, the player must roll equal to or higher than the number given in order to cross the area. If the roll is unsuccessful the route may not be crossed this move, and the battle is not fought. Routes may not be occupied, only nodes.

Apocalypse Battles
If two or more players from both sides agree, any game can be fought as an Apocalypse game. Use the Apocalypse scenario from the *Apocalypse* rulebook. The players involved should agree a points value for the battle, this must be over 3,000 points, but can be as large as you have models and time for.

TERRAIN
To play this campaign you'll need some suitable terrain. All the battles take place on the war-torn surface of Vraks, which makes life easy. If your collection of terrain includes craters, a few areas of scattered rocks or broken ground, a few wrecked vehicles or rusting hulks and lots of obstacles like razorwire, tank traps and minefields, then you'll have the basis for any Vraks battlefield. You'll need to decide how to deal with trenches. Trenches, being below the surface, will be problematic. You have two choices really. Accept a degree of abstraction and have them above the ground level, either with the ground sloping up to meet them or, build a board where you can cut into the surface to create trenches. With some forethought a trench board can be made highly adaptable and reused for battle after battle.

Added to these basics you'll need a few bunkers and pillboxes, as well as other barricades, dug-outs or defence lines to create strong defensive positions.

Some battles take place in urban areas, so a few buildings (ruined or otherwise) will come in useful when fighting in these locations.

WINNING THE CAMPAIGN
Each location is worth a set number of Campaign points. Holding that location gives their side that number of Campaign points, and the players should keep a running total of how many points each side has.

To win the campaign the Imperial player(s) must have 20 Campaign points at the end of a turn, and must also hold the Citadel as a location. If the Imperial player(s) have enough points but do not hold the Citadel, then the campaign continues. If they hold the Citadel but do not have enough points, then the Chaos forces still have the strength to fight on and the campaign continues.

The Chaos player must have 20 Campaign points at the end of the turn, and must hold the Citadel. If they do not hold the Citadel they cannot win the campaign regardless of their points total.

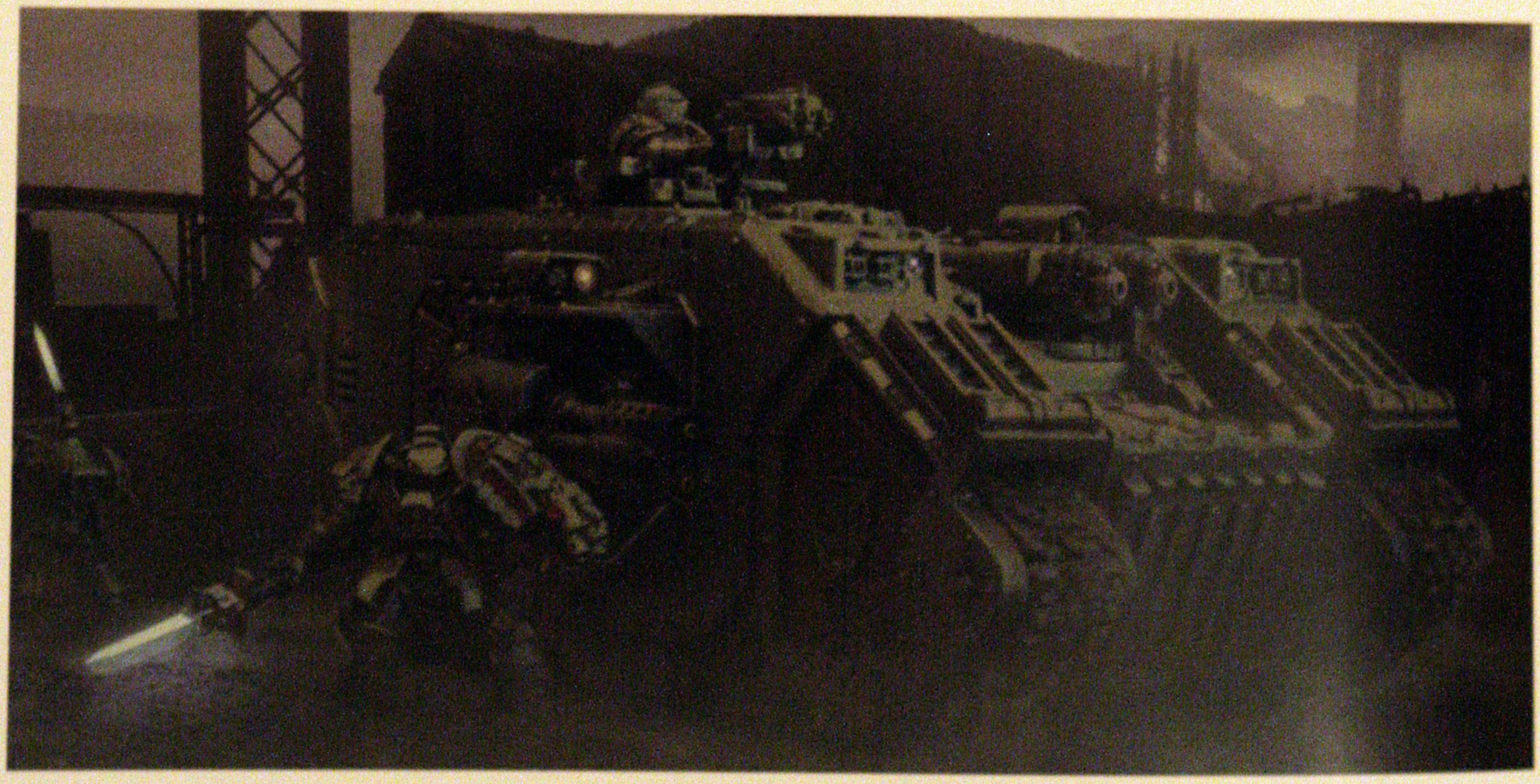
Example of Play

In the first campaign turn, the Imperial players make their initial move. They already occupy the Plains of Saritama, the Van Meersland Wastes and the Srna Flats. They select to move from the Plains of Saritama to location 3, the Saritama Hills, which are occupied by Chaos forces. There will now be a battle. The players organise the battle and play the game. The Imperial player wins and occupies the Saritama Hills.

Next it is the Imperial player's second move. Having captured the Saritama Hills he chooses to try to move to occupy location 5, Hab-zone 3. He rolls a dice, scores a 2 and fails to move, ending his turn.

It is now the Chaos player's move. From location 4a he selects to move to location 5, this does not require a roll and is unoccupied, so the node is automatically occupied by Chaos forces.

This ends the turns. Both sides now add up their Campaign points before beginning the next campaign turn.



APPENDICES



Reaver Titan *Omnis-Destructor Secundus*, deployed to Vraks as reinforcements for the Warp Runners battlegroup to replace battlefield losses.

Venatarii Reaver Titan Maniple

POINTS: 300+ MODELS

Compared to Titans, infantry are fated to the role of ants at the feet of giants - Titans are impossibly powerful and god-like war machines. Over the long millennia of constant warfare, the Legio Titanicus have developed their own tried and tested tactics and battle formations, many of which are based around the 'Maniple'.

This is a configuration of three or more Titans of complementary designs and armaments, always led by faster scout Titans which locate and secure the enemy in place before the heavy firepower of the Reavers moves up and overwhelms them.

REAVER TITAN 'PRIME'

Praetorian



REAVER TITAN

Incaeduus Prime



REAVER TITAN

Invigila Alpha



WARHOUND TITAN

Canis Primus



WARHOUND TITAN

Canis Secundus



WARHOUND TITAN

Canis Tertius



FORMATION:

1+ Reaver Titans, one of which must be designated as the Maniple's Prime

2+ Warhound Titans

SPECIAL RULES:

Titan Maniple: All Titans within the Maniple must be deployed within 36" of each Maniple's Prime, or, if coming on from reserve for the first time, within 36" of the point entered by the Prime.

Prime: One of the Reaver Titans in the Maniple must be designated as the Maniple's Prime, and is likely to be commanded by the most senior Princeps in the force. Whilst the Prime is mobile, all members of the Maniple within 24" (including the Prime itself) may ignore Gun Crew Shaken results on the Super-heavy Damage table.

The Hunters and the Hounds: In a Maniple, the Warhound scout Titans live up to their name, marking primary targets for destruction and weakening them before the Maniple's heavier Reavers engage.

Reaver Titans in the Maniple may re-roll misses against enemy super-heavy walkers or gargantuan creatures, if their target has already been hit by attacks from one of the Maniple's Warhounds that turn.

Ordo Malleus Covenant of Destruction

POINTS: 100+ MODELS

In the event of a full scale daemonic incursion, the Ordo Malleus may form a single dedicated armoured assault force of their most potent and holy warriors to strike at the very heart of the infection These strikes to decapitate a daemonic invasion by slaying its hellish master are particularly dangerous, even for such powerful warriors as the Grey Knights. Each will be led by a Lord of the Ordo Malleus, such is the power and resolve required to carry them out with any hope of success.

INQUISITOR LORD AND RETINUE

Inquisitor Lord Rex and Grey Knights Terminators



GREY KNIGHTS

Grey Knights Squad Mattan



GREY KNIGHTS

Grey Knights Squad Barim



FORMATION:

1 Ordo Malleus Inquisitor Lord with Retinue in a Land Raider
0-1 Grey Knights Hero
1-4 Grey Knights units*

**These may be Grey Knights Terminator squads, Grey Knights squads or Grey Knights Purgation squads which must also have their own transport vehicles: See Armoured Assault special rules.*

SPECIAL RULES:

Armoured Assault: All units must have either a Land Raider, Land Raider Crusader or a Land Raider Redeemer bought for them at the normal cost. This replaces the normal transport and deployment options for these units found in *Codex Daemon Hunters*.

Adamantine & Faith: All vehicles in the Covenant of Destruction have been blessed and consecrated for their mission. They all have the Sacred Hull upgrade at no cost.

Marked for Destruction: Once per game you may specify a single Greater Daemon, Daemon Prince, Daemonic Character (or similar) as being Marked for Destruction. For the following turn all models in the Covenant may re-roll failed rolls to wound against the subject of the mark. Additionally if the Covenant destroys the subject of the mark (ie, takes its last wound causing it to be removed from play) then they count as having an additional objective at the end of the game.

'Forlorn Hope' Death Rider Charge

POINTS: 75+ MODELS

For the Death Korps of Krieg, no sacrifice is too great to achieve victory, no enemy too terrible to face and no battle lost while blood and breath remain to serve the will of the God-Emperor. One manifestation of this will to endure any danger in order to snatch victory from the jaws of seemingly inevitable defeat is the 'Forlorn Hope', a mass cavalry charge by the Death Riders of Krieg. Before taking to the battlefield, each Death Rider undergoes ritual penitence while their officers minister to them the Imperial Mass for the Righteous Dead. Their souls so commended to the Emperor, they mount their augmented steeds and ride in grim silence into the teeth of the enemy without fear, for they are already counted among the dead.











FORMATION:

1 Death Rider Command Squadron (see the *Siege of Vraks Part 1*, page 135)

0-1 Death Korps Commissar (See the *Siege of Vraks Part 1*, page 134, gains a Death Rider Mount at no additional cost)

4+ Death Rider Squadrons (see the *Siege of Vraks Part 1*, page 140)

SPECIAL RULES:

Strike Force: All units in the Forlorn Hope must be deployed within 18" of the Death Rider Command squad leading them or enter play within 18" of the point where the Command squad does if they are held in reserve.

The Thunder of the Guns: The Forlorn Hope is usually preceded by a mass artillery barrage, set to provide covering fire for the Death Riders' advance. As a result, this formation also includes its own Scheduled Bombardment Strategic Asset.

Consecration of the Righteous Dead: All Death Korps squadrons and the Death Rider Command squad in the Forlorn Hope gain the Stubborn Special Rule.

Into the Jaws of Hell: The Death Riders of the Forlorn Hope will charge on through a storm of fire undaunted to close with the enemy, protected by their unshakable faith and their sheer bloody determination to drag the enemy down with them to the grave. On any turn that members of the Forlorn Hope use their Fleet of Hoof running move to close with the enemy, they gain a 4+ cover save which lasts until the start of their next turn.

The Purge

POINTS: 150+ MODELS

Even among those mortals who serve the Ruinous Powers, the name of the Purge is spoken of in dread whispers. A Chaos Space Marine faction of uncertain origins, for more than three millennia this numerous warband, ever growing in number, has brought death and catastrophe to dozens of worlds, and in their wake poison, famine and pestilence follow. This bleak company is known to be waging an avowed genocidal war against all life, and whether their target is human or xenos they care not so long as they are destroyed. In battle a Purge warband advances with steady, implacable hatred, systematically exterminating anything caught in their path. Caring little for any pretensions of martial glory, they favour the use of poison gas, deadly toxins and other indiscriminate weapons to decimate their foes.

CHAOS LORD

Chaos Lord - unidentified



CHAOS SPACE MARINE SQUAD

Squad Festus



PLAGUE MARINE SQUAD

Squad Pestile



CHAOS TERMINATOR SQUAD

Squad Toxsis - Alpha



FORMATION:

1 Chaos Lord
1+ Plague Marine Squads
0+ Chaos Terminator Squads
0+ Chaos Space Marine Squads

The Purge may only contain models and squads with the Mark of Nurgle.

SPECIAL RULES:

Extermination Force: All Squads in the Purge formation must be deployed within 18" of the Chaos Lord and may not Deep Strike, or if coming on from reserve, they must enter the table within 18" of the point entered by the Chaos Lord. Squads in the Purge formation may also purchase normal unit transports as per their entry in *Codex:Chaos Space Marines*.

Weapons of Mass Destruction: The Purge are infamous for their use of biological weapons, poison gas and other fiendish devices of death. The following rules apply to the Purge formation:

- **Creeping Death:** The attack of the Purge is heralded by a creeping bombardment of poison gas shells. On the first turn of the game the Purge player may place D3 Poison Barrages, and on a D6 roll of a 4+ a single extra barrage on the second turn and on the D6 roll of a 6 a single barrage on the third turn.
  These Poison Barrages have the following profile: Apocalyptic Barrage (3), S – (always wounds on a 4+, no effect on vehicles) AP 5, Pinning

- **Blight Grenades:** All squads in the Purge count as being equipped with Blight Grenades at no cost.

- **Chem-burners:** Models in the Purge can swap their Flamers and Combi-flamers for Chem-burners (and one shot Combi-Chem Burners respectively) at +10 points each.

WEAPON	RANGE	STR	AP	SPECIAL
Chem-burners	Template	-	5	Assault1, Poison (3+), pinning

Blight Drone Infestation

POINTS: 100+ MODELS

The horrific Blight Drones of Nurgle are like daemonic carrion flies to the carcasses of the dead, drawn to death and suffering; they swoop down to rain death upon the feeble mortals that oppose them. During the Battle for Vraks and in many major incursions by Chaos forces since, the skies have choked and bled to the colour of a rotting wound and incessant droning as if from a million insects has presaged these nightmarish creations' attack.











FORMATION:

3-5 Blight Drone swarms, each of which must comprise three Blight Drones, one of which must be designated as the Command Cluster.

SPECIAL RULES:

Strike Force: All units in the Blight Drone Infestation must be deployed within 12" of the Command Cluster or, if coming on from Reserve, they must enter the table within 12" of the point entered by the Command Cluster.

Death from the Skies: If, at the beginning of your turn, all the models in the Blight Drone Infestation are within 12" of the Command Cluster, the entire infestation can choose to become Flyers until the beginning of its next turn. However, the Blight Drones in the swarm may not fire their weapons in the turn they fly.

Baleful Presence: The swirling mass of daemonic energies that empower the Blight Drones gather and twist around the governing intelligence of the Command Cluster at its heart like a malign vortex. As a result, unless they are counted as Flyers for that turn, the Blight Drones of the Command Cluster count as having Personal Icons (see page 81 of *Codex: Chaos Space Marines*) which may be used by their allies.

Blood Slaughterer Onslaught

POINTS: 225+ MODELS

The Blood Slaughterers of Khorne are fiendish Daemon engines, swift and savage they've used to smash enemy lines by the servants of Chaos. Their whirling blades and razor claws can carve their way through man and machine with terrifying ease, turning the supposed protection of the strongest defences into a red-stained mockery in mere moments. Bestial and berserk, when many Blood Slaughterers are confined together and set to a purpose, only a terrifyingly powerful daemonic will can hold them to a single course, but against such a unified onslaught of hell-forged rage and hatred, nothing can hope to stand.

BUTCHER ENGINE

Spitechild-Extremis



BLOOD SLAUGHTERER PACK

Spitechild-One



BLOOD SLAUGHTERER PACK

Spitechild-Two



BLOOD SLAUGHTERER PACK

Spitechild-Three



BLOOD SLAUGHTERER PACK

Spitechild-Four



FORMATION:

1 Butcher Engine

2-4 Blood Slaughterer Packs – each composed of three Blood Slaughterers

SPECIAL RULES:

Strike Force: All units in the Blood Slaughterer Onslaught must be deployed within 12" of the Butcher Engine leading them or enter play within 12" of the Butcher Engine if they are held in reserve.

The Butcher Engine: The Butcher Engine is a Blood Slaughterer on which has been drenched the gore of a thousand victims and within its thrice-warded binding, a savage daemon of dreadful power lurks. Only the will of such an entity can master its fellows, direct them in battle and urge them on to ever greater carnage.

The Butcher Engine is in all respects treated as a standard Blood Slaughterer, except that it must always roll 2D6 rather than a D6 for its move when running and benefits from an Invulnerable save of 4+.

Rampaging Assault: While the Butcher Engine remains mobile, Blood Slaughterer Packs in the formation must roll 2D6 rather than a D6 for the distance moved when running. However, if a double is rolled, a randomly chosen Blood Slaughterer in the pack suffers a Glancing Hit as it crashes wildly through the scenery overcome with bloodlust.

'Thunderstrike' Tank Destroyer Squadron POINTS: 100+ MODELS

An ancient war marchine whose origins date back to the wars that followed the Horus Heresy, the Valdor's powerful and temperamental main armament, the Neutron Laser was designed to shear through tank armour and decimate ranks of enemy vehicles, and proved particularly effective when the energy barrages from multiple Valdors could be coordinated. Although rarely seen now, the destructive power of a Valdor 'Thunderstrike' can turn the tide of a battle and stop the heaviest armoured assault in its tracks.

COMMAND

Malcador Annihilator



VALDOR

Valdor 12



VALDOR

Valdor 13



FORMATION:

2-4 Valdor Tank Hunters
1 Command Tank
The Command Tank may be either a Malcador or Malcador Annihilator

SPECIAL RULES:

Command Tank: The formation must include either a single Malcador or Malcador Annihilator designated as the formation's command vehicle. This tank is equipped with a specialised auspex/vox array which allows its crew to coordinate the formation's Neutron Laser fire.

Strike Force: All models in the Thunderstrike formation must be deployed within 12" of the Command Tank or, if coming on from Reserve they must enter the table within 12" of the point entered by the Command Tank.

Neutron Thunderstrike: The intersecting beams of the Valdor's Neutron lasers can shred the heaviest armoured vehicles to pieces, vaporizing metal into a storm of radioactive flame.

Each turn, while the formation's Command Tank remains undestroyed, one enemy target which may be either a vehicle, vehicle squadron, super-heavy vehicle, super-heavy walker, monstrous creature or gargantuan creature within the Command Tank's LOS may be designated as a target of concentrated neutron fire known as a Thunderstrike.

Each Valdor in the formation can only fire its Neutron Laser at this designated target and no others. Other weapons may be targeted separately as normal.

Against Thunderstrike targets with an armour value, any penetrating hits from Neutron Lasers add +1 to the damage roll.

Against Thunderstrike targets with a Toughness characteristic, Neutron Laser hits from the formation may re-roll failed rolls to wound.

Additionally, any vehicle or super-heavy vehicle, etc, that suffers an explosion as a result of a Thunderstrike attack must roll an additional +D6 for its explosion radius.

Damnators Assault Force

POINTS: 25+ MODELS

Bound into an existence of madness and torture, Chaos Dreadnoughts are crazed war machines. Driven into a psychotic rage by their endless torment, they stride the battlefield seeking only to kill, their barely contained madness spilling over into a killing rage. The Damnators are Chaos Dreadnoughts bound together by cruel, dark rituals, so that each Dreadnought's torment is increased by its proximity to the other tortured souls, further driving their desire to kill.











FORMATION:

1 Infernal Engine (Chaos Dreadnought)

2+ Chaos Dreadnoughts (any variants)

One Dreadnought must be designated as the Command Dreadnought – the Infernal Engine.

SPECIAL RULES:

Strike Force: All units in the Damnator's assault force must be deployed within 12" of the Infernal Engine, or, if entering from reserve, they must enter the table within 12" of the point entered by the Infernal Engine.

Bound in Pain: Instead of rolling for each 'Crazed' Chaos Dreadnought separately, roll once on the Chaos Dreadnought table for the entire formation. All the Dreadnoughts are affected by the result rolled. You must add +1 to the roll for each Dreadnought over 3 in the formation (ie, 4 Dreadnoughts = +1, 5 Dreadnoughts = +2).

APPENDIX II
SUPER-HEAVY VEHICLES

From the lumbering Baneblade tanks of the Imperial Guard to the clunky Gargants of the Orks and the elegant Revenant Titans of the Eldar, all war engines that fall into this category are huge armour-clad constructs, carrying enough firepower to vapourise, smash or incinerate an entire army.

Super-heavy vehicles behave on the battlefield like all other vehicles, with the exceptions given below. The main difference is that they have Structure points, which work similarly to wounds for other models.

MOVEMENT PHASE
Super-heavy vehicles are slower than normal vehicles – they can only move up to 6" in the Movement phase, unless specified.

Super-heavy vehicles are affected by difficult and dangerous terrain like other vehicles, but can always re-roll a result of 1. In addition, if their second roll is another 1, they are not immobilised, but suffer a Drive Damaged result, as described in their Damage tables later.

SHOOTING PHASE
Super-heavy vehicles may fire all of their weapons, regardless of how far they moved. Each weapon may be fired at a different target (each target must be within the weapon's fire arc).

Because super-heavy vehicles greatly vary in size, for the purposes of establishing line of sight from a super-heavy vehicle, always use real line of sight, working this out from the barrel of the weapon they are firing. The rules for area terrain apply as normal.

In the same way, always use the real line of sight when enemy units are targeting super-heavy vehicles. Again, the rules for area terrain apply as normal.

ASSAULT PHASE
Super-heavy vehicles follow the same rules as normal vehicles, depending on their type (see Vehicle Types later).

STRUCTURE POINTS
To represent the greater amount of damage a super-heavy can withstand before being knocked out, in their datasheets they are assigned a number of Structure points (sometimes shortened to 'SP'). Glancing and penetrating hits have a chance of inflicting the loss of Structure points, and only by reducing their Structure points to 0 can a super-heavy vehicle model be destroyed.

Against super-heavy vehicles, enemies roll to hit and to penetrate armour exactly as with normal vehicles. If a glancing or penetrating hit is scored, the player must then roll a dice and consult the Super-heavy Damage table. If a glancing hit is scored, subtract 2 from the dice score, and when a destroyer weapon scores a hit (see page 96 of the *Apocalypse* rulebook)), add 1 to the dice score.

If a result reduces the target super-heavy vehicle to 0 Structure points, it is destroyed – immediately roll one dice on the Catastrophic Damage table and apply the result.

It is a good idea to record the damage results suffered by each super-heavy vehicle on a sheet of paper (a photocopy of the datasheet is perfect!), as these huge war engines can accumulate a great amount of secondary damage before finally being knocked out. This is great fun, as you can imagine the crew desperately trying to contain or even repair the damage their vehicle has suffered in the heat of battle!

SUPER-HEAVY VEHICLE TYPES
All super-heavy vehicles belong to one (or more) vehicle type, just like normal vehicles. Super-heavy vehicles can be: open-topped, fast, tanks, skimmers and walkers.

These vehicles follow the rules attached to their vehicle type given in the *Warhammer 40,000 rulebook*, with the exceptions below for each type.

Super-heavy open-topped vehicles
No extra clarification needed.

Super-heavy fast vehicles
These vehicles may move up to 12" and fire all of their weapons in the ensuing Shooting phase, or they may move up to 24" and fire no weapons.

Super-heavy tanks
A unit that is tank shocked by a super-heavy tank takes its Morale test with an extra -1 to its Leadership.

Super-heavy skimmers
No extra clarification needed.

Super-heavy walkers
Instead of following the movement rules for super-heavy vehicles, super-heavy walkers move 12", exactly as if they were gargantuan creatures (see page 220), except that their maximum movement may be reduced by Drive Damaged results, as normal for super-heavy vehicles.

In the Assault phase, super-heavy walkers once again follow the same rules as gargantuan creatures (including ignoring armour saves, extra armour penetration, dealing ordnance-level damage, stomp special attacks, the 'Terrifying' special rule, etc).

Super-heavy Transports
Some super-heavy vehicles have a transport capacity, often allowing them to transport multiple friendly units and even other friendly vehicles!

These vehicles' transport capacity is expressed as a number of models (30 for example) and friendly infantry models normally count as one (so the vehicle in the example could carry up to 30 infantry models). Larger friendly models will take up proportionally more space (Terminators count as two, a Dreadnought counts as ten models, for example), as shown in the Super-heavy Transport chart on page 198 of the *Apocalypse* rulebook.

Unless otherwise specified, each access point on a super-heavy transport vehicle allows a separate unit to embark/disembark in a turn. If the vehicle is open-topped, all transported units may disembark at once.

Transported models are forced to disembark from a super-heavy transport only if the enemy reduces the vehicle to 0 Structure points. In this case, transported units must immediately perform an emergency disembarkation. Any units that may not disembark (not enough access points, for example), are destroyed.

SUPER-HEAVY DAMAGE TABLE

D6	Result
1 or less	Gun Crew Shaken
2	Driver Stunned
3	Weapon Destroyed
4	Drive Damaged
5	Structural Damage
6+	Chain reaction!

Modifiers

Glancing hit:	-2
Penetrating hit:	0
Destroyer hit (see special rule)	+1

Modifiers are cumulative, so a destroyer hit that has been downgraded to a glancing hit would have a total modifier of -1 when rolling on the table.

DAMAGE RESULTS

Gun Crew Shaken. One weapon (chosen by the attacker) cannot fire in the next turn. If all gun crews have been shaken, treat this result as a Driver Stunned result.

Driver Stunned. Until the end of its next turn, the vehicle may not move, has its Attacks reduced by 1 (to a minimum of 1) and may not use its Stomp special attack. If the driver is already stunned, treat this result as a Gun Crew Shaken result.

Weapon Destroyed. One weapon (chosen by the attacker) cannot shoot for the rest of the game. If all weapons have been destroyed, treat this result as Drive Damaged result.

Drive Damaged. The vehicle's maximum movement is permanently halved (normally to 3", but Walkers are reduced to 6", and Fast vehicles are reduced to either move 6" and shoot or move 12" and cannot shoot). If a second Drive Damaged result is suffered, the vehicle is Immobilised. An Immobilised super-heavy walker has its Attacks reduced by 1 (to a minimum of 1) and may not use its Stomp special attack. If already Immobilised, treat this result as Weapon Destroyed.

Structural Damage. The vehicle loses 1 Structure point.

Chain Reaction! The vehicle loses 1 Structure point and the enemy rolls again on this table (applying the same modifiers).

Note: If a vehicle suffers a Weapon Destroyed or Drive Damaged result, and is already Immobilised and has no weapons left, it suffers a Structural Damage result instead.

CATASTROPHIC DAMAGE TABLE

D6	Result
1	Wrecked
2	Wrecked
3	Wrecked
4	Explosion
5	Explosion
6	Apocalyptic Explosion!

CATASTROPHIC DAMAGE RESULTS

Wrecked. The vehicle is destroyed. The model is left in place and will count as a wreck from then on.

Explosion. All models within 2D6" suffer a wound on a 4+. Saves apply as normal. Vehicles are unaffected. The super-heavy vehicle is removed from the table and replaced by a crater or area of rubble of appropriate size, if such a terrain piece is available.

Apocalyptic Explosion! All models within 3D6" suffer a Strength 9 AP2 hit! Vehicles within range are hit on their side armour. The super-heavy vehicle is removed from the table, along with any removable terrain feature touched by the blast and replaced by a crater or area of rubble of appropriate size, if such a terrain piece is available.

PSYCHIC POWERS

Because of their sheer size, large crews and multiple back-up systems, super-heavy vehicles are less susceptible to psychic powers. Just like gargantuan creatures, they are not affected by psychic powers (either friendly or enemy) with the exception of those that have attacks with a given Strength value, which affect them normally.

DAMAGE CONTROL

At the beginning of any of his turns, the controlling player may announce that a super-heavy vehicle is diverting all resources to damage control. This means that the vehicle is doing absolutely nothing for the duration of the turn (no moving, shooting or assaulting). This cannot be attempted by a super-heavy walker that is engaged in combat with another super-heavy walker or a gargantuan creature.

In return, the player immediately rolls a dice for each Structure point the vehicle has left. For each result of a 5+, the player can repair one weapon that suffered a Weapon Destroyed result or repair a drive, cancelling the effect of the Drive Damaged result.

Note that this cannot be used to restore Void shields (see page 96 of the *Apocalypse* rulebook), which are rolled for separately.

APPENDIX III
FLYERS

Flyers were introduced in Apocalypse because normal games of Warhammer 40,000 represent too small an area for these incredibly fast-moving units. Rather than dealing with high-level bombers that are flying way out of range of any weapon on the battlefield (such things are better represented by strategic assets), we decided to concentrate on attack craft that are employed in close support of friendly troops on the battlefield.

A flying model follows the normal rules for its unit type given in the *Warhammer 40,000 rulebook*, with the following exceptions:

MOVEMENT
Flyers always begin the game in strategic reserve.

When the flyer arrives from reserve, it can be placed anywhere on the table except on top of other models. It can be placed over any piece of terrain, but never counts as being inside it. Note that this is not a Deep Strike, and the model does not scatter.

In each of its subsequent Movement phases, the flyer can be placed anywhere on the table, facing any direction, but the new position must be more than 36" away from its former position.

A flyer may disengage instead of moving, and is removed from the table. It may return in any following turn, and is placed anywhere on the table. If, at the end of the game, the flyer has disengaged and is not on the table, it is not considered destroyed.

FLYERS SHOOTING
Flying models always count as stationary for the purposes of firing their weapons. When hitting a non-flyer vehicle, flyers always attack the target's side armour, regardless of the relative positions (representing hits against the top armour of the target). When shooting at other flyers, armour aspects are used as normal.

When determining line of sight from flyers, always ignore all intervening terrain and models, as the flyer will be higher up than anything on the battlefield. The only exception is area terrain occupied by the target, which is not ignored.

SHOOTING AT FLYERS
When shooting at a flyer, all models need a 6 to score a hit, regardless of their Ballistic Skill. In addition, when measuring the range to a flyer, all weapons' maximum range are reduced by 12", to represent the elevation of the shot (this means that weapons with a maximum range of 12", such as pistols, cannot hit flyers).

Weapons using any teardrop-shaped template cannot hit flyers.

Weapons that do not roll to hit using Ballistic Skill (like ordnance weapons) cannot hit flyers, unless these weapons also have the anti-aircraft mount special rule (see the Special Rules section on page 96 of the *Apocalypse* rulebook for more details).

When shot at, flying vehicles follow the same rules as skimmers moving over 12", so all penetrating hits against them are always downgraded to glancing hits. However, against flyers, Stunned results always count as Shaken, and if flyers are Immobilised, they are automatically destroyed.

A flyer that suffers a destroyed result or worse (explosions, etc), is always removed and does not damage models on the ground.

When determining line of sight and cover to flyers, always ignore all intervening terrain and models as the flyer will be higher up than anything on the battlefield.

ASSAULTS
Flyers may never assault nor be assaulted.

VICTORY
Flyers never count as scoring units.

SUPER-HEAVY FLYING VEHICLES
Flyers that are super-heavy treat Driver Stunned results as Gun Crew Shaken, and Drive Damaged results as Chain Reaction.

Super-heavy flyers cannot use the Damage Control rule.

HOVER MODE
Some vehicles combine the features of a skimmer and a flyer, having the ability to land vertically, hover very close to the ground or fly at high speed and height. These extremely flexible vehicles have the Hover Mode special rule on their datasheet.

When you are about to move such a vehicle, you must decide to move it either as a skimmer or as a flyer for that turn. The model will follow all the rules for either flyers or skimmers (depending on how you chose to move it) until the beginning of your next turn. For example, if a vehicle moves as a skimmer that turn, transported troops can disembark normally, the vehicle may not execute a bombing run, and the vehicle counts as a scoring unit if it is the last turn of the game!

Vehicles with the Hover Mode special rule can start the game in strategic reserve or be set up normally as a skimmer during deployment. If kept in strategic reserve, when they become available they can choose to enter the game either moving as a flyer (ie, appearing anywhere on the table) or as a skimmer (ie, moving onto the table from the appropriate table edge).

BOMBING RUNS
In order to use a weapon with the Bomb special rule, a flyer must execute a special manoeuvre called a bombing run. The player must announce this when he moves the flyer. Flyers on a bombing run are always moved at the end of the Movement phase, so that their bombs hit the ground immediately at the beginning of the ensuing Shooting phase.

Leave a marker in the original position of the flyer and then move the flyer as normal.

Draw an imaginary line between the marker and the flyer's final position. This is the flyer's bombing run corridor.

At the beginning of the Shooting phase, pick any one point along the bombing corridor as the target point. If the flyer just entered the table, the target point can be anywhere on the table.

Place the Apocalyptic Barrage template (see page 97 of the *Apocalypse* rulebook) centred on the target point, and then resolve the hits as described in the appropriate models datasheet.

Inferno!
Some bombs are not designed for precision bombing, but saturate an area with incendiary liquids or lethal gases.

If a weapon has the Inferno! special rule, it uses the special Hellstorm template.

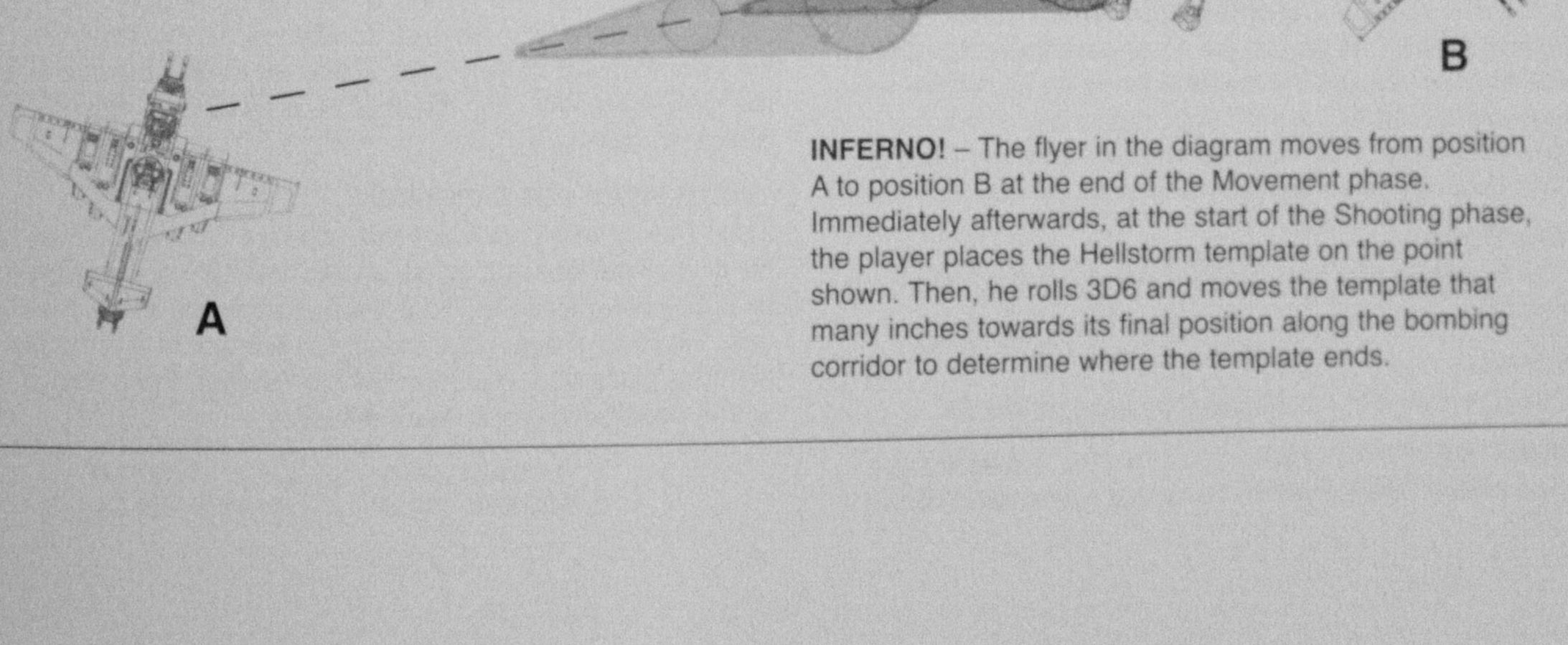
Execute a bombing run as described above and then place the Hellstorm template anywhere along the bombing corridor, with the large end towards the flyer (see diagram). The template is then moved 3D6" forward along the bombing corridor towards the flyer. Once the template is in place, hits are determined as described in the flyer's datasheet (no cover saves apply).

FLYING TRANSPORTS
Models transported in a flyer may disembark only if they are jump infantry, in what is called a 'drop run'. This is worked out in the same way as a bombing run, but instead of dropping bombs, any number of transported jump infantry units may Deep Strike, choosing a target point anywhere along the bombing corridor (much in the same way as a bomb), and then rolling for scatter. Normally infantry may only embark or disembark from a flyer using the Hover Mode rule (see page 94 of the *Apocalypse* rulebook).

Needless to say, if a flying transport is destroyed, all transported troops are also destroyed!

BOMBING RUN – The flyer in the diagram moves from position A to position B at the end of the Movement phase. Immediately afterwards, at the start of the Shooting phase, the player places the Apocalyptic Barrage template on the point shown. Finally, he rolls the appropriate number of dice to determine where each bomb hits the ground (as explained overleaf).





INFERNO! – The flyer in the diagram moves from position A to position B at the end of the Movement phase. Immediately afterwards, at the start of the Shooting phase, the player places the Hellstorm template on the point shown. Then, he rolls 3D6 and moves the template that many inches towards its final position along the bombing corridor to determine where the template ends.

APPENDIX IV
GARGANTUAN CREATURES

Creatures of this immense size can take on entire enemy armies, devastate cities and lay waste to continents. Normally only Tyranid beasts grow this large, as organisms native of this galaxy struggle to cope with such impossibly heavy organs and limbs. There is, however, one known exception to this: Ork Squiggoths, whose bodies, according to the Imperial bio-magi, should not even be able to move (not that this has ever stopped them from ravaging entire worlds of the Imperium!).

Gargantuan creatures follow the rules for monstrous creatures in the *Warhammer 40,000 rulebook*, with the additional rules and exceptions given below.

MOVEMENT PHASE

Gargantuan creatures may move up to 12" in their Movement phase. They are slowed for difficult terrain as follows – roll for the distance they can move just as you would for a monstrous creature (ie, you can re-roll the dice), but double the result.

If their path is blocked by enemy models that are not gargantuan or super-heavy walkers, gargantuan creatures can tank shock them, as described in the *Warhammer 40,000 rulebook*, counting as a tank with a frontal armour value of 14. Enemies affected by this must test their Morale with an extra -1 modifier to their Leadership, and can execute Death or Glory attacks as normal (models doing this can survive only by killing the gargantuan creature, as they cannot immobilise it).

SHOOTING PHASE

Gargantuan creatures can fire all of their weapons every turn, and they can fire them at different targets if they wish (creatures of such enormous size normally have more than one brain – or even crew – controlling different parts of the body).

Because gargantuan creatures vary greatly in size, for the purposes of establishing line of sight from gargantuan creatures, always use real line of sight, working this out from the barrel of the weapon being fired. Area terrain rules apply as normal.

By the same token, always use real line of sight when enemy units are targeting gargantuan creatures. The rules for area terrain apply as normal.

If a gargantuan creature is hit by a weapon that uses a blast marker, the normal rules for determining if the creature is hit by the marker are not used (as the marker may be smaller than the creature's base, and so it could never score a direct hit). Instead, the gargantuan creature is automatically hit if the hole in the centre of the marker is over the gargantuan creature's base (or its body, if it does not have a base). If the hole is not over the base, but the rest of the blast marker covers part of it, the creature is hit on a 4+, as normal.

ASSAULT PHASE

Gargantuan creatures can assault any unit within reach, not only one that they shot at.

Remember that, like monstrous creatures, close combat attacks from gargantuan creatures count as power weapons and roll 2D6 plus Strength for Armour Penetration. In addition, when rolling on the Vehicle Damage table, close combat attacks from gargantuan creatures count as hits from ordnance!

When attacking in close combat, a gargantuan creature can choose to either fight normally or to execute a Stomp special attack. A Stomp allows a gargantuan creature to make one attack against every enemy model engaged in combat with it, instead of using its normal Attack value (no bonus attack for charging applies, roll to hit once separately against each model attacked).

Gargantuan creatures count as 30 models for the purpose of determining outnumbering at the end of an Assault.

Gargantuan creatures never roll for sweeping advance – retreating enemies always manage to disengage safely.

If, at the end of an assault, enemy models that are not gargantuan or super-heavy walkers are still engaged with a gargantuan creature, they must immediately make a consolidate move in order to get at least 1" away from the gargantuan creature. Gargantuan creatures may not consolidate.

Other gargantuan creatures and super-heavy walkers remain engaged as normal.

SPECIAL RULES

All gargantuan creatures are Fearless.

Because of their massive bulk (and multiple brains!), gargantuan creatures are less susceptible to psychic powers. They are not affected by psychic powers (either friendly or enemy) with the exception of those that have a Strength value, which may affect them normally.

All gargantuan creatures are immune to the Instant Death rule. In addition, because they are so large and powerful, they are not affected by any attack that would normally kill a model automatically (like a Force Weapon, an attack that kills as a result of a failed Characteristic test, etc). Such attacks cause D3 wounds instead.

All gargantuan creatures have the 'Terrifying' special rule. This means that enemy units wishing to assault a gargantuan creature must first pass a Morale check. If the test is failed, the unit may not assault that turn.

All sniper weapons and poisoned weapons wound gargantuan creatures only on a roll of 6.

IMPERIAL ARMOUR

VOLUME SEVEN

THE SIEGE OF VRAKS – PART THREE

The Siege of Vraks concludes...

The fall of Vraks to the renegade army of Apostate-Cardinal Xaphan meant the loss of a vital Armoury world. To retake the planet would require hard fighting in a long war of attrition, but the Imperium calculated that they could grind down the defenders and retake the Fortress of Vraks in twelve years of siege warfare.

Eighteen years later and Vraks has not fallen. The Chaos forces have grown strong, reinforced by the Traitor legions of Khorne and Nurgle. They have fought the Imperium to a stalemate in a bitter war that seems to have no end.

But Vraks is a world about to explode into a terrible daemonic incursion. The Chaos gods have willed it, and so their daemon-servants and Daemon Engines are now pouring onto Vraks and threatening to overrun the beleaguered Krieg siege regiments. To avert disaster the daemon-fighting Ordo Malleus must step in, aided by loyal Space Marine Chapters and under the heroic leadership of Inquisitor Lord Hector Rex. They will fight alongside the Grey Knights, and together drive the daemons from Vraks and strive to re-capture the once impregnable Citadel of Vraks.

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