

PANDORAX™



WARHAMMER
40,000

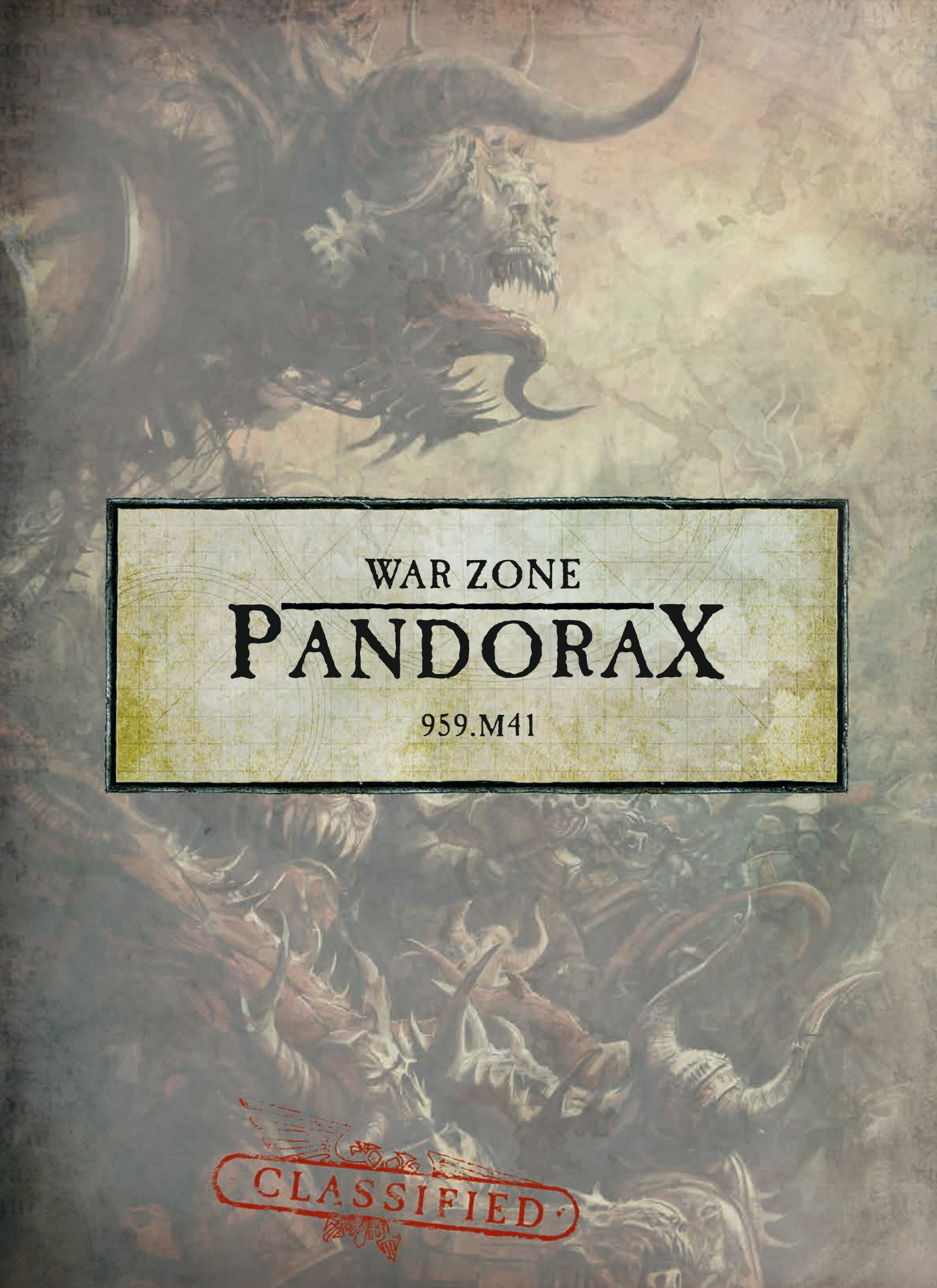
APOCALYPSE WAR ZONE



WARHAMMER



The Warhammer Vault exists to preserve the rich lore and background of Warhammer 40,000 and Warhammer Age of Sigmar. As such, outdated game scenarios and unit rules have been removed from this publication.



WAR ZONE

PANDORAX

959.M41

CLASSIFIED

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THE PANDORAX INCURSION

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

THE INVASION OF PYTHOS

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

The incursion fleet contemptuously swept aside Pandorax's system defence craft, and moved into orbit above the planet of Pythos within hours of entering the system. What Abaddon could possibly want from Pythos was by no means clear at this time. The planet was an inhospitable death

world, home to a colony of hardy Imperial citizens. Most of Pythos is covered in dense jungle, which is home to massive saurian creatures happy to eat anything that moves. The oceans are inhabited by equally large predators.

Because of the dangers of moving through the lowlands and across the oceans, the human settlers of Pythos settled in mountaintop mining colonies known locally as delver-strongholds. From these, they derived a precarious and meagre existence mining the precious minerals found in the planet's mountain chains. Hundreds of these strongholds were scattered over the planet, each home to populations of only a few thousand Imperial citizens.





ABADDON THE DESPOILER

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

Pythos' only major city was the Hive-port of Atika, which was located on the coast of the planet's largest ocean, and surrounded on its landward side by the aptly named deathglades. Atika was a small spire city with its main habitation zones located in the dome-like upper levels of the city, high above the surrounding swamplands. Travel between Atika and the delver-strongholds was carried out in dilapidated lighter-than-air dirigibles known as sky barges, lumbering through the skies high above the ferocious creatures that inhabited the lowlands in relative safety.

This, then, was the bleak environment which Abaddon found at Pythos. Within moments of entering orbit, his warfleet unleashed a pinpoint barrage, quickly disabling Atika's defences and blasting the bastions and barracks occupied by the city's defence forces. Blood red rain started pouring from the skies, and the massive capital ships of the Chaos fleet launched scores of Dreadclaw drop pods, which disgorged hundreds of Chaos Space Marines. Dozens of squads of Khorne Berserkers supported by hunting packs of Forgefiends led the assault, slaughtering the defenders in a maelstrom of gore.

Surprised, demoralised, and having already suffered heavy casualties, Atika's defenders broke almost at first contact. The only formation able to organize any kind of effective resistance was the 183rd Catachan Jungle Fighter regiment, stranded on the planet while en route to the Maelstrom, and even they were only able to hold on for a few hours before being forced to conduct a fighting retreat and escape into the surrounding swamplands. Within thirty-six hours of Abaddon's arrival, Atika was claimed in the name of the Dark Gods.

THE BLOOD MARCH

The Catachan Jungle Fighters that had escaped the city were forced to battle their way through Pythos' predator-infested jungles, harried all the way by Black Legion murder squads. It is unlikely that any other Imperial Guard troops could have survived such a march, and even the Catachans suffered dreadfully through the ordeal. Battling their way past ambushes, fighting off attacks by massive reptilian monsters and voracious man-eating plants, the Catachans finally reached the relative safety of the Olympax mountain range, just 150 miles to the east of Atika.

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

Although the largest concentration of Imperial troops had been located at Atika, all of the delver-strongholds had their own garrisons and, in aggregate, these troops numbered in the tens of thousands. Colonel 'Death' Strike, commander of the 183rd regiment, and now de-facto Imperial Governor of Pythos, quickly began to organize these widely scattered forces, using commandeered sky barges to gather a sizable army at his base camp in the Olympax mountains. Within a fortnight, he began planning offensive operations against the Chaos invaders of what he now considered to be his planet.



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

THE DAMNATION CACHE

What Colonel Strike could not possibly know was that Abaddon had been far from idle. Unbeknownst to any of the Imperial citizens on the planet, Atika was built atop a hellish gateway known as the Damnation Cache. This gateway was a small but terrifyingly stable portal into the Warp, through which daemoniac legions could travel into the material realm. Once it was captured, Abaddon would be able to summon forth a tide of wrathful Daemons to overwhelm the remaining defenders of Pythos and threaten the hundreds of Imperial planets nearby.

In the dark days of the Horus Heresy, vast numbers of Daemons had emerged from the Damnation Cache to fight against those who had remained loyal to the Emperor. Following Horus' defeat, the Damnation Cache was sealed, and in the centuries that followed, it disappeared from history. Only the Daemon-hunting Grey Knights retained any knowledge of the portal.

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

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

Immediately, the portal into the Warp reopened and a tide of Daemons gushed through, rampaging out of Atika, across the planet, and surging towards Colonel Strike's composite army. This time, the Catachans and their PDF allies were at least at combat readiness, but nothing could have prepared them for the tidal wave of destruction that the opening of the Damnation Cache had released.

A desperate struggle erupted on the lower slopes of Mount Olympax, as wave after wave of daemoniac creatures crashed against the bastions and defence lines of Colonel Strike's camp. Only great heroics and terrible sacrifice prevented the base from being overrun in the first assault. Even so, it was clear to Colonel Strike that defending the newly established base camp could only result in the destruction of his entire command. Huddled together in a single location, they were an easy target for the overwhelming hordes of Daemons pouring forth from the Damnation Cache.



COLONEL 'DEATH' STRIKE

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



183rd Catachan Jungle Fighters tattoos



183rd Catachan Jungle Fighters Regimental Banner



ADMIRAL KRANSWAR

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

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

BATTLEFLEET DEMETER

Although Abaddon's initial attack had been terrifyingly swift, he could not stop all messages calling for aid from being transmitted. High atop Atika, the desperate defenders had been able to hold out long enough for an astropathic distress signal to be sent streaking through the Immaterium. Despite the efforts of covens of Chaos Sorcerers aboard Abaddon's flagship, the Black Legion were unable to block all of these signals, which continued to be broadcast until bloodthirsty assault squads of Khorne Berserkers were finally able to smash their way into the astropathic chamber in Atika's central spire.

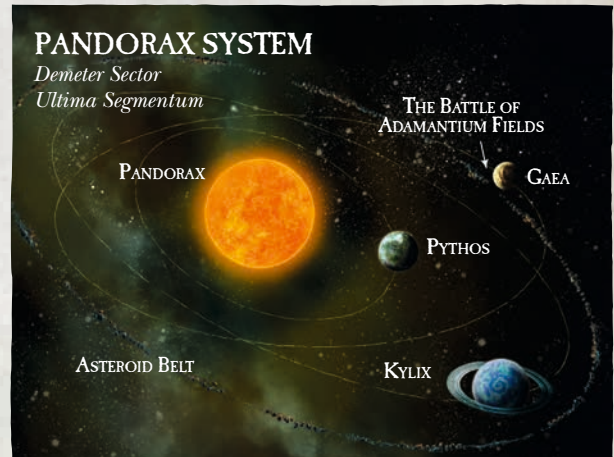
The Pandorax System lies a short distance to the galactic south of the Maelstrom, in the Demeter Sector. Lying so close to Huron Blackheart's realm meant that the Demeter Sector was in a high state of battle-readiness and could react to the attack quickly. Immediately upon receiving the distress call, the closest reserve fleet in the sector was ordered to the Pandorax System. Meanwhile, transport was arranged for the 19th and 27th Imperial Guard armies, as the massive resources of the Imperium swung into operation to repel Abaddon's invasion.

Battlefleet Demeter's reserve fleet was under the command of Lord Admiral Orson Kranswar, aboard his flagship, the *Revenge*. He was highly experienced, having fought numerous actions against Red Corsairs raiding fleets, though his background would offer little benefit against the overwhelming force of battle-scarred opposition he would encounter in the Pandorax System. Over the coming weeks and months, his fleet would fight in some of the largest space battles since the Gothic campaign.



The first omen of what Battlefleet Demeter would have to endure in the coming months occurred as soon as the fleet entered the Pandorax System. The 129th Imperial Destroyer Squadron was ranging ahead of the main fleet, and had just begun to pick its way through the asteroid belt that fringed the outer reaches of the star system. As they did so, they were subjected to a lightning-fast attack by Iconoclast destroyers hidden in the belt. Two Imperial ships were lost, and the Chaos squadron escaped unharmed, disappearing amidst the dense asteroid belt just minutes after launching their attack.

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



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

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



IMPERIAL BATTLE FLEET

Revenge, *Emperor class battleship*

Stalwart, *Dictator class cruiser*

Steel Anvil, *Dominator class cruiser*

Leviathan, *Lunar class cruiser*

Lord Solar, *Lunar class cruiser*

Courageous, *Dauntless class light cruiser*

Banshee, *Dauntless class light cruiser*

Myrmidon, *Endeavour class light cruiser*

Gamma Squadron, *three Sword class frigates*

Jaguar Squadron, *two Firestorm class frigates*

129th Destroyer Squadron, *six Cobra class destroyers*

89th Escort Squadron, *five Falchion class escorts*

In any case, the outcome was the same: combining their strength, the Chaos fleets swiftly drove the Imperial ships out of the Adamantium Fields, and back towards their base at Gaea. As they did so, the dispersed squadrons of ships belonging to the two sides gathered for a final space battle of such scale that it would be remembered for a hundred generations.

THE BATTLE FOR PANDORAX 960.M41

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

outgunned and outnumbered in terms of capital ships. The only real advantage he held lay in the number of fast attack craft he had; the launch bays on the *Revenge* and *Stalwart* gave him a two-to-one advantage over those carried by the Chaos ships.

In order to maximize this strength, Kranswar decided to hold the *Revenge* and *Stalwart* back, while the rest of his ships advanced to engage the Chaos fleet. While the bulk of his ships tried to keep the Chaos fleet at arm's length, his two carriers would launch successive waves of attack craft, tasked with overwhelming the squadrons defending the Chaos ships, and inflicting as much damage as possible. Hopefully, by the time the two fleets came to grips properly, the attack craft would have wreaked enough destruction to even the odds in the ensuing gun battle.

Unfortunately for Kranswar, while his plan was strategically sound, it lacked guile. Although Abaddon was still on Pythos commanding the ground campaign, his chosen lieutenant, Chaos Warlord Malgar Irongrasp, was a veteran of hundreds of space battles and had guessed what Kranswar's strategy was likely to be even before his sensors picked up the positions of the ships in the Imperial battlefleet.

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

- ADMIRAL KRANSWAR, BATTLE FOR PANDORAX

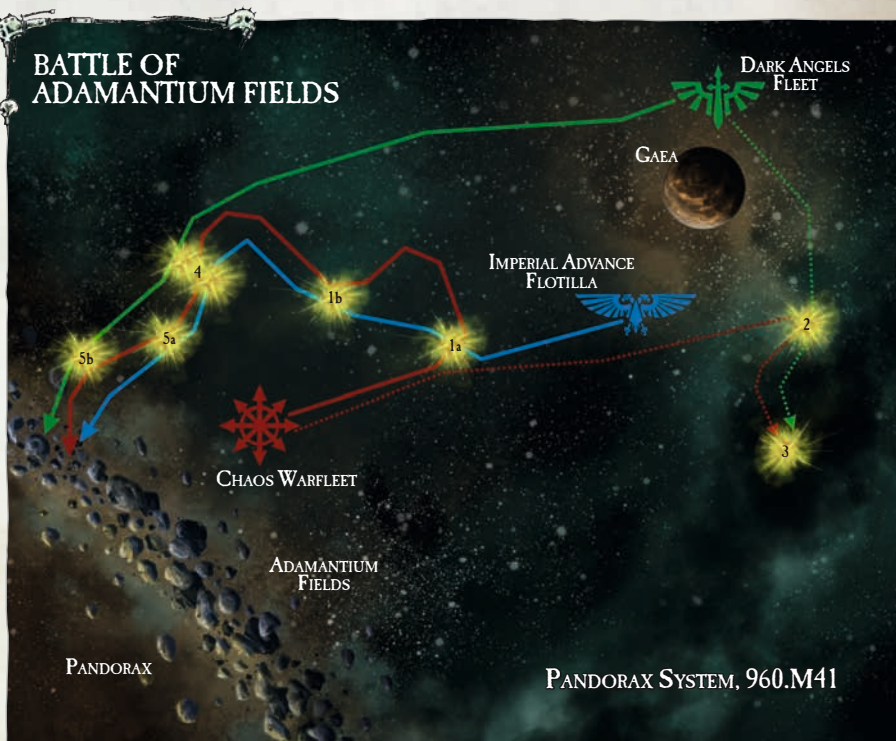
1a & 1b. The Imperial advance flotilla engages Chaos fleet.

2. Chaos Space Marines and Daemons board the *Revenge*.

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

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

5a & 5b. The *Chaos fleet* is caught between the two *Imperial forces*, who inflict terrible damage to the *Chaos ships* before they can finally reach the safety of the *Adamantium Fields*. The *Imperial victory* is complete.



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

A furious close range battle erupted, as the Chaos fleet ploughed in amongst the ships of the Imperial advance guard, their immense, rippling broadsides illuminating their flanks. Hundreds of attack craft swirled and battled around the miles-long capital ships, while squadrons of escort vessels engaged in deadly close range gunnery battles.

Kranswar desperately ordered his ships to disengage. Although they had suffered heavy damage, they had given as good as they'd gotten, and if he could just buy enough time to rearm and refuel his now depleted attack craft, the battle could still be won. The Imperial ships executed Kranswar's orders with a stoicism bought through many long hours of careful training. The Imperial capital ships, screened by their escorts, broke away from the Chaos fleet, while the surviving attack craft headed back to the *Revenge* and *Stalwart* to re-arm.

However, Irongrasp had foreseen this reaction too. Unnoticed at the back of the Chaos warfleet, the *Might of Huron*, a Slaughter class cruiser, fired up the huge thruster arrays which define ships of that infamous class, and powered full speed ahead towards the Imperial carrier ships to the rear of the Imperial formation. Mysteriously, its tractors dragged a huge asteroid along behind it.

The purpose of the asteroid was revealed as the *Might of Huron* closed with the *Revenge* and *Stalwart*: the interior of the massive rock was hollow, and inside were hidden scores of Black Legion and Red Corsairs boarding parties, supported by Dreadclaw assault pods and short-ranged orbital flyers. As it neared the *Revenge*, the *Might of Huron* released the asteroid, which drifted directly towards the Imperial craft.

As soon as it was close enough, tractor beams inside the asteroid grappled the Imperial battleship, and chanting covens of Chaos Sorcerers loosed a barrage of

psychic attacks that tore down the Imperial ship's defensive shields and blinded its short-range batteries.

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

Leaving the boarding parties to deal with the *Revenge*, the *Might of Huron* went after the *Stalwart*, which was ill-suited to a close-range gun battle with the heavily armed Chaos craft. At a stroke, Warlord Irongrasp had turned the tables on the Imperial fleet, negating any advantage the Imperial attack craft might have given them, and leaving them fatally split.

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

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

CHAOS FLEET

Relentless Ire,
Desolator class battleship

Divine Corruption, *Repulsive class grand cruiser*

Heartless Destroyer,
Styx class heavy cruiser

Helspite, *Carnage class cruiser*

Purgator Squadron, three
Idolator class raiders

Savage Squadron, four
Iconoclast class destroyers

Black Death Squadron, three
Iconoclast class destroyers

RED CORSAIRS

Might of Huron,
Slaughter class cruiser

Deathblade,
Murder class cruiser

No Redemption,
Murder class cruiser

Red Fury Squadron, three
Infidel class raiders

Sanguine Slaughter Squadron, two
Iconoclast class destroyers



MIGHT OF HURON

Slaughter class cruiser
Battle for Pandorax



COMMANDER AZRAEL

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

A ROCK AND A HARD PLACE 960.M41

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

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

As the *Rock* and its escorting craft moved to engage the main strength of the Chaos fleet, the Dark Angels Battle Barge *Unrelenting Fury* and three Hunter class escorts swept towards the stricken *Revenge*. Closing quickly, *Unrelenting Fury* launched a volley of boarding torpedoes towards

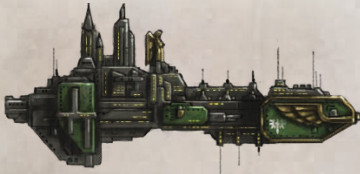
the Chaos asteroid. Just as they struck, a phalanx of Terminators teleported onto the rocky surface of the planetoid, their pale armour a beacon against the dark bulk – this was one of those rare times when the Deathwing deployed at their full strength, an event unlikely to occur more than once in a century.

They tore into the covens of Chaos Sorcerers on the asteroid with righteous fury, inflicting dozens of casualties even before the Chaos forces knew what had hit them. Moments later, the Dark Angels' boarding torpedoes struck, and with incredible swiftness, the asteroid was engulfed in a battle.

NOTABLE DARK ANGELS VESSELS

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

Help was also at hand for the *Revenge*. A silvered Strike Cruiser arrived alongside the Dark Angels fleet, and a full brotherhood of Grey Knights materialized within the *Revenge's* hull to cut a swathe through the Daemon legions swarming through it. They were soon joined by contingents of Dark Angels, aiding the defenders and stemming the tide of the Chaos boarding parties' attacks.



LION'S CLAW SQUADRON

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

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

All around Gaea, the story was the same. The arrival of the Dark Angels swiftly turned the tide against Chaos. The first to feel the Dark Angels' avenging fury was the *Might of Huron*, which was blasted into oblivion by the combined firepower of the *Unrelenting Fury* and the attack squadrons launched from the *Stalwart*.

Meanwhile, Warlord Irongrasp found his ships trapped between the battered but still combat-worthy ships of Battlefleet Demeter, and the newly arrived Space Marine Strike Cruisers and escort squadrons. Surrounded on all sides, Irongrasp attempted to break through to the relative safety of the Adamantium Fields, but his fleet, already damaged in the earlier battles around Gaea, could not succeed. Only half of the ships in the Chaos fleet survived the battle, and those that did were so badly damaged that it would take years to repair them all.

Tragically, Admiral Kranswar was slain when he led a defence detail against the renegades that had invaded his flagship, and he did not live to see the fruits of his victory. The triumph of the Imperial forces in space was almost total, leaving Abaddon and his Black Legion trapped and cut off on the surface of Pythos.

THE RECONQUEST OF PYTHOS, 960.M41

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

Whenever this gibbering army reached one of the mountain fortresses, it launched a furious attack, aided by contingents of Black Legion warriors and Red Corsairs sent by Huron Blackheart to aid Abaddon's forces. Although the defenders of the strongholds put up a valiant resistance, they could not hope to hold out for very long. One by one, the strongholds were overrun, and any survivors were marched back to Atika as slaves.



KREATOR REX

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

ORDER OF BATTLE: THE PYTHOS INCURSION, 785960.M41

Pythos Planetary Defence Force

- 183rd Catachan Jungle Fighters regiment
- 100 Delver-stronghold Militia battalions

Pythos Reconquest Force

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

Chaos Incursion Force

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

Hosts of the Damnation Cache

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

PYTHOS RECONQUEST FORCE BATTLE STANDARDS



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



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



Army Standard, 27th Imperial Guard Army



Army Standard, 19th Imperial Guard Army



What the slaves returned to was not the city they once knew. Located so close to the corrupting force of the Damnation Cache, Atika had changed beyond all recognition. Strange, hideously mutated structures had sprouted from the once elegant spire walls. Most of the city had been abandoned, and the population now lived in the network of twisted underground tunnels and caverns that surrounded the Damnation Cache. Vile smoke and putrid vapours filled the air in the tunnels and belched out through cracks and crevices into the surrounding atmosphere. Most terrible of all, the enslaved population of the city had been struck down by a terrible plague that reduced them to shambling creatures, more dead than alive.

It was this grim scene of devastation and despair that greeted the victors of the space battles in the Adamantium Fields. Finally arriving in orbit above the planet, the Imperial fleet immediately began orbital bombardments on the daemonic armies that were assaulting the delver-strongholds. Squadrons of Marauder Bombers intensified the bombardment, aided by Xerxes Airborne Support Wings, and Dark Angels Thunderhead and Talon of Vengeance squadrons.

Abaddon's forces were driven back by the overwhelming aerial barrages, allowing companies of Space Marines and regiments of Imperial Guard to relieve the defenders, many of whom had been fighting continuously for over a year. In a brief ceremony, Colonel Strike officially handed over command of the planetary defence force to Commander Azrael. Colonel Strike refused all offers to join the other high commanders in the orbiting battlefleet, preferring to

return to the fray in his specially modified Banekblade *Traitor's Bane*, so that he could fight against the invaders who had cost him so many men.

However, although the tide was turning, the Chaos armies continued their relentless assaults on the delver-strongholds. No sooner was one strike driven off, than a new one would begin. Abaddon's tactics changed; instead of making overwhelming and methodical attacks against the strongholds closest to Atika, his legions, supplemented by Hounds of Huron raiding parties, attacked wherever the defenders were weakest.

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

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

ASSAULT ON ATIKA, 961.M41

Once the decision was made, the Imperial forces acted quickly to bring the Emperor's wrath to their daemoniac foes. The assault on Atika was announced by a massive orbital bombardment. The once-gleaming spire-city toppled to the ground, and the surrounding area was pounded into wasteland by the combined firepower of the Imperial fleet. In the wake of the bombardment, Thunderhawk Gunships and Drop Pods crashed onto the ravaged battlefield, disgorging the full strength of the Dark Angels Chapter, supported by the

Grey Knights who had saved the *Revenge*. Even the Black Legion and the hordes of Daemons at Abaddon's command could not resist such a hammer blow, and they were quickly driven underground by the fury of the Imperial attack.

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

The Imperial Guard regiments arrived not a moment too soon, as wave after wave of vile Daemons poured forth from the ravaged underground tunnels, having scented blood. Many Imperial Guard platoons and their accompanying armoured support had only just mustered in their positions at the perimeter of the bridgehead when the daemoniac horde struck. Lasguns and battle-cannon tore gaping holes in the charging ranks of Daemons, but as one infernal creature fell, ten more stood ready to take its place.

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

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



2nd Company Vehicle Pennant, 1st Cadian Artillery Regiment



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



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



Battle Standard borne by Graknor's Legion.



CORPULAX, THE PLAGUE LORD

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

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

THE UNDERGROUND WAR

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

The cave system was vast, and incredibly complex. Tunnels branched and intertwined, some of them narrowing so that even infantry could only advance in single file, while others were so massive that they formed vast underground caverns large enough to allow Deathstrike Vortex Missile batteries and hunting packs of Warhound Titans to bring their long-range weapons to bear. Unnumbered battles and firefights were fought within the Stygian darkness below Atika, but slowly, yard by yard, the Imperial forces battled their way through the darkened tunnels.

As they closed in upon the Damnation Cache, the Daemons and Chaos Space Marines were joined by shambling hordes of mutant zombies. These were the surviving remnants of the once-

proud citizens of Atika, enslaved ever since Abaddon had captured the planet, and now horrifically transformed by the warping effects of the Chaos portal. Gritting their teeth, the Imperial attackers forged on through their foes, every step taking them closer to the Damnation Cache itself.

Even though the situation around the cache was becoming increasingly desperate, Abaddon continued to launch raids on the delver-strongholds, even leading several of the attacks personally. Azrael, however, no longer allow this to distract him from his purpose. Spearheaded by the Dark Angels and Grey Knights, the forces of Chaos were driven ever further back until the Damnation Cache was almost in Imperial hands.

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



Valkyrie, 1st Squadron, 3rd Cadian Recon regiment

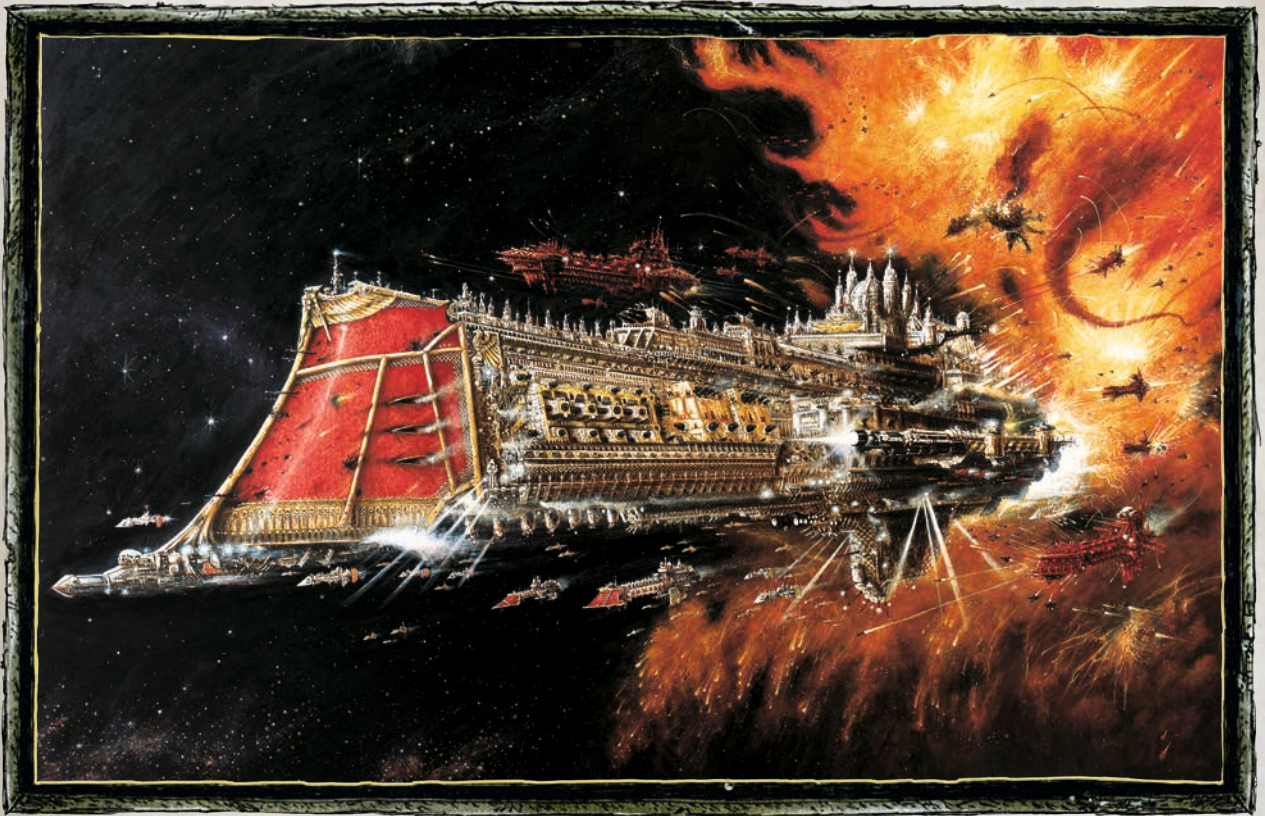


Valkyrie, 5th Squadron, 3rd Cadian Recon regiment

PYTHOSIAN CRYSTAL

Pythos' main exports are high-quality ruby crystals, found in abundance in the cave systems that honeycomb the planet's mountains. The crystals are a vital component in many types of Imperial laser weaponry. Gathering the crystals is fraught with peril, as the caves are also home to a frightening array of deadly creatures, many of which are semi-intelligent and perfectly willing to hunt down the delvers that enter their territories. Barges transport the crystals from the strongholds to Atika, where they are transported off-planet.





AFTERMATH, 961.M41 - PRESENT

In the wake of Abaddon's escape and the resealing of the Damnation Cache, the Dark Angels and Grey Knights left Pythos. Colonel Strike was left in command of the two Imperial Guard armies that had taken part in the reconquest, and has been fighting a decades-long campaign to cleanse the planet of any lingering daemoniac infestation ever since. Although the Damnation Cache was resealed, the damage it inflicted was severe, and many minor Warp rifts still need to be closed. The war carries on to this day.

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

Decades later, the Dark Angels heard whispers that a mysterious psyker of prodigious power had ordered the capture of an artefact known only as the Hellfire Stone. These rumours were confirmed when a Dark Angels force clashed with Chaos renegades searching for the artefact on the Imperial planet known as Bane's Landing. In his sanctum, Azrael remembered the campaign he had fought against Abaddon all those years before. Perhaps, he thought as he made the connection, Abaddon was not defeated on Pythos at all. Perhaps he had left because he had acquired exactly what he had been looking for...

DARK PINION

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



THE PANDORAX INCURSION TIMELINE

The Pandorax Incursion took place between 959.M41 and 960.M41, when a Chaos Space Marine warfleet under the command of the infamous Abaddon the Despoiler invaded the Pandorax system, in Imperial space.

M31: *The Damnation Cache opens on the planet of Pythos during the Horus Heresy. It is a huge underground chamber within which Daemons can freely enter the mortal plane. Following Horus' defeat, the portal is sealed. It is forgotten by the Imperium in the millennia that follow.*

M34: *Imperial colonists settle Pythos and begin the difficult operation of mining precious minerals from the planet's mountain ranges.*

959.M41: *A Black Legion incursion fleet appears in orbit over Pythos and launches a planetary assault.*

830959.M41: *The Chaos Space Marines make an overwhelming attack, capturing Pythos' single major city, Atika.*

833959.M41: *Colonel Strike leads the remnants of his regiment of Catachan Jungle Fighters out of Atika on the Blood March. A week later the survivors reach the nearest delver-stronghold.*

887959.M41: *Imperial forces consolidate and start fighting back, led by Strike's rugged survivors.*

899959.M41: *The Battle For Khan's Stronghold. Delver militia hold out desperately against a Chaos Space Marine attack. Catachan Jungle Fighters commanded by Strike arrive just in time to save the stronghold, and inflict the first important defeat on Abaddon's forces since the incursion began.*

913959.M41: *The Black Legion unseal the Damnation Cache. Bitter conflict ensues, as the resultant horde of Daemons scatters the gathered Imperial defenders, and the Chaos Space Marines start to capture the planet's delver-strongholds one by one.*

933959.M41: *A swarm of Daemons appear suddenly and overrun Khan's Stronghold. The entire delver population is massacred and the stronghold is razed to the ground.*

960.M41: *Battlefleet Demeter sets out to relieve Pythos, bearing Imperial Guard infantry and armoured support.*

519960.M41: *Battlefleet Demeter arrives in Pandorax. A base is established on Gaea – an isolated planet on the edge of the system. The Imperial fleet is harried by constant attacks from Black Legion craft, but gradually begins to get the upper hand.*

555960.M41: *1st Battle of Sunward Gap. As Imperial forces try to force a passage through the Admantium Fields, major engagements are fought to control the relatively clear path through the asteroid field known as Sunward Gap.*

601960.M41: *2nd Battle of Sunward Gap.*

649960.M41: *The Imperial 120th Destroyer Squadron and Chaos Razorsnarl Squadron engage in a furious battle. The last surviving craft in the Chaos squadron self-destructs rather than be defeated, and the resulting explosion destroys the last ships in the Imperial Squadron, leaving no survivors from either side.*

666960.M41: *3rd Battle of Sunward Gap.*

755960.M41: *A contingent of Red Corsairs ships arrive in the system, turning the tables on Battlefleet Demeter.*

759960.M41: *4th Battle of Sunward Gap. The Imperial battlefleet is driven back by the reinforced Chaos fleet.*

766960.M41: A major battle takes place around the Imperial base at Gaea. At the height of the battle, an Adeptus Astartes fleet led by the Rock dramatically arrives in-system. The Chaos fleet is crushed, and surviving ships are scattered and driven off. The way to Pythos lies open.

785960.M41: Imperial forces arrive over Pythos. The planet is now infested with Daemons, and many of the deliver-strongholds have been captured. A terrible plague has broken out in Atika, turning Imperial prisoners into mindless zombie slaves. Several major battles are fought as Imperial forces start to cleanse the planet of Daemons, but the Black Legion's attacks on the remaining strongholds are relentless.

799960.M41: In an unholy alliance, four Greater Daemons belonging to each of the Chaos powers materialize inside the walls of the major deliver-stronghold known as High Peak. The four rampage through the lightly-protected stronghold, killing almost nine tenths of the population before vanishing back to the Realm of Chaos.

847960.M41: Contact is mysteriously lost with the three deliver-strongholds located on Glazer's Plateau. Dark Angels Scouts find that the populations of all three strongholds have been turned into plague zombies overnight. Azrael is left with no choice but to cleanse the zombie-infested plateau with a massive bombardment delivered by the Imperial fleet.

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

085961.M41: A major orbital invasion is undertaken to re-capture Atika and the Damnation Cache. The initial landings are successful, but then the zombie hordes are unleashed and almost overrun the Imperial bridgehead. The zombies are only stopped by the massed firepower of the orbiting Imperial fleet.

099961.M41: Imperial forces clear a path from the landing sight to the entrances of the tunnels that lead to the Damnation Cache. Despite suffering heavy casualties, the combined Imperial army drives back Abaddon's forces, and secures the tunnel entrances.

102961.M41: Imperial attack teams start clearing the tunnels which access the Damnation Cache. The Daemons and Black Legion defend the tunnels furiously but the Imperials, led by the Dark Angels and Grey Knights, are implacable.

129961.M41: Mount Blizzard, the second largest deliver-stronghold on Pythos, is almost completely overrun by a surprise attack from Chaos Space Marine forces led by both Abaddon and Khârn the Betrayer.

153961.M41: The Battle of Emerald Cave. Imperial forces fight the largest battle of the underground war in a huge cavern known as Emerald Cave. The cavern is so vast that both sides are able to employ aircraft and super-heavy war machines in a massive engagement lasting several days. It is only the direct intervention of Commander Azrael that secures an Imperial triumph.

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

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

961.M41 to present: After the Dark Angels and Grey Knights leave Pythos to deal with more pressing matters, Imperial Guard forces are left to cleanse the planet of Daemons. Although the Damnation Cache has been neutralised, the damage inflicted is severe, and there are many minor Warp rifts that still need to be closed. The war carries on to this day.

999.M41: The circumstances of the war fought to defeat the Traitor Marines in the Pandorax system were recorded in the Dark Angels' archives on their return to the Rock. These reports are unearthed and brought before the masters of the Chapter's Inner Circle again, decades later, during the Dark Vengeance campaign...





RESCUE THE REVENGE, 960.M41

The Imperial battleship *Revenge* has been overrun by Chaos Space Marines boarding parties and Chaos Daemons. Rushing to their aid is the Dark Angels Battle Barge *Unrelenting Fury* – but have they arrived in time to save the stricken battleship?

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

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

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

REVENGE

Emperor class battleship

Admiral Kranswar's flagship, Battlefleet Demeter

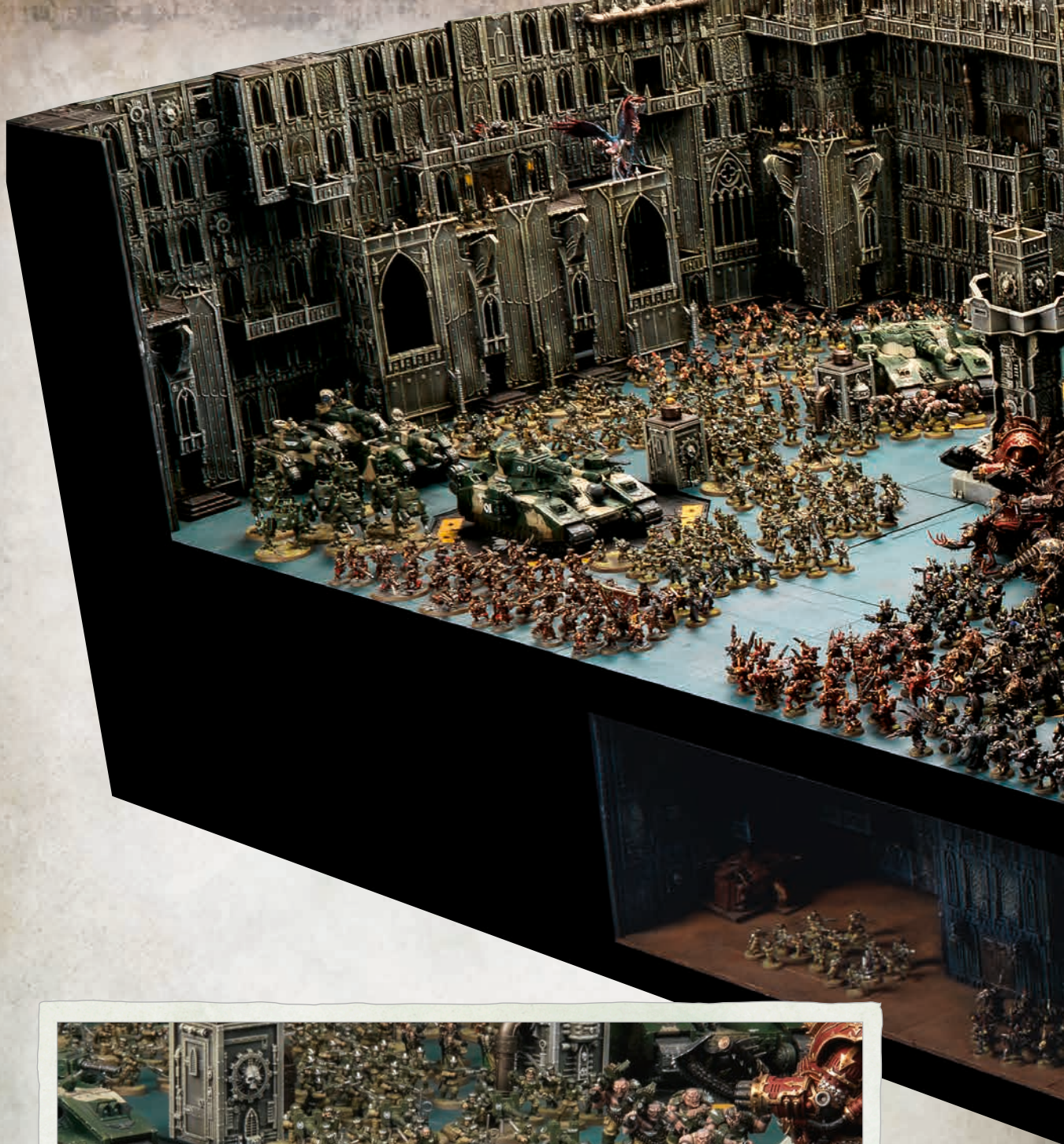


In a desperate bid to stem the tide, Admiral Kranswar ordered the Imperial Guard to use its armoured vehicles within the confines of the ship. Lemman Russ battle tanks rumbled along any corridors that were wide enough to allow their passage, and massive transport lifts carried Baneknives and Shadowswords up to the larger flight decks. It was a futile gesture: the Imperial Guard vehicles could not make effective use of their long range weapons within the narrow confines of the ship, and were quickly surrounded and overrun. Before long, the ship was littered with the remnants of tanks from which the Daemons had torn the hatches and swept inside to butcher the unfortunate crews trapped within.

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

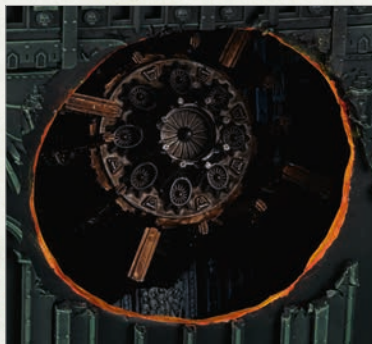
It was at this moment of despair and doomed valour that help arrived. Unbeknownst to the Lord-Admiral, the Grey Knights had learned of Abaddon's presence, and more specifically of his re-opening of the Damnation Cache, sealed millennia before. The Grey Knights did not have the strength to halt Abaddon on their own and had been forced to approach the Dark Angels for aid. How exactly the Grey Knights were able to convince Supreme Grand Master Azrael to give them the help they needed is not known, but aid them he did, ordering his entire Chapter to the Pandorax System in order to foil Abaddon's scheme.

In responding to the Grey Knights' urgent request for aid, the Dark Angels arrived in the Pandorax System at the height of the battle for the *Revenge*. The Dark Angels' Battle Barge *Unrelenting Fury* swooped towards the stricken Imperial battleship. Once within range, the Deathwing were dispatched to the Chaos asteroid, and the brotherhood of Grey Knights accompanying them were teleported to the heart of the fighting within the *Revenge* itself. Thunderhawk Gunships and Drop Pods followed in their wake, and the fate of the *Revenge* hung in the balance...



KRANSWAR'S LAST STAND

Thinking that his ship was doomed, Lord Admiral Kranswar took personal command of part of the Imperial Guard defence force and led them against the enemy. Deep in the bowels of his ship, he came across a Black Legion raiding party and a furious battle began. Kranswar was slain in the ensuing combat, but his actions stopped the Chaos Space Marines from taking control of the Revenge's point defence batteries.



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



THE GREY KNIGHTS STRIKE

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



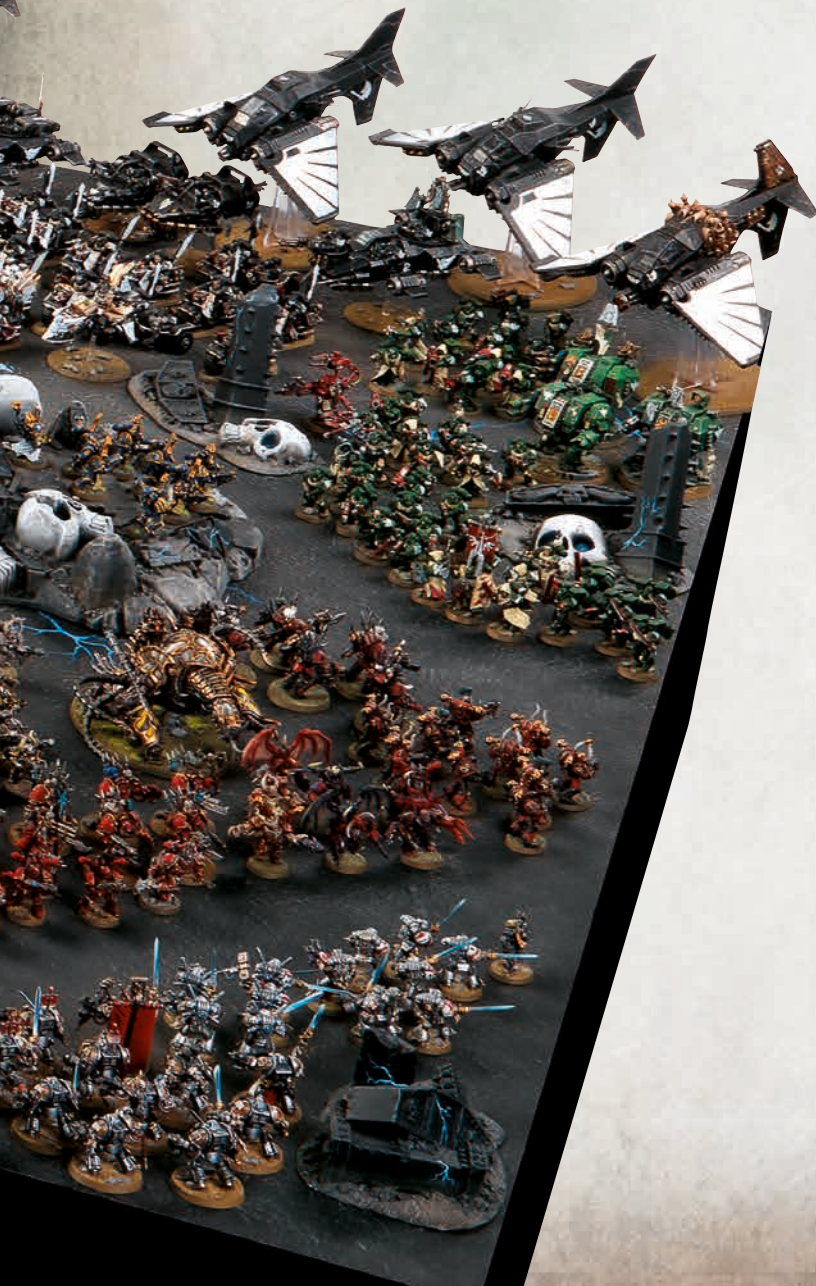
THEY MUST BE STOPPED

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



DARKNESS FALLS

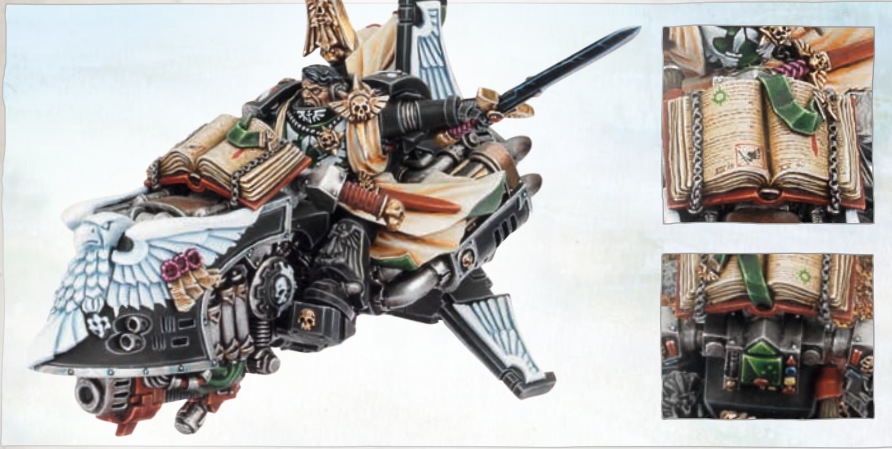
Chaos Space Marine Sorcerers on the asteroid outside the Revenge used their combined psychic powers to tear down the Revenge's defensive shields and create a portal to the Warp. If the Chaos attack was to be thwarted, it was vital that these Sorcerers be destroyed. To this end, the full might of the Dark Angels Chapter was sent to attack the asteroid. Thunderhawk Gunships and Drop Pods were used to land Dark Angels on the planetoid, while Deathwing Terminators teleported into the heart of the Chaos army. Ravenwing Attack Squadrons, Nephilim Jetfighters, and Dark Talon attack flyers were used to spearhead the attack. Brushing aside any attempts to slow or stop them, the Dark Angels lunged at the covens of Chaos Space Marine Sorcerers, killing or distracting them. Such was the fury of the Dark Angels' attack that the Sorcerers could no longer concentrate their powers against the Revenge.



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



**RESCUE THE
REVENGE
960.M41**



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



Khârn the Betrayer led the main assault inside the Revenge itself.



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



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



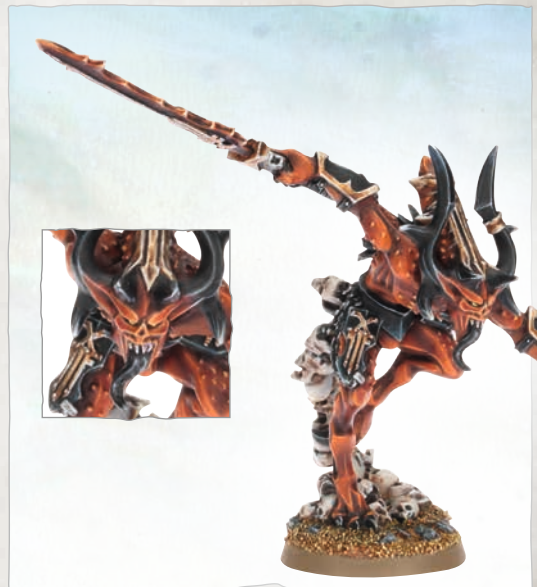
A cabal of Chaos Sorcerers kept the Warp rift open wide, allowing tides of Daemons to spill through.



Belial led the Deathwing's mass teleport onto the Chaos asteroid base.



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



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



The Dark Angels Chapter was instrumental in the reconquest of the Pandorax system, from their arrival until the sealing of the Damnation Cache.



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



Deathwing Knights fear no foe.



Ravenwing Dark Talons provided vital aerial support for the besieged delver-strongholds.



Interceptor Squads were used to counter Chaos surprise attacks.



Grey Knight with Warding Stave



Castellan Crowe



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



Imperial Guard Sanctioned Pysker



Ogryn with ripper gun



Camouflaged Scout Sentinels stalked the jungles of Pythos.



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



Veteran Catachan Jungle Fighters



Bloodletters from Graknor's Legion



Pink Horrors of Tzeentch belonging to The Nefarious Brethren



An Icon Bearer and Champion from Plaguetoad's Host



Daemonette Icon Bearer

A Seeker of Slaanesh from Exstatix's Legion



Black Legion Chaos Terminators caused annihilation wherever they were met.



Raptors attacked the defenders of the delver-strongholds from above.



The Black Legion fought throughout the campaign.

Khorne Berzerkers from Khâm the Betrayer's warband

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



