

# Imperial Icon

## INQUISITOR LORD BERNARD GUI

Inquisitor Lord Bernard Gui was not present at the start of the war for Achill-Quag, and he was not on the planet when the war finally came to an end, but it was due to his intervention that the planet was saved from conquest by the Ork invaders. After the Achill-Quag war, Lord Gui spent many years attempting to track down and kill Ork Warboss Sun-Tzork, who he believed had been in overall command of the invasion.

INQUISITOR LORD BERNARD GUI (and retinue)				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	4+
Weapon	Range		Firepower	Notes
Smite	(15cm)		Small Arms	Macro Weapon, Extra Attacks (+1)
Power Weapons	(Base Contact)		Assault Weapon	Macro Weapon, Extra Attacks (+1)
Psychic Life Eater	30cm		AP3+	Ignores Cover, Sniper
Notes: Invulnerable Save, Fearless. Counts-as Space Marine Tactical and Imperial Guard Infantry units for transport purposes.				

# Ork Glyph

## WARLORD GOBGUTZ BADFANG

The supreme commander of the greenskin force that invaded Achill-Quag, Warlord Gobgutz Badfang got his name because of his habit of spitting phlegm into his enemies' torn-open entrails after battles. He was killed in single combat with Marshall Galfridus during the war for Achill-Quag.

WARLORD GOBGUTZ BADFANG				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	4+	3+	4+
Weapon	Range		Firepower	Notes
Shootas	(15cm)		Small Arms	Extra Attacks (+2), Macro Weapon
Big Choppas	(Base Contact)		Assault Weapons	
3x Big Shootas	30cm		AP6+ / AT6+	
<b>Notes:</b> Reinforced Armour, Fearless, Leader, Damage Capacity 2 (Yes, really!), counts-as 2 Nobz for transport purposes. Supreme Commander. Critical Hit Effect: Warboss Badfang is instantly slain, remove the unit.				

# Ork Glyph

## MAD MEK ALBORK ORKSTEIN

It was Albork Orkstein's mad genius that allowed the war for Achill-Quag to take place, as his was the mind that planned the construction of Warlord Badfang's "Stompy" armies, and his astronomical researches that found the vulnerable planet Achill-Quag. His also was the Ork retreat plan during the latter stages of the war, when he oversaw the construction of dozens of warp jump capable transport spacecraft allowing many Ork Warbands to escape the Imperials.

MAD MEK ALBORK ORKSTEIN				
Type	Speed	Armour	Close Combat	Firefight
Character	—	—	—	—
Weapon	Range		Firepower	Notes
Big Choppa	(Base Contact)		Assault Weapon	Extra Attacks (+ 1), Macro Weapon
Notes: Leader, the unit Orkstein is attached to receives 3D3 Power Fields.				

## USING LORD GUI IN YOUR GAMES:

Inquisitor Lord Bernard Gui can be used in any Imperial-aligned army, where he can be added to any formation (except aircraft or Titan formations) for a cost of +75 points.

*Inquisitor Lord Bernard Gui is a named character, and as such may not be used in tournaments unless specifically permitted.*

## USING WARLORD GOBGUTZ BADFANG IN YOUR GAMES

Warlord Badfang can be used in any Ork army, where he can be added to any formation for a cost of +50 points, replacing a Nobz unit that has been upgraded to be the army's Warlord.

*Warboss Badfang is a named character, and as such may not be used in tournaments unless specifically permitted.*

## USING MAD MEK ALBORK ORKSTEIN IN YOUR GAMES

Albork Orkstein can be used in any Ork army, where he can be added to any formation (even an aircraft!) for a cost of +100 points.

*Albork Orkstein is a named character, and as such may not be used in tournaments unless specifically permitted.*