

# EPIC : MECHANICUS





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## IMPERIAL

Legio Destructor—The Beasts of Steel

Achil-Quag Skitarii Planetary Defence Force

Knight Household Achil

Attilan Imperial Guard Regiment

Black Templars Space Marines

Crimson Fists Space Marines (Fighting in the style of their primogenitor Chapter, the Imperial Fists)

Imperial Guard Netean Regiment (NetEA Imperial Guard Steel Legion?)

## ORKS

Gobgutz Badfang's Stompy Onslaught

Orkbert Orkstein's Gargant Bigmob

Speed Freaks Warband

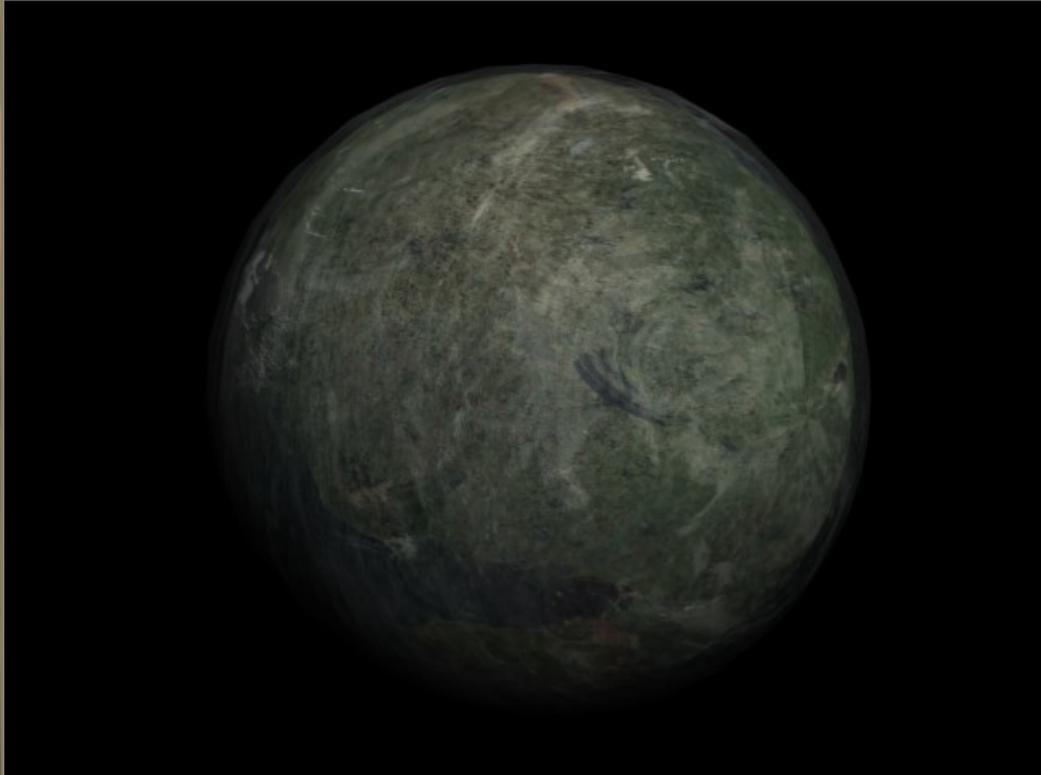
Blood Axes Clan

Sun-Tzork's Grotling Horde!

## ELDAR

Eldar Titan Clan

- Scenarios for some of the events of the story
- Reference Sheets



## UZMAK SYSTEM - PLANETARY SURVEY

Segmentum: Ultima  
Sector: Charadon  
Sub-sector: Akant  
System: Uzmak  
Surveyed: 343650.M41  
Planets: Three

### Inner Planets:

Uzmak A Dead world, uninhabitable, irradiated  
Uzmak B Arid grass planet, Inhabited

### Outer Planet

Uzmak C Phasing Brown Dwarf / Gas Giant

### UZMAK B

Summary: Resource poor world; Ork infested

Size: Equatorial Distance - 6240 miles  
Gravity: 0.65 G  
Satellites: Five  
Rotation Speed: 715 mph  
Orbit: Insufficient data on orbital path to determine;  
Planet detected at 1.23 AU at time of survey

Climate Classification:  
Temperate - arid (Stable)

Mean Surface Temperature: 26 C

Atmospheric Composition:  
75% nitrogen, 22% oxygen, 1% argon,  
1% carbon dioxide, trace amounts of other  
gasses

Climatic Regions: Extensive equatorial deserts  
Seas: 24% of planetary surface

Flora: Some Terran-type genotypes, implying human colonisation before the Imperial Age. Ultimate stage Orkoid flora  
Fauna: Ultimate stage Orkoid fauna  
Population: 180 million Orkoids (approximate)  
Tithe Grade: N/A  
Economy: Presumed standard Orkoid barter system  
Society: Presumed standard Orkoid tribal system  
Water Supply: Natural precipitation  
Principle Exports:

Unknown; Atmospheric analysis indicates little extensive industry

### Principal Imports:

Unknown; Lack of extensive industry implies few / no imports

Food Supply: Orkoid flora and fauna  
Urbanisation: One city of 30 million Orkoids (Estimated); Speculated limited industry

Tectonic Activity: Unknown

### Known History:

Likely Terran settlement, followed by Orkoid invasion, in pre-historical times. Trace elements in atmospheric composition imply atmospheric modification / terraforming at some point in history.

### Supplemental Details:

*Long range scans of Uzmak B indicated that the Orkoid infestation was extensive, but of low technological development. The survey commander consequentially authorised the survey fleet to move in for a closer scan.*

*The close-range planetary survey of Uzmak B was interrupted by an attack by multiple Ork spacecraft of the Cruiser class, which had been waiting in ambush behind the planet's fourth moon.*

*The last communications signals from the fleet were received by sector astropaths soon after the attack began, along with partial survey data; the fleet itself is presumed lost.*

## *A Butterfly Flaps Its Wings*

Dawn came early to the city of Big Smog, as flashes of eldritch weapons fire lit the ugly Ork city in lurid blasts of green, purple and white.

Startled from slumber by the concussive blast that signalled the explosive destruction of his chief rival's construction yard, Big Mek Albork Orkstein stumbled from his lair, hoisted his favourite kustom weapon, and scrambled hastily up into a lookout tower that was normally used to spy on neighbouring Mek foundries. From the top of the shuddering tower, the low expanse of Big Smog was lit by the pale glow of three of Uzmak's swift moons.

The city was mostly composed of simple adobe structures, with occasional metallic outcroppings that mostly denoted the location of Mek yards or the dwellings of technophile Warbosses. Never a truly peaceful city, Big Smog was now aflame with war, as at least ten great silhouettes strode majestically through the metropolis. Their forms flickered in unpredictable fractal patterns that confused the eye, making their titanic forms seem like ghostly mirages, yet for all their uncertain forms, the weapons they carried were very real. Lancing power beams tore into the disorganised Orkish inhabitants of the city, whilst thrumming sonic disruptions shattered buildings effortlessly. Occasionally the visual distortions ceased momentarily, affording a brief glimpse of titanic bipeds with smooth limbs and weapons that moved with a fluidity that belied their incredible size.

Bellowing orders to his nearby Boyz, who had also started to emerge from their own nearby lodgings, Big Mek Orkstein hastily descended from the lookout tower and ran through his construction yard, past half-built Trukks and untidy piles of Shootas, to where his Dreadnought mob waited. Nine Mega Dreadnoughts, bipedal war machines festooned with light guns, large bore cannons, and a variety of close combat weapons, shook and rattled as their crews piled aboard and began flicking switches and kicking engines, seemingly at random. Orkstein himself swerved towards a larger form that stood to one side of the Dread Mob – His personal Mekboy Stompa, *Mega Crusha*.

The size of a large house, *Mega Crusha* mounted a massive smoothbore cannon on one arm, capable of firing explosive shells larger than an Ork, and a massive chain-blade on the other arm. In addition, a shoulder-mounted razor saw as large as a battle tank was beginning to spin as the Krew activated the onboard systems. Just as Big Mek Orkstein hopped aboard, arcs of electrical sparks flashed high up on the flank of *Mega Crusha* as the last of its systems flashed online.

Barging past his krew of Boyz and scurrying Grots, Orkstein burst into the command cabin of his Mekboy Stompa and grabbed a hand held microphone device. When he spoke into it, his voice boomed loud across his fabrications compound, amplified a hundred times, loud enough to cut through the noise of battle and the rumble of engines.

*"Right Boyz! Ya see those pointy-'ead big Gargants? We's gonna crush and bash 'em 'till dey are dead!"*

With that inspiring speech (which left several unfortunate Boyz deafened for days, until their robust Orkioid regeneration ability healed them) Big Mek Albork Orkstein's mechanical creations tromped forwards to meet the attacking war engines in battle. One of the Mega Dreadnoughts promptly detonated, showering the others with flaming chunks of metal.

*"Turned it on wrong didn't 'he! Dat'll learn 'im!"* yelled Orkstein, as his krew burst into laughter at the unfortunate fate of their compatriot. The wrecked Dreadnought burned fiercely, as unfortunate bystanders ran wreathed in flames toward nearby pools of industrial fluid. For most of the Boyz this was a messy but effective method of dousing the flames, but one unfortunate Ork lept into a vat of volatiles, and triggered a small explosion that sent various body parts (including his head, with a very surprised look on its face)

arcing high into the cool morning air.

Beyond the compound walls of Orkstein's construction yard, the Eldar Titans danced over and through the city, sweeping the tiny Orkoid figures aside like a child kicking at sand on a beach. Pockets of resistance were beginning to spring up, however, as the disorganised Warbands reacted instinctively, taking up arms and charging toward the indistinct Titans. In general though, their wild gunfire was ineffective, even counter-productive, as cannon shells fired at the Eldar Titans more often than not passed through the unclear machines as if they were smoke.

Most of the larger Titans had already passed through Orkstein's district of Big Smog by the time his Dreadnought Mob began to move to pursue them, but just as the threat had apparently passed onwards, a second force of smaller Eldar Titans came skipping across the low rooftops. The first Orkstein knew of the second group of Titans was when his Mob came under attack from the flank, as a series of pulsing beams blasted in to tear one of his eight remaining Mega Dreadnoughts apart. Tracing the bright beams back to their source, Orkstein had a brief glimpse of an elegant figure, taller than his Mekboy Stompa, armed with two huge weapons attached to its "arms", before it slipped behind a building and disappeared from view.

*"Red Teef, chase 'dat git fast as you can!"*

Three Dreadnoughts, each marked with daubing of red paint across the tooth-like decorations on their control cabin heads, detached from the line of walkers and stamped in pursuit of the Eldar Titan, guns blazing wildly. Ork dwellings burned, but the Titan wasn't where the Red Teef group thought it was, and as the graceful machine came leaping out of concealment in the lee of a different building, two of the Red Teef Dreads blew apart, destroyed by the pulsing energy beams from the Titan's arm weapons. At the same moment, almost casually, the Eldar Titan fired off a small salvo of missiles towards *Mega Crusha*.

From inside of *Mega Crusha's* command cabin, Big Mek Orkstein watched as the Eldar missiles screamed across the space between the two war engines.

In a flash of blue sparks, the missiles disappeared, just metres before they would have impacted *Mega Crusha's* hull. A frown spread on Orkstein's long face. The power fields he had designed for *Mega Crusha* had worked well in destroying the missiles, but he was quickly running out of Mega Dreadnoughts in fighting this one Eldar Titan. Before there was time to lay down a decent amount of return fire, the Eldar Titan had again danced out of line of sight, to hide again between nearby buildings - though which ones, Orkstein could not be sure. Panicking, the remaining Red Teef Mega Dread could be seen running out of control in a direction that just so happened to be away from any sign of enemy activity.

*"White Teef, find 'im!"*

Two of Orkstein's four remaining Mega Dreadnoughts charged angrily forwards, firing their guns with careless abandon.

*"All da rest, WAIT!"*

One of Orkstein's senior Nobz looked around from his gunnery console in disbelief.

*"Boss, we gots ta 'elp out da White Teef boyz! We got ta charge!"*

Orkstein punched the Ork in the face so hard that he sprawled back onto the cabin floor, unconscious. Unheeding, Orkstein yelled at the prone figure.

*"If I is sayin' we WAIT, den we friggin' WAIT! You got 'dat skum? Or do ya wanna talk back some more?!"*

*Didn't 'fink so"...*

Brave and reckless, the two White Teef Mega Dreadnoughts charged towards where the Eldar Titan had last been seen. Blasting away with their guns just as the Red Teef group had mere minutes before, the Mega Dreadnoughts were ambushed as the Eldar Titan leapt from an unexpected shadow, guns blazing.

The Eldar Titan pilot had underestimated the Orks' cunning, however, as with a roar of pleasure Orkstein signalled his stationary machines to open fire on the swift Titan. With a dull boom that rocked nearby buildings on their foundations, *Mega Crusha's* huge cannon fired its payload, and a massive explosion bloomed beneath the flickering image of the Eldar machine. Multiple cannons attached to Orkstein's Mega Dreadnoughts joined in with the assault, spitting fire.

With a last flicker, the visual disruption field that protected the Eldar Titan from harm collapsed, and the previously agile form of the Eldar Titan was revealed, no longer proud and untarnished but damaged and limping. Its attempted attack on the White Teef group abandoned, it began to retreat, still fast despite a dragging leg. Orkstein refused to let it get away, however, and yelled out for *Mega Crusha* to close in for the kill.

Still, it seemed for a moment as if the Eldar Titan would escape, but a lucky shot from a White Teef Mega Dreadnought hit the Titan in the shoulder, blowing off one of its arms and spinning it in a half circle. Crippled though it was, the Eldar Titan managed to drop into a crouch, keeping its balance before springing back to its full height and levelling its remaining gun arm at *Mega Crusha*. Legs damaged and hovering jets destroyed, the Eldar Titan pilot had decided to meet his fate with his face to the enemy.

For five seconds the Eldar Titan stood against the onrushing Ork machines, its remaining arm weapon blasting aside first *Mega Crusha's* remaining power fields, and then parts of its armoured shell. Missiles flew from its shoulders, wreathing the Stompa in explosions.

Proud, unyielding, arrogant, the Titan stood firm, but then *Mega Crusha* opened its eye, and the gaze of mork fell upon the Eldar war engine. Boiling, turbulent energy lanced out of the Mekboy Stompa's "eye", piercing a tank-sized hole in the chest of the Titan.

Like a child's marionette with its strings cut, the Eldar Titan collapsed lifelessly in a heap of broken limbs; just to see the Titan blasted into smithereens, *Mega Crusha* fired its huge cannon into the downed wreck, sending pieces of the fallen Titan flying in every direction. The remaining Mega Dreadnoughts, including the now-rallied Red Toof Dread, joined in with the exultant victory celebrations, shooting the broken war engine or cutting it apart with their huge combat weapons. Within minutes, all that was left was splinters of shattered bone, with almost nothing left to identify the pile of debris as once having been a mighty Titan.

The harsh sound of Big Mek Orkstein's laughter cut through the din.

*"All right Boyz! Good bashin'! But dere's more killin' to be done! Waaargh!!"*

With that, *Mega Crusha* began to rattle off towards the dim forms of the larger Eldar Titans, which had now passed beyond Big Smog's outskirts leaving devastation in their wake, and seemed to be climbing the lower slopes of one of the several small mountains that stood at the edge of the city.

As one, the five remaining Mega Dreadnoughts turned to follow the larger Mekboy Stompa towards the enemy.

Two hours later, Big Mek Albert Orkstein stood atop the gently burning wreck of a mighty war engine, victim of the clash against the Eldar army. Unfortunately, it was not another of the elegant hostile machines, but the battered remains of *Mega Crusha*, which had been struck down almost contemptuously by the enemy force.

The earth had shaken violently at the command of the hostile Titans, cracking open and tipping *Mega Crusha* over on its back, and then, as *Mega Crusha* lay foundered, two of the largest Eldar Titans had concentrated their guns on the upturned war engine. Lances, Pulsar beams, and flashing lasers had turned the Ork machine from a weapon of war into scrap metal.

From his perch atop what was left of *Mega Crusha's* vast belly, Orkstein looked up at the summit of the mountain, to where the Eldar Titans had eventually climbed, just as true dawn had broken. In triumph, the Eldar war host had saluted the rising sun, disengaging their holo-fields to display their contempt of the Ork city that had only managed to destroy a single one of their smaller Titans. Standing tall, the dawn light illuminated their bright banners and colourful armour for a few minutes, the Titans had soon turned away from the city, their unfathomable mission apparently accomplished, and had retreated northwards and out of sight.

Not long after, rumbling sounds loud enough to rattle every remaining building in Big Smog (not to mention topple a few) indicated that the Titans had likely boarded transport craft and left the planet. Communications calls to the small Ork fleet in orbit were only answered by the question "*Wot space craft?*" - clearly the Eldar had the capability to conceal and baffle sensors in space as well as on the ground, and had made good their escape.

Turning away from the summit of the mountain, the Ork mek looked down at the city of Big Smog. Once a busy metropolis, relatively peaceful (for an Orkoid society, at least) due to its uncontested domination by the Ork Warlord Gogutz Badfang, Big Smog had been demolished. At least half of the city's buildings had been destroyed, either hit by weapons fire, or simply stamped flat by the swift Titans. Fires burned citywide, though they were being systematically tackled by teams of press-ganged grots. Soon the burning would cease, and the city would begin to rebuild.

Perhaps, thought Orkstein, the Ork Mekboy who had brought down a pointy head Gargant might be able to catch the ear of Warboss Badfang, and have a say in what the Orks should build from the ashes of their city. There was an awful lot of metal down there that could be used to make war machines, instead of new buildings...

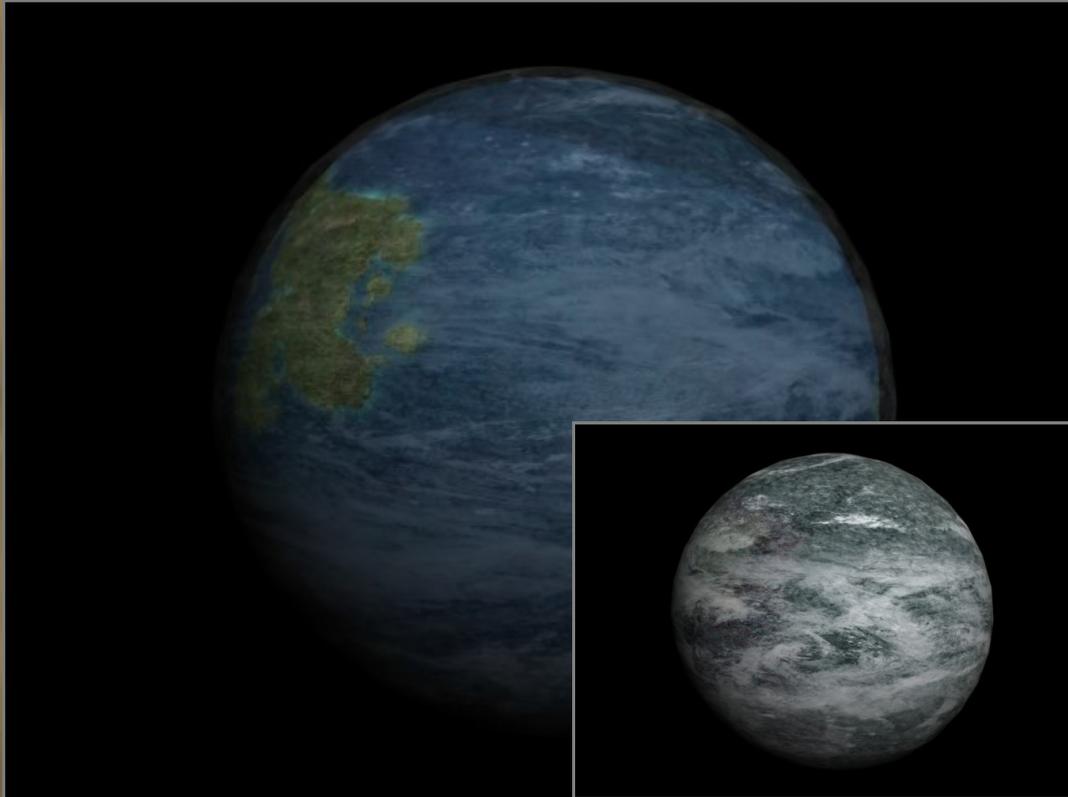
The Ork inventor looked back up at the mountain's summit again, before speaking to the Mega Dreadnought crews bunched up nearby.

*"Boyz... We gots ta think bigger"*



Full Page picture:

Eldar Titans saluting the dawn atop the mountain



## ACHILL SYSTEM - PLANETARY SURVEY

Segmentum: Ultima  
 Sector: Charadon  
 Sub-sector: Naidar  
 System: Achill  
 First Surveyed: 342574.M34 (forty-two subsequent surveys)  
 Planets: Nine

### Inner Planets:

Achill A Dead world, uninhabitable, contaminated.  
 Achill B Dead world, uninhabitable, irradiated.  
 Achill-Suung Resource world, depleted, abandoned.  
 Achill D Resource world, uninhabited.  
 Achill-Quag Resource world, Inhabited.  
 Achill E Dead world, Inhabited.

### Outer Planets

Achill F Medium Gas Giant, Inhabited.  
 Achill G Large Gas Giant

### ACHILL-QUAG

Summary: Resource world; Intensive mining and agriculture.

Size: Equitorial Distance - 4115 miles  
 Gravity: 1.31 G  
 Satellites: One (Artificial)  
 Rotation Speed: 815 mph  
 Orbit: 1.1 years at 1.2 AU mean distance  
 Climate Classification: Temperate Arable (Controlled)  
 Mean Surface Temperature: 24 C  
 Atmospheric Composition: 69% nitrogen, 25% oxygen, 1% argon, 3% carbon dioxide, 1% other gasses.  
 Climatic Regions: Large scale strip-mining regions. Areas that have been previously mined are in use as agricultural land.  
 Seas: 80% of planetary surface.

Flora: Introduced Terran agricultural Flora.  
 Fauna: Introduced Terran agriculture-assistant Fauna.  
 Population: 12,321,451 plus 2,000,000 (Approx) Servitors and 500,205 Skitarii.  
 Tithe Grade: Primaris IX.  
 Economy: Adeptus Mechanicus Mars Pattern Economy  
 Society: Adpetus Mechanicus Social Order (60%) Imperial serfs (40%)

Water Supply: Artificially supplied.

Principle Exports: Processed metals, processed nutrients.

Principal Imports: None.

Food Supply: Self sustaining.

Urbanisation: Two Stygies IV Pattern Habs, two star ports, multiple small resource collection settlements.

Tectonic Activity: Low Risk.

### Known History:

Terraformed on the event of Achill-Suung's depletion in M38, with the intent of supplying Accatran Forgeworld with raw materials.

### Supplemental Details:

Achill-Quag is expected to provide raw materials for Accatran Forgeworld until early M43. Achill D has been earmarked for Terraforming during M42 in order to take over responsibility for supplying Accatran's needs.

### ACHILL E

Summary: Dead world; Accatran Pattern communications installation, Accatran Pattern Defence Web.

Data: Stable orbit at 2.6 AU.

No resources, atmosphere, or tectonic activity.

### History and Details:

Established in M35 during the initial inhabitation of the Achill system, Achill E acts as the coordination hub and staging post for the export activities of the system's active resource world. Resources are lifted to Achill E, and held until an interstellar barge arrives to transport the haul to Accatran, once every four Terran months.

With grace that came from their behemoth size rather than from elegant design, four starships translated out of Warpspace, leaving aetheric ripples in their wake. They had appeared in the far reaches of the Achill system, on the edge of deep space where gravitational perturbations were at a minimum. Yawing about slowly, the ships ignited their engines and set a course towards the inner system, a journey that would take two weeks.

All this was tracked and calculated dispassionately by the Adeptus Mechanicus Analytica station on Achill E. Within hours, the course of the four unidentified ships had been studied and extrapolated, their destination of Achil-Quag confirmed. Judgements were made and long range active scans were initiated. Scans would alert the intruders to the presence of the Adeptus Mechanicus base, but it was judged that ascertaining the identity of the mysterious ships was more important than maintaining any element of surprise.

The scans revealed the ships to be Ork vessels, three of Cruiser class, and one "Rok" class of weaponized astral body. Within minutes, the outpost began transmitting psychic distress calls.

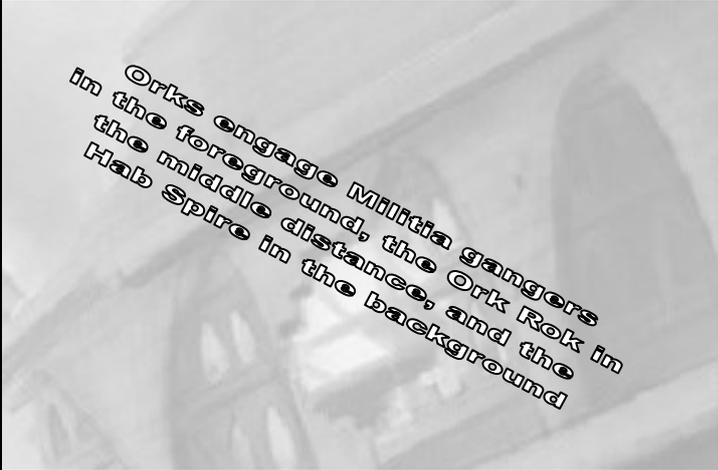
Significantly outmatched, the system's defence fleet, a lance-equipped light cruiser and a small squadron of Cobra class escorts, held in low orbit above Achil E, sheltering under the outpost's defence grid; The Orks' destination planet of Achil-Quag was to be left to its fate.

The planet was not completely abandoned, however. The Achil-Quag Skitarii garrison was marshalled and put on high alert, forces divided between the two main settlements of Port Alpha and Port Omega. For two weeks, press-gang crews scoured the lower levels of the port hab towers after curfew each night, taking tardy indentured workers and unwary gang members away to join hastily raised militia companies. The strongest of the conscripts were taken into biologicis factorums, where they were hastily lobotomised, fitted with grafted military accoutrements such as weapons and armour, and returned to their units to act as heavy weapons Servitors. Gathered in ad-hoc army groups, each tens of thousands strong, the levied forces were deployed to encircle Achil-Quag's settlements in protective rings.

Fifteen days after it entered the solar system, the small Ork fleet curved neatly around Achil-Quag's small artificial moon and settled into a stable low geostationary orbit fifty miles above Port Alpha. Within minutes of their taking up station above the port, batteries of defence weapons opened fire on the Ork ships, lance beams and the tracers of missiles streaking up to intersect the ships' protective power fields, causing little damage. In response the Ork Cruisers began to bombard the settlement with weapons battery fire. Many miles below, small pin-pricks of light flashed sporadically, each flickering light indicating where an Ork cannon shell had landed and turned a hundred square metres of terrain into a brief inferno. The bombardment was continued for an hour, without military effect; non-combatants in the port area were dying by the thousand under the spacecrafts' guns, but the port's defence batteries were well shielded, and kept up their return fire valiantly.

For a time, Mechanicus cogitators judged that it was possible that the Ork craft could be driven off, indeed after one particularly lucky defensive salvo struck home on an Ork Cruiser several of its cannons were damaged and put out of action. The small Mechanicus spacecraft force being held in reserve in orbit above Achil-E were readying themselves to intervene and hopefully drive off the hostile ships, when the true Ork plan was revealed.

The Ork Rok, which hitherto had stayed slightly out of effective range of Port Alpha's defence batteries, suddenly ignited its engines and powered downwards towards the planet; The Ork's behaviour, which had been presumed a



*Orks engage Militia gangers in the foreground, the Ork Rok in the middle distance, and the Hab Spire in the background*

wild and uncoordinated bombardment, was revealed as just a probing raid. The Orks had been testing the Mechanicus' defence guns to determine whether they had enough firepower to prevent the Ork Rok from making landfall. Clearly, they had been found wanting.

Plummeting rapidly towards the ground, the Rok began to attract all of Port Alpha's defensive fire, its massive shape taking hit after hit at the same time as its lower surface burned, as the atmosphere was super-heated by its passage. Ponderously, huge chunks of the Rok, each dozens, or even hundreds of metres long, were blasted off from the main body of the weaponized asteroid. Still the Rok fell onwards through the sky, shedding outer layers (Spilling thousands of unlucky Orks into the air along with them), yet for all the humans' effort, still maintaining a coherent core. When just a kilometre from the ground, the Rok's massive thrust engines ignited, slowing its decent far more rapidly than seemed possible to the observers on the ground.

Preceded by the impact of dozens of massive asteroid shards, each carrying the kinetic energy of a macro cannon shell, the Ork Rok slammed into wide, flat expanse of Port Alpha's landing plain.

Thirty square kilometres of flat ferrocrete, large enough to hold the huge bulk freight shuttles that regularly lifted supplies from the planet to great cargo haulers in orbit, the landing plain of Port Alpha was almost totally filled by the singular form of the Rok. The bombardment from the Ork ships in orbit ceased, and for several minutes there was silence, as a pall of dust thrown up by the crushing impact of the Rok added its shade to the already smoke-filled sky.

Then, with a collective savage roar that began with a single voice but soon built to a crescendo, massed hordes of Orks poured out of the crashed Rok and launched themselves at the human defenders of the Port.

With the benefit of recovered sensor data, Mechanicus analyticae were later to estimate that the initial assault wave of greenskins may have contained as many as 1.85 million Xenos life forms, almost all of which were actively and directly hostile. Sweeping across the short distance from the unclear "edge" of the Rok to the defensive lines of militia dug in around the periphery of the Port. The battles were short, savage, and very one-sided. Within an hour of the Rok making landfall, a quarter of a million militia had been killed, whilst another hundred and fifty thousand were in rout. In the nearby Hab Alpha that overlooked the Port itself, the main Adeptus Mechanicus force held all of its more capable units from the field, knowing that despite having two hundred thousand Skitarii, as well as a full Knight Household in reserve, they could never hope to match the rampaging Orks in a direct fight.

At the Western extent of the landing plain, a few of the scratch companies, mostly formed from conscripts drawn from Hab gangs, were making a semi-organised fighting retreat, but coordinated resistance was soon silenced.

Consigning most of the working population of Hab Alpha to its fate, the master of the Port, Tech Lord Gonvitch II, ordered that the upper levels of the Hab be sealed against the invaders. Void barriers were engaged, emergency bulkheads shuttered, and backup fusion power planets activated. Before the last gunfire of the short battle on the landing plain had died away, the Tech Lord had sealed himself, as well as his two hundred thousand strong Skitarii Garrison, in the upper levels of the Hab Spire. In such a state of lockdown, the Hab Spire was designed to be able to last for up to ten years in isolation before requiring new rations. The majority of the population were not so fortunate however, as only a fraction of them had been housed in the upper levels of the Hab. Abandoned to their fate, the four million inhabitants of the Port arcology had not been informed that a Xenos attack was imminent, and nor had they been warned that the upper levels of the Hab were about to be sealed. For most of the workers, it would be days or even weeks yet before they learned of the battle outside. Some, however, had been near the edges of the vast structure, and had seen the Rok land, and through a few areas of the lower Hab the word was passed that they were under attack. As there was no means to broadcast this news to the whole settlement, there was no mass panic, no riots or stampedes. Instead there was merely a steady trickle of workers, soon numbering in the tens of thousands, exiting the Hab and fleeing East.

The Orks, for their part, had mostly finished wiping out the Hab Militia, and were turning their attention to the six defensive weapons silos scattered around the Port, which were still firing resolutely on the orbiting Ork Spacecraft far above. Within two hours of the initial landings five of the weapons facilities had been overrun, their light garrisons of Skitarii easily swept aside, whilst the sixth silo held out a little longer, before self-destructing just as the Orks penetrated the main command centre. With the skies clear of weapons fire, one of the Ork Cruisers descended into the atmosphere until it was only a dozen kilometres above the captured Port, thrusters constantly firing to keep it from crashing to the ground. Like small flocks of birds alighting from a tree, swarms of small and medium sized craft detached from the huge craft's docking bays. Soon, the air was filled with aircraft of all kinds, from squadrons of small Fighter craft, up to large bulk landers. Settling down in the few areas of the landing plain that were not occupied by the grounded Rok, the bulk landers began to disgorge thousands of armoured vehicles, as well as scores of War Engines.

Amongst the wave of landing craft was one unremarkable transport containing the mastermind behind the invasion, Big Mek Albork Orkstein. Settled on the shoulder of his newly constructed personal Gargant, *Mega Crusha II*, the Ork engineer squinted briefly at the sudden light as the transport's cargo bay doors creaked apart, then grinned in contentment as the doors swung fully open and his Gargant tramped out onto the landing plain. In every direction, fires were burning. The sky was shrouded in a vast cloud of dust and smoke, while thousands of corpses were lying rent and bleeding almost as far as the Big Mek's cyber-eye could see.

Three kilometres to the West, at the edge of the landing field, the vast structure of Hab Alpha stretched skyward. Instinctively, Mek Orkstein's affinity for technology informed him that it was a residential conurbation of some kind, and would likely house uncountable numbers of Humans, ready (If not willing) to be enslaved and put to work for their new Ork masters. He rubbed his hands together at the thought of all the machines he would force them to build. Grinning horribly, he directed his *Mega Crusha II*, as well as his personal Warbands, to move off towards the Hab.

Four kilometres tall, Hab Alpha was not large enough to be classified as a full Hive by the Imperium, but it was nonetheless an impressive structure. Ten kilometres in circumference at its base, it tapered gradually to a multi-turreted summit that was obscured from view by the shimmering glare of hundreds of protective Void Shields.

Beyond Big Mek Orkstein's line of sight, to the East of the vast bulk of Hab Alpha, the last battle of the day was about to occur; The flow of refugees, a crowd forty thousand strong, had been noticed by some of the Ork Warbands.

With their tempers still raised from the recent battle, the Orks were in no mood to be taking prisoners, and fell upon the fleeing civilians with feral savagery. Mostly defenceless, the human workers were like children faced with Terran lions, and could only die pitifully, shot down in the back as they ran, or struck with crude axes and swords driven with inhuman strength.

Seeing the plight of the civilians, the Knights of the Adeptus Mechanicus sallied forth.

Unable to sequester themselves in the upper reaches of the arcology with the Lords of the Port due to the same lack of forewarning that had doomed the civilian population, the Knights had held back from intervening in the battle for the Port, knowing that it would have been a futile gesture. Likewise, they had not fled to the countryside, as the supreme commander of the Knight force stationed at Port Alpha, Baron Harko, had refused to allow his forces to abandon their oaths of duty that bound them to defend the population of the Port. As soon as the refugees attempting to flee the Ork invasion came under attack, Baron Harko signalled to his force to follow him to war.

*"The time has come; We shall fulfil our oaths! We shall defend the people!"*

The rallying cry boomed from the Eastern gate of Hab Alpha as it cracked open, to reveal the Knights of Achil standing in serried ranks... and *stand* they did, as bipedal war machines five times the height of a man, humanoid in shape yet hunched forwards, with varied weapons of cannon and sword held at the ends of their arms. Brightly coloured in hues of green and yellow, the Knights, each piloted by a single highly trained operator, stood ready and waiting for the command of Baron Harko.

*"For the Emperor! For the Omnissiah! To War!"*

With a noise that started with the squeal of servos releasing that soon built to a thunderous peal of metallic clanks, mechanical hisses, and the crash of feet that weighed twenty or more tons, the Knights of Achil stormed towards the rampaging Orks.

The Knights of Achil  
make their charge.

The first Knights to fire their weapons were equipped with long range macro cannon and missile launchers, which detonated their payloads amongst the teeming Orks with devastating effect, killing scores with each shot, with some lucky or particularly well placed shots even killing hundreds.

Unprepared for the sudden attack from their flank, the Ork warbands flinched, directionless for a crucial few moments as they attempted to ascertain what direction the enemy was shooting from. Those moments of uncertainty were exploited by the charging Knights, as they activated squealing chain swords as long as a tank, or five metre long shock lances, and carried their charge home into the heart of the greenskin mobs.

Whirling chain blades tore hundreds of Orks apart, whilst flashing arcs of lightning from shock lances struck out at the crude Ork vehicles, setting them ablaze or even igniting ammunition or fuel stores, causing them to explode. In disarray, the Ork horde acted instinctively, ceasing their attacks on the civilian refugees and turning as one to face the unexpected new enemy.

Bravely facing off against the greenskins, the Knights of Achil manoeuvred themselves so as to form a protective screen between the Orkish hordes and the fleeing civilians and, once in position, they stood firm for a full hour, providing enough time for the refugees to scatter into small bands that could strike out into the countryside without attracting too much attention.

Acting in coordinated groups, the Knights would push forwards, feint sideways, dart in for close-range attacks, or fall back to draw the incautious Orks under the heavy guns of the more formidably armed Knights. The Orks, for their part, were largely unable to come to grips with the fast moving Knights, and were forced to rely on heavy cannon fire from their vehicles and field cannons, few of which had yet reached the eastern side of Hab Alpha. Losses on the part of the Knight household were steady, but not overwhelming, whilst dozens of Orkish charges were blunted by the canny tactics of Baron Harko.

In this manner, most of the civilians were saved, and almost ten thousand would ultimately survive the trip across the fifteen hundred miles of country to reach the second major Mechanicus settlement on the planet, Port Omega.

This survival was paid for at cost however, as before they quit the field, fully half of the three hundred Knights that had sallied from Port Alpha would be destroyed, their highly skilled pilots and sacred machine spirits lost forever. Each fallen Knight had reaped a handsome tally of Orks and war machines, but it was a slim consolation to hold to for the defeated force as Baron Harko gave the signal to retreat from combat and set out toward the distant haven of Port Omega. Baron Harko knew that he had ensured the survival of a small part of the Hab's population, thus fulfilling his oaths, and if at all possible he would one day return to rescue the remaining civilians; It was to be two years before the defeated Baron would lay his eyes on Hab Alpha again, and in that time the area would be changed almost unrecognizably.



Map showing Port Alpha,  
and the various battles  
around the port.

## Fallout - 3200950M41 (D-day +21 days)

The weeks following the Ork invasion saw the Adeptus Mechanicus work on strengthening their fortifications around their remaining facilities. Day and night, Port Omega and its attendant processing outposts rang to the metallic sounds of construction work as buttressed walls were strengthened, minefields laid, and weapons of war forged. At the same time, less conventionally audible noises were emitted from the Port, as Astropathic distress signals were broadcast unceasingly.

During this time, the tech-station situated on the outer planet Achill E provided the Mechanicus forces on Achill-Quag with surveillance data on Ork activities via the use of deep scans and long range optical analysis. Their activities thus observed, it was revealed that the Ork forces had apparently spared most of the human population from extermination, and was using them as a servile workforce. Tens of thousands of workers were seen each day moving in long lines across and around the landing field outside of Port Alpha, seemingly acting as porters, moving heavy machinery and disassembled Port vehicle component pieces under the direction of their Greenskin task masters.

Mechanicus Analyticae were given the observational data, and reported that, despite interference caused by Orkish technology, they had identified dozens of ad-hoc construction yards scattered around the captured Port. With the full information at his command, the master of Port Omega, Gonvitch I, authorised the use of heavy intercontinental missiles. It took three weeks to prepare a production line using Standard Template schematics, and at infrequent points thereafter large launching platforms of the Ordinatus Minoris class, each the size of a super-heavy tank, rolled from the manufactorium, raised their freshly constructed missiles to the ready position, and launched a volley of munitions into the sky.

An hour later, three thousand miles to the west, the lands around Port Alpha would be hit with the salvo of missiles. Mostly armed with mass barrage warheads, the missiles filled the Orkish fabrication yards with fire. Each launching inflicted damage that temporarily set back the construction works, but the Mechanicus Fabricators could not manufacture support missiles fast enough to truly stem the Orks in their creation of new war engines. To do that, reinforcements would be required.

## Feedback - 3230950M41 (D-Day +30 days)

Thirty five light years to the galactic north west, a response to the Ork invasion had been prepared.

As an Adeptus Mechanicus planet, Achill-Quag had appealed to the mother Forgeworld to which it owed allegiance for military support, and it was in the interest of the planet Accatran to respond. Without the regularly delivered agriculturally-derived nutrient gruels produced on Achill-Quag, Accatran would lose five percent of its billions of Servitors to starvation, and even ignoring the loss of Servitors, without the minerals strip-mined from Achill-Quag's mountains, Accatran would lose two percent of its munitions manufacturing. Such a dip in production volume would be unfortunate, and so a military intervention force was drawn together.

Besides the fleet flagship *Omnissiah's Rage*, an ancient Dictator Class Cruiser that had served the Adeptus Mechanicus for almost five thousand years, the relief fleet contained two other capital ships, two light escort squadrons, and five squadrons of bulk freighters. Into their holds were packed hundreds of thousands of Mechanicus warriors, drawn from the fearsome Skitarii armies of Accatran, as well as twenty six regiments of Imperial Guard from the nearby planet Attila, sent in a show of support for the operation by the Adeptus Munitorium of the Imperium.

Finally, carefully loaded into five different transports were some of Accatran's most precious implements of warfare, twenty four Titans of the Legio Destructor, known as the Beasts of Steel.

The Titans, each one an awesome construct of arcane technology that wielded weapons of terrible potency, marched proudly into the cargo barges that would take them into orbit, as liturgies were canted by thousands of thronging Tech Priests that lined the route from the Titans' cathedral-hangers to the waiting ships. Some of the Priests, driven wild by the proximity of their mechanical idols, dashed briefly from the crowds to touch the feet of the passing Titans, risking their lives for a brief moment of ecstatic communion with the avatars of their God. Incense-wrapped, war horns blaring the catechisms of their Legion, the Titans strode in to their berths, and quiescently allowed themselves to be bound by magna-clamps and containment fields, within which they would ride during the journey to Achill-Quag.

Most of the Titan crews would disembark their war engines for the transition, but some of the Titan commanders, the Princepsi, would remain inside their steeds for the duration, either through choice as they preferred the company of their cold machine to that of humans, or because their level of physical integration with their Titan precluded a simple disconnection. Known for their tendency towards extensive bodily modification so as to mesh closely with their Titans, even the least enhanced of Legio Destructor's Princepsi demonstrated many mechanical replacements, such as cyber eyes with integrated information systems, mouths and throats with attached broadcast ports, and fingers replaced with snaking data tendrils.

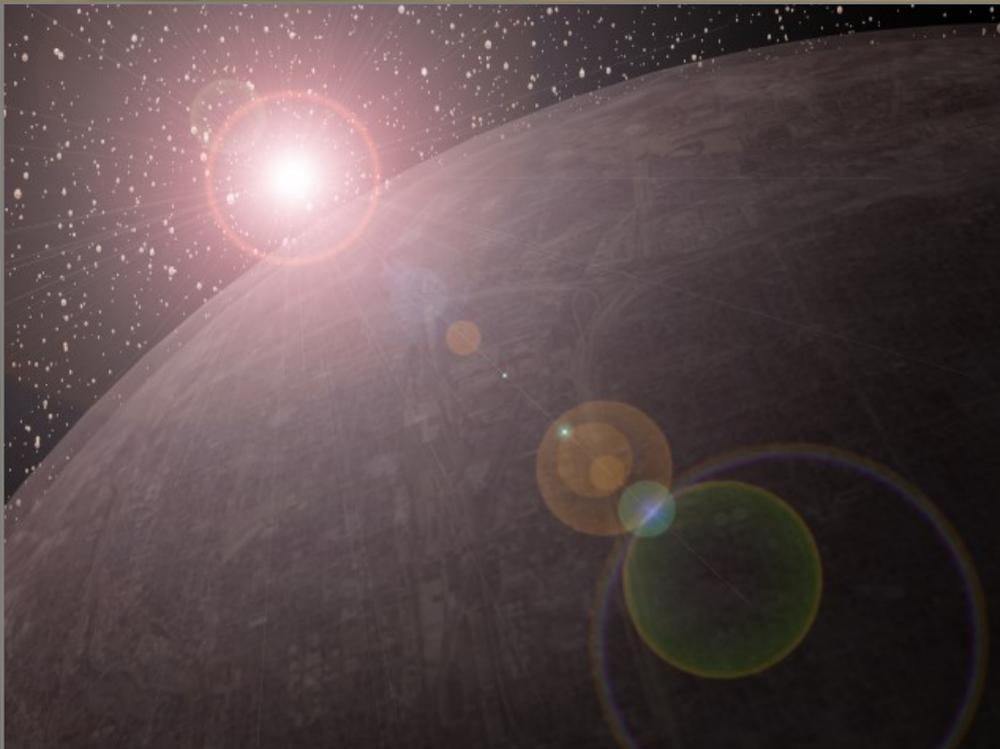
Once all of the weapons, vehicles, and infantry had been loaded aboard the bulk freighters hanging in orbit, the fleet broke away from the Forgeworld's gravitational influence, made for the edge of the Accatran system, and after several days' travel, disappeared in null-flashes as they silently translated into warp space.

### Achill-Quag Intervention Fleet (M40.950)

<i>Omnissiah's Rage</i> -	Dictator Class Cruiser
<i>Boundless Devotion</i> -	Gothic Class Cruiser
<i>Escort Squadron #52</i> -	Sword Class Frigates (6)
<i>Accatran's Talons</i> -	Cobra Class Destroyers (8)
<i>Bulk Freight Squadron #4</i> -	Heavy Troop Transports (4)
<i>Bulk Freight Squadron #7</i> -	Heavy Troop Transports (4)
<i>Bulk Freight Squadron #63</i> -	Troop Transports (8)
<i>Bulk Freight Squadron #92</i> -	Heavy Fuel Transport (4)
<i>Bulk Freight Squadron #98</i> -	Replenishment & Stores Barge (2)

### Achill-Quag Intervention Army (M40.950)

<i>38x Skitarii Infantry Regiments</i> -	475,000 infantry. 7,600 armoured vehicles.
	200 super heavy vehicles.
<i>10x Skitarii Tank Regiments</i> -	4500 armoured vehicles.
	125 super heavy vehicles.
<i>12x Skitarii Logistics Regiments</i> -	150,000 infantry. 14,400 armoured vehicles.
	72 super heavy vehicles.
<i>26x Attilan Regiments</i> -	208,000 cavalry.



## ACCATRAN SYSTEM - PLANETARY SURVEY

Segmentum: Ultima  
Sector: Accatrania  
Sub-sector: Accatran  
System: Accatran  
Surveyed: 242620.M41  
Planets: One

**Inner Planets:**  
Accatran Dead world, inhabited, irradiated.

**Outer Planets:**  
None  
(Extensive debris field indicates a possible artificial destruction of up to three outer planets in pre-Imperial times)

### UZMAK B

**Summary:** Adeptus Mechanicus Major Forgeworld.

**Size:** Equatorial Distance - 4100 miles  
**Gravity:** 1.1 G  
**Satellites:** Eight (Artificial)  
**Rotation Speed:** 1024 mph  
**Orbit:** 0.4 years at 0.5 AU.  
**Climate Classification:** Surface Uninhabitable  
**Mean Surface Temperature:** 300 C  
**Atmospheric Composition:** 50% industrial effluvial, 40% carbon dioxide, 10% oxygen.  
**Climatic Regions:** Extensive uninhabitable deserts.  
**Seas:** 14% of planetary surface (highly toxic).  
**Flora:** None  
**Fauna:** None  
**Population:** 100 million, plus 60 billion servitors and 400 million Skitarii (both liable to fluctuations).

**Tithe Grade:** Adeptus Non.  
**Production Grade:** IV-Secundus  
**Economy:** Adeptus Mechanicus Mars Pattern Economy Mk III  
**Society:** Adeptus Mechanicus Social Order  
**Water Supply:** Imported (93%), recycled (7%)  
**Principle Exports:** Munitions, Armoured Vehicles, Aircraft.  
**Principal Imports:** Foodstuffs, Water, Industrial Ore, Prometheus.  
**Food Supply:** Imported (99%), cultivated (1%)  
**Urbanisation:** 86% of planetary surface is composed of manufactories, refineries, processing plants, and other such industrial facilities.  
**Tectonic Activity:** None (Continents artificially stabilised).

### Known History:

The establishment of Accatran dates back to pre-Imperial times, and its founding date is unknown.

Nevertheless, Imperial records of Accatran's actions are uniformly positive. The Forgeworld is prompt with deliveries, its products are of above average quality, and it has often stood ready to commit its Titan Legion (the Legio Destructor) to the support of Imperial wars.

### Supplemental Details:

The forgeworld of Accatran has a notable record of successful explorer missions, and its recovered STC patterns are of such a high eminence that they have in many cases been disseminated throughout the Imperium, to be produced by Forgeworlds and manufactory planets in all five of the Imperial Segmenta. Few Forgeworlds can boast such a contribution to the Machine God's realm.

Accatran is the homeworld of the Legio Destructor, which is, as far as Imperial records indicate, the largest known Titan Legion, with a standing strength of over one hundred Battle class Titans.

## Achill-Quag at War - 3680950M41 (D-day +7 months)

It took seven terran months between the Rok's landfall and the arrival of the Imperial relief fleet in the Achill system, during which time the Orks made steady gains, taking large swathes of territory from the Mechanicus whilst meeting little resistance. Rather than stir the Orks up by offering them open battles (which could only result in Orkish victories, so greatly outnumbered were the humans), the Mechanicus settled on a policy of withdrawal. Any valuable equipment small enough to be practically transported was dismantled and taken eastwards to Port Omega, whilst larger facilities were destroyed so as to prevent Orkish scavengers from recovering useful technology.

In this manner, three of the four administrative and processing complexes surrounding Port Alpha were abandoned and demolished. Only Complex D remained occupied by its workers. Protected by a garrison of ten thousand Skitarii and a detachment of the Knights of House Achil, the menials continued to till the algae fields in the eastern portion of their administrative region, and mine for the valuable ores in the Phobos mountains.

However, the strategic withdrawal was unable to greatly affect the Orks' construction efforts at Port Alpha, where dozens of large bulk cargo lighters and port haulers had been stranded, providing millions of tonnes of refined metal for the greenskins' industry. Hundreds of War Engines were built, despite the irregular missile strikes of the Imperium. After two months, the Orks were able to power up the Port's void shields, rendering the entire landing site of the Rok (Along with most of the construction yards) effectively immune from the Deathstrike bombardment.

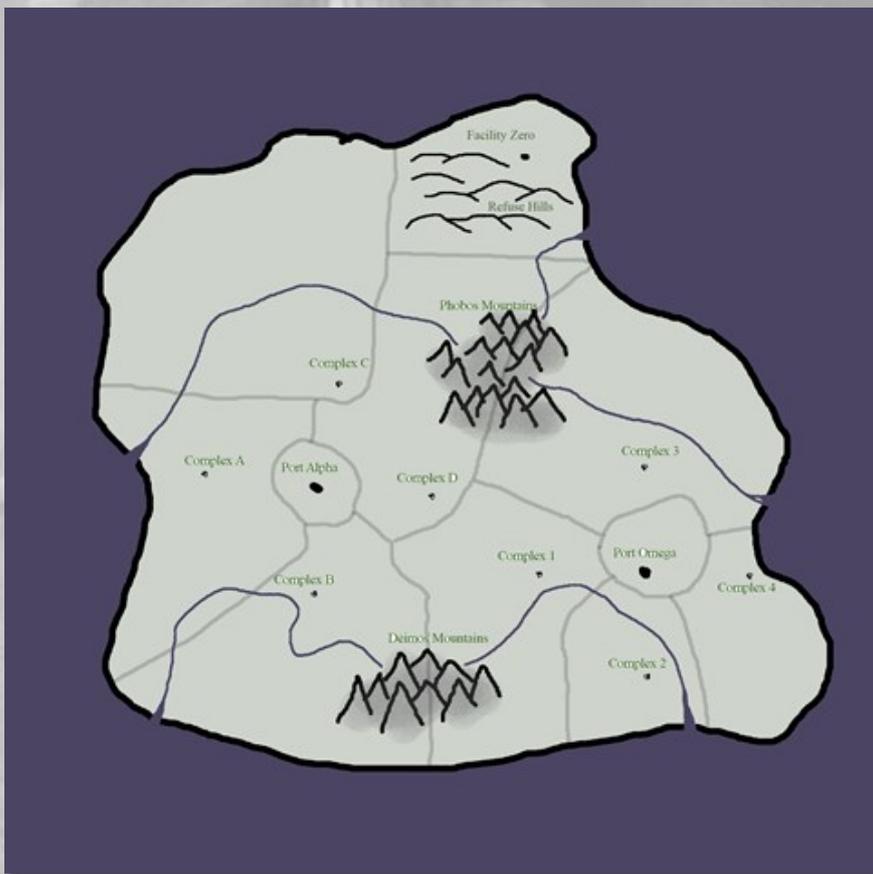
Meanwhile, those Orks not engaged in construction works (in general, Warbands of low a status, too junior to be able to claim prime salvage from the captured Port) began to spread out across the continent. First in bands numbering only a few dozen, they were easily repulsed, but the numbers of roving Orks increased with every passing day.

Two months after the initial Ork invasion, a small warband of Orks known as "Harley Orkison's Speed Freaks" destroyed the first Mechanicus Industrius to be lost in the war.

Much of the industry on Achil-Quag used large machines of various configurations, with the most common types being mobile mechanical excavators used in the mining works, and tracked agricultural tenders that worked the fungus fields and algae swamps. Other industrial engines in service included bulk transporters, mobile resource processors, and massive auto-tenders that serviced the other machines. Collectively, these large machines were known as Industrius Engines, and it was an agricultural Industrius of Complex D that found itself attacked at dawn, sixty-two days after the fall of Port Alpha.

The machine was tending to its allotted fungus fields, collecting mature growths and extracting their nutrients into a concentrated soup, whilst scattering fertilizer and new fungus bulbs in its wake, when it found itself under attack. The Skitarii force assigned to protect the Industrius attempted to hold off the greenskin attackers, but the Orks were stronger in numbers and equipped with many fast vehicles, some carrying esoteric and powerful laser cannons; within ten minutes of first contact with the Orks, the Skitarii were overwhelmed and the Industrius was disabled. A distress message was sent out, but by the time reinforcements arrived in the form of a column of Knights, the Industrius had been stripped of its most valuable power plants, armour plates and motive engines, and all that remained were some late-comer Ork scavengers from a different warband who retreated without a fight.

Thirty miles to the west, Harley Orkison's Speed Freaks had claimed their first salvage of the war, and were busy turning their captured parts into new vehicles, impressing some of the other roving Ork groups into joining the Speed Freak warband, or into attempting to emulate their success. Within the next month, fifteen other Industrius Engines of various classes were destroyed or badly damaged by Orkison's Speed Freaks, and other Warbands inspired by his actions, forcing the Mechanicus to change tactics.



### Achill-Quag - Major Landmass

*The planet's single unnamed continent was terraformed by the Adeptus Mechanicus during M38 so as to be a productive resource world, and was split into nine administrative regions.*

*Facility Zero - Abandoned Terraforming plant, surrounded by trillions of tonnes of toxic industrial effluvial.*

*Port Alpha - Western Port for the dispatch of supplies into orbit.*

*Complex A - Processing and refinement, algae farms.*

*Complex B - Processing and refinement, fungus farms, mining works.*

*Complex C - Processing and refinement, fungus farms, munitions works.*

*Complex D - Processing and refinement, fungus farms, mining works.*

*Port Omega - Eastern Port for the dispatch of supplies into orbit.*

*Complex 1 - Processing and refinement, fungus farms, mining works.*

*Complex 2 - Processing and refinement, fungus farms, munitions works.*

*Complex 3 - Processing and refinement, fungus farms.*

*Complex 4 - Processing and refinement, algae farms, mining works.*

# The Skitarii of Outpost D versus the Ork horde

From that time onwards, instead of using the Industrious Engines individually, wherever possible they would instead be collected into groups, which would intensively farm or mine smaller areas in sequence. This would not be as efficient as their normal method of operation, but in collecting the Industrious Engines together, their protective Skitarii and Knight guards could be combined into larger groups protecting fewer targets, more able to deflect the attentions of the xenos tribes.

Following this, the four months before the arrival of the relief fleet saw the rate of losses of Industrious Engines drop for much of this period, until the Orks began to bring some of their new War Engines to bear. Starting with Dreadmought and "Mega" Dreadnought class vehicles, escalating to "Stompa" class war engines more massive than an Imperial Baneblade, three weeks before Imperial reinforcements were due to make landfall, the first Gargants were sighted.

The Ork Warlord Gutgrub Badfang had bided his time during the six months since his forces had arrived on Achil Quag, watching with imperious contentment as his chief Mek Orkstein had orchestrated the construction of hundreds of new war engines for his army, including forty-five new Gargants to complement the two Gargants he had brought with him. With all the resources of the captured Port at his disposal it would be several years before it had been exploited to its full potential.

However, even a Warboss as cunning and patient as Badfang could not chase feral humans through the underhive of the Port Hab forever, especially when there was word of real battles being fought just over the horizon against organised human forces. And so, eager to wage war rather than capture technology like the lesser tribes' Bosses, overlord Badfang ordered his Gargants to fan out across the fertile lands to the east of Port Alpha.

Each Gargant was to Ork psyches a vast totemic idol, and their passage across the plains of Achil-Quag attracted many of the smaller Ork warbands into following in their ponderous wake. With such a weight in numbers behind them, the Gargants' first contact with the forces of the Aduptus Mechanicus was almost universally devastating.

In the foothills of the Phobos mountains, a convoy of nine Industrious Engines used for mining operations was ambushed and destroyed by a Gargant attack. In the plains south of Complex D, a convoy of agricultural Industrious Engines was forced to abandon their allotted tilling grounds and flee, whilst a detachment of fifteen Knights of Achill, backed up by Mechanicus Serfs, undertook a valiant charge that temporarily immobilised a Gargant, saving the convoy for the loss of all but three of the Mechanicus walkers.

The third major Ork strike fell upon Complex D, the last remaining Mechanicus facility on the west of Achil-Quag's main continent. One Gargant, six "Kustom Stompa" class War Engines, and a force of around two thousand Orks including many lesser vehicles and heavy weapons, attacked the Complex's garrison.

The Orks were heavily outnumbered by the ten thousand strong Skitarii garrison, but the Mechanicus army largely lacked heavy weapons as Analyticae had judged the Complex as unworthy of protection by more valuable weaponry. No great War Engines or noble Knights of Achill stood ready to defend Complex D, even the normally ubiquitous shapes of Leman Russ tanks were absent from the Imperial lines, and the ensuing battle was a clash of Ork war machines set against wave after wave of human infantry.

The first Ork forces charged the Skitarii in their prepared defence lines, heedless of the small arms firepower that cut hundreds down as they rushed forwards. The Orks attacked directly, without waiting for the heavy guns of their Stompas and Gargant to soften up the defence lines, and consequentially the first wave of charges was stalled, the Orks having captured an outlying factorum complex but having been blunted enough that they lacked the momentum for pushing further in to the Complex.

The Orks' heavier forces, seeing the loss of most of their infantry forces, hung back and fired their long range weaponry merely in an attempt to prevent their infantry mobs from being overrun by the thousands of counter-attacking Skitarii. However, despite killing many hundreds of humans, the remaining Ork mobs in the captured factorum were wiped out after an hour of fierce close quarters combat.

The massive Ork War Engines seemed to contemplate continuing their bombardments, but after counter attacking Skitarii forces destroyed one of the Kustom Stompas, the War Engines were forced to withdraw or face being overwhelmed. For the loss of almost half of the facility's Skitarii garrison, Complex D had been saved, albeit temporarily.

Two days later, with the relief fleet still a week away, Complex D was attacked again, this time by a force consisting of three Gargants, dozens of Kustom Stompas, and at least thirty thousand individual Orks. They found a facility mostly abandoned, machinery destroyed and vehicles missing, staffed only by a few mindless servitors that trundled purposely between empty resource hoppers; To avoid annihilation, the Skitarii garrison had withdrawn.

Before sunset, every servitor at Complex D had been butchered.

Escalation - 3750950M41 (D-Day +8 months)

In all the months since the greenskin invasion, three Ork Cruisers had hung in geostationary orbit above the captured Port Alpha, but as the Imperial relief fleet entered the system they swung about as one; The Ork spacecraft over Achill-Quag ignited their main boosters and fled for the outer reaches of the Achill system, where their data signatures were quickly lost amongst the clutter of the Achill system's asteroid belt. Whether they had left the system or still lurked unseen in the was unknown, but if they had remained they were powerless to prevent the Imperial relief fleet from reaching the warring planet.

Shrouded in steam as their super-heated hulls met with Achill-Quag's damp atmosphere, dozens of massive landing craft began to alight their cargos at Port Omega in the two months following the retreat from Complex D. More than a million and a quarter infantry, cavalry, vehicle crews and logisticians had to be landed, processed, billeted and fed,

swelling the total human population of the planet significantly, as well as more than tripling the peacetime Skitarii garrison.

Set aside from the rest of the Imperial forces in their own void shielded compound, the twenty five Adeptus Mechanicus Titans were sequestered. Aware that the greenskins had a variety of forces they could bring to bear, Master Princeps Marcus Tiberius made the decision to have his Titan squadrons equipped with specialised weaponry and upgrades, rather than the standard configurations that were allocated to most deployments. He split his forces into six distinct battlegroups, each with a particular battlefield tasking.

Rather than wait for the full Imperial army to be landed, the Titans began probing sorties immediately. Master Princeps Tiberius lead from the front in his own Titan, *Riddle of Steel*.

Legio Destructor Quattro Legio Weapons Outfits - Achill-Quag Deployment

*Battlegroup Riddle of Steel - Generalist Combat Squadron*

*Riddle of Steel -* Emperor Titan  
 Plasma Annihilator  
 Hellstorm Cannon  
 Quake Cannon  
 Defence Laser

*Pax Imperator -* Reaver Titan  
 Apocalypse Missile Launcher  
 Gatling Blaster  
 Laser Blaster

*Accatran's Wrath -* Reaver Titan  
 Inferno Gun  
 Melta Cannon  
 Gatling Blaster

*Steel Doom -* Reaver Titan  
 Apocalypse Missile Launcher  
 Volcano Cannon  
 Gatling Blaster

*Steel Eye -* Reaver Titan  
 Inferno Gun  
 Laser Blaster  
 Melta Cannon

*Battlegroup Lazer-Wolfe - Scout Squadron*

*Lazer-Wolfe -* Warhound Titan  
 Turbolaser Destructor  
 Plasma Blastgun

*Plasmar-Wolfe -* Warhound Titan  
 Turbolaser Destructor  
 Plasma Blastgun

*Battlegroup Direwolf - Scout Squadron*

*Direwolf -* Warhound Titan  
 Plasma Blastgun  
 Vulcan Megabolter

*Greatwolf -* Warhound Titan  
 Plasma Blastgun  
 Vulcan Megabolter

*Battlegroup Canid Sine - Scout Squadron*

*Canid Sine -* Warhound Titan  
 Inferno Gun  
 Vulcan Megabolter

*Canid Dexe -* Warhound Titan  
 Inferno gun  
 Vulcan Megabolter

*Battlegroup Ferrum Incarnadine - Anti Vehicle Squadron*

*Ferrum Incarnadine -* Warlord Titan  
 2x Turbolaser Destructors  
 2x Volcano Cannons

*Lupus -* Warlord Titan  
 Turbolaser Destructor  
 Support Missile (Warp)  
 Melta Cannon  
 Volcano Cannon

*Ferrus Rex -* Warlord Titan  
 2x Plasma Blastgun  
 2x Laser Blaster

*Lord of Light -* Warlord Titan  
 2x Plasma Blastgun  
 2x Plasma Destructor

*Battlegroup Deus Machination - Anti Infantry Squadron*

*Deus Machination -* Warlord Titan  
 Support Missile (Barrage)  
 Inferno Gun  
 2x Gatling Blaster

*Towering Steel -* Warlord Titan  
 2x Vulcan Megabolter  
 2x Quake Cannon

*Watchtower -* Warlord Titan  
 4x Apocalypse Missile Launcher

*Custodian -* Warlord Titan  
 2x Inferno Gun  
 Plasma Destructor  
 Titan Close Combat Weapon

*Battlegroup Thunder Child - Siege Squadron*

*Thunder Child -* Reaver Titan  
 Support Missile (Vortex)  
 Melta Cannon  
 Close Combat Weapon

*Firewolf Alpha -* Warhound Titan  
 2x Inferno Gun

*Firewolf Beta -* Warhound Titan  
 2x Inferno Gun

*Battlegroup Wolf's Howl - Reserve Anti-Vehicle Squadron*

*Wolf's Howl -* Warhound Titan  
 2x Turbolaser Destructor

*Wolf's Growl -* Warhound Titan  
 2x Turbolaser Destructor

## Battles Across The Continent - 3800950M41 (D-Day +9 months)

For two months, the Gargants had been on the march. More than a million Orks had been unleashed, trailing in the wake of their gigantic war engines.

However, as the Orks advanced, the Imperial forces began to deploy against them. Whilst the half of the Mechanicus forces were deployed around Port Omega, twelve Skitarii infantry regiments, four tank regiments, and six logistics regiments were deployed to the largest remaining defensible area between Port Omega and the advancing Ork Horde: The processing factories of Complex 1.

Whilst the forces around Complex 1 began to dig in, with two exceptions the remaining Mechanicus reinforcements were dispersed in a long line each side of Complex 1, out to the Deimos mountains in the south west, and Complex 3 to the north east.

The first force allowed beyond the defensive lines were the Titans of the Legio Destructor. Cruising the areas to the northwest of Complex 1, the heavier Beasts of Steel moved in battlegroups that intercepted the first advancing Ork warbands in attempts to destroy or cripple their heavier war engines. Led in to the best targets by the lighter Warhound Titans, the huge Titans undertook battles at extremely long range, destroying or delaying the heavier Ork machinery in their advance. Small waves of Ork infantry mobs were swept aside by anti-infantry configuration Titans, whilst heavier infantry waves were avoided. In this manner three Gargants and nineteen Stompa class war engines were destroyed by the Titan Legion with no significant damage being taken by the Imperial forces in return. However, as their strategy was predicated on long range engagements, the Titans were forced to continually fall back towards the Imperial entrenchments around Complex 1.

The other exceptional force permitted to attack the enemy beyond the defensive lines were the 26 Attilan Rough Rider regiments. As Achil-Quag was a fertile land with millions of square miles of grazing fields, the Attilan regiments were not constrained by a requirement to keep a large logistics train running to feed and water their horses. With merely a small and mobile logistics unit attached to each regiment, the Attilan regiments were sent out beyond the defensive cordons in two vast armies each a hundred thousand strong, one southwards, skirting the northern hills of the Deimos Mountains, whilst the other army went north-west, passing through the Phobos mountain range using boreholes left by Mechanicus Industrius mining engines. This grand manoeuvre allowed the second Attilan army to emerge unheralded behind the greater mass of the advancing Ork hordes. Both Rough Rider armies undertook to disrupt the Ork advances and logistical efforts. The first army met with difficulties as they found themselves engaged in running battles with the growing Speed Freek clans of the Warboss Harley Orkison, whilst the second army achieved considerable successes, managing to outflank and destroy dozens of large supply convoys headed for the front lines packed with Orkish reinforcements, munitions, and heavy guns.

However, even with an army loose in their rear, the Orks could not be turned aside from bearing down upon Complex 1. With the Skitarii greatly outnumbered despite their reinforcements, liable to be attacked by local concentrations of Orks on a factor of ten-to-one, the fate of Complex 1 seemed sealed; deep in the sub-levels of the threatened facility vortex self-destruction mechanisms were prepared, whilst the Titans of the Legio Destructor prepared to pull back from their defensive positions rather than be lost in the warp-fires of the facility's combustion.

## Impartial Aid, Unheralded - 3850950M41 (D-Day + 10 months)

Unbeknownst to the Adeptus Mechanicus, other Imperial forces had been monitoring the communications between Achil-Quag, the research station on Achil E, and the mother Forgeworld of Accatran. Despite the transmissions being encrypted, Ordo Xenos Inquisitorial agents had deciphered enough of the private communications to infer that the situation was far more severe than the Adeptus Mechanicus' initial request for aid from the Rough Riders of Attila had suggested.

For the Forgeworld of Accatran, the loss of the resource planet Achil-Quag represented a moderate irritant, causing a dip in production of Imperial tithed munitions of two percent, which might cause Imperial censure and minor punitive measures. However to the wider region, a two percent loss of munitions production would be a very serious issue. Fortress worlds standing around the Ork Empire of Charadon might be strained, in the worst case even lost to Ork attacks. Trillions of Imperial citizens might die, and worlds might fall, if the Orks were allowed to conquer the Achil system.

To Ordo Xenos Lord Inquisitor Bernard Gui of the Mordant Zone, this was not an acceptable risk.

On his command, dozens of regiments of Imperial Guard bound for the Tyrannic Wars on the Eastern Fringe were re-routed as they passed through the Segmentum headquarters at Kar Duniash, enough regiments that if combined with the Imperial Guard and Mechanicus forces already in theatre should be able match the Orks with a reasonable chance at military success.

However it would take months for the reinforcements to arrive, and so Inquisitor Lord Gui also sent a request for assistance from two Adeptus Astartes armies known to be operating in the area; The Crimson Fists Chapter, which had its homeworld near to Achil-Quag on the southern edge of the Ork Empire of Charadon, and a small Black Templars Crusade force which had been operating in the Charadon sector for five years.

Responding with rapid decisions, both forces acceded to the Inquisitor's request and dispatched armies to Achil-Quag at the earliest available Warp tide. Coordinating together in the Warp with incredible skill, the Imperial Space Marines emerged directly above Achil-Quag together, just five hours before the leading edges of the Ork hordes were due to arrive at Complex 1.

<b>Crimson Fists Achil-Quag Task Force (M40.950)</b>	
<i>Strike Cruiser -</i>	Dorn's Truth
<i>Strike Cruiser -</i>	Wrath V
<i>Strike Cruiser -</i>	Conquest III
<i>Strike Cruiser -</i>	Fist of the Emperor
<i>Fleet Assets -</i>	10 Thunderhawk Transporters
<i>2nd Company Squads -</i>	6 Tactical, 2 Assault, 2 Devastator
<i>3rd Company Squads -</i>	6 Tactical, 2 Assault, 2 Devastator
<i>4th Company Squads -</i>	6 Tactical, 2 Assault, 2 Devastator
<i>8th Company Squads -</i>	6 Bike, 20 Land Speeders
<i>Armoury -</i>	12 Whilwinds
	20 Vindicators
	10 Hunters
	8 Predators
	24 Rhinos
<b>Black Templars Marshall Galfridus' Charadon Crusade (M40.950)</b>	
<i>Battlebarge -</i>	Hammer of Doom
<i>Fleet Assets -</i>	2 Thunderhawk Transporters
	2 Thunderhawk Gunships
	1 Stormhawk Landing Craft
<i>Crusade Squads -</i>	2 Terminator, 22 Initiate, 10 Neophyte
<i>Armoury -</i>	8 Land Raider Crusaders
	16 Rhinos
	8 Razorbacks
	6 Hunters

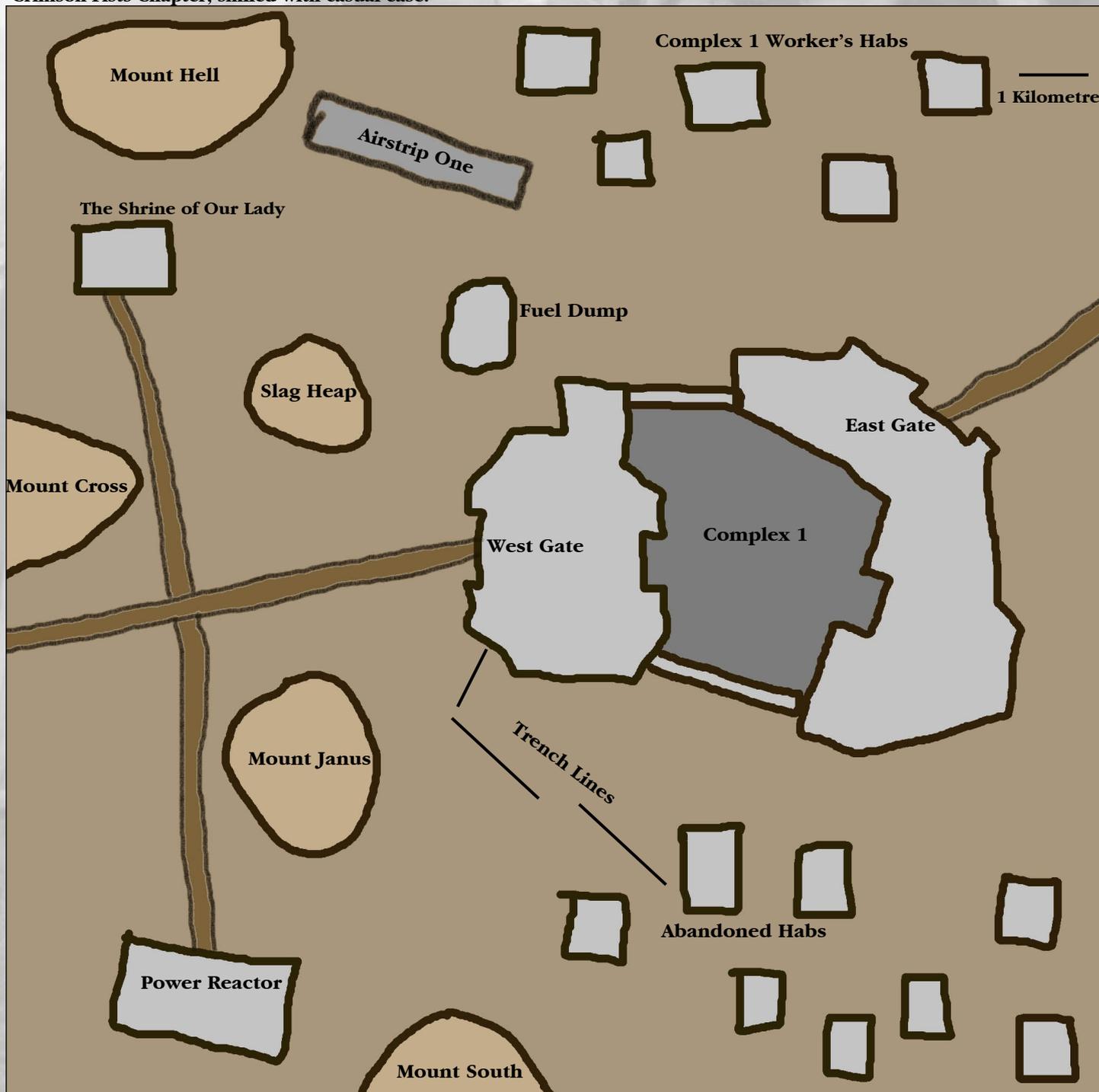
Quickly identifying themselves to the two Adeptus Mechanicus Cruisers in orbit, the Space Marines moved to assess the situation. Aboard the Black Templars Battlebarge *Hammer of Doom*, the senior commanders of the two Astartes strike forces convened in one of the great vessel's spartan war strategy rooms.

The grim Black Templar senior officers were already present as the Crimson Fists commanders entered the room. Castellan Ramos and Castellan Nathaniel sat each side of their senior commander Marshal Volkmann Galfridus, the pair deceptively dwarfed by his Terminator-Armoured presence despite their own seven foot tall Power Armoured frames. A single Templar Initiate stood silent at the rear of the strategy room, an unsheathed obsidian sword held at attention before his helmeted face. As the Crimson Fists officers entered, Marshall Thomas gestured to a row of seats across the wide digi-table.

"Please my Brothers, sit with us before battle is joined, that we may discuss how best to save this world"

Chapter Master Pedro Kantor, supreme commander of the Crimson Fists Chapter, smiled with casual ease.

*The Space Marine battlefleet arrives in orbit*



“Right glad am I to accept such an invitation from another son of Dorn”

Following Master Kantor, commanders Turon, Baeloran, Anoati and Caziar, the company commanders of the 2nd, 3rd, 4th and 8th Companies respectively, filed into the war room and selected seats on which to rest.

As the last of the armoured super-humans took his seat, the digi-table before them flickered into life, displaying a live pict-feed of the planet below, overlaid with tactical information and enhancements to sharpen images. Marshall Galfridus again spoke first.

“As an initial point of order, I would cede overall command of this operation to you, Master Kantor”

Chapter Master Kantor nodded, his eyes briefly leaving the digi-table’s tactical information feed to lock with Galfridus’ own eyes,  
“My thanks to you Marshall”

“However, I would desire to maintain operational independence for my Crusade companies. Our tactical doctrines differ from your own more... patient, methods. I fear that our combat styles might not complement well”

“Understood. I will not be looking to draft your men into trenches, and expecting Templars to hold fast to them like Crimson Fists. You may be assured of missions complementary of your combat doctrines”

“My thanks to you, Chapter Master”

Chapter Master Pedro Kantor studied the tactical displays for a few more seconds, before speaking again.

“The situation on this planet is interesting. The Mechanicus have a deal of military power, but they been forced to adopt a defensive posture. Two Rough Rider armies are achieving some successes but they are as yet only irritants to the Xenos.”

He paused for two seconds, before continuing, gesturing to the icon indicating Complex 1 as he spoke;

“My tech-marines tell me that a Xenos attack is likely to shortly overrun this Mechanicus facility without much difficulty. Even with our assistance, turning back the Ork advance is unlikely”

Galfridus nodded, then pointed at the captured facility of Port Alpha,

“My own adepts agree. I would propose that we ignore the attack on the processing Complex. Instead, using Drop Pod insertions to pass through the power fields, we should make a combined landing here, at the heart of the Greenskin territory. The Complex will fall with or without our assistance, but if we use Vortex weapons at certain structural weak points on the lower levels of the captured Port’s habitation arcology, we might bring it down, toppling it onto the main Ork facilities. We estimate around three hundred thousand Ork casualties, as well as the destruction of most of their production yards.”

Chapter Master Kantor studied the tactical icon representing the four kilometre high Hab that stood above Port Alpha,

“There are three hundred thousand Imperial souls still alive, besieged within that arcology. Two thirds of them trained soldiers.”

Galfridus nodded solemnly,  
“The Emperor shall welcome them all to the hereafter, informing each one that he died to save this world.”

“Equal numbers also stand to lose their lives at the processing Complex, if they are left unaided.”

Galfridus nodded again,  
“They are already lost, our intervention cannot save them.”

Master Kantor sat in silence for a few moments more, before speaking again.

“My analysts have indicated that it should be possible to hold off the first wave of the Ork attack long enough to make a fighting retreat possible”

Galfridus stilled, and seemed not to breathe as he replied,  
“My adepts do not concur”

Kantor responded in measured tones,

“With respect, Marshall Galfridus, my tech marines are more associated with defensive siege warfare than are your own adepts”

Galfridus hesitated, then spoke slowly,

“This is undoubtedly true; What would you propose we do?”

Kantor swept his hands over the continental map of Achil-Quag,

“This planet is precious to the sector. Without it, and as many of its facilities as possible, more important planets will become vulnerable. We must retain as much infrastructural integrity as is possible in saving this place. Your plan might work, in that the Orks might be defeated after a shorter time, but at the cost of the captured Hab, and Port. It would take two decades to rebuild those facilities, during which time production would be restricted, bottlenecked by the single remaining Port in the east”

Kantor pointed at Complex 1,

“I believe the Codex dictates that we must defeat the Greenskins conventionally, rather than asymmetrically. If we can trust the word of Inquisitor Gui, he has directed many regiments of Imperial Guard to assist this planet. With reinforcements inbound, we can make time our ally. Let us make the Orks fight for every metre of ground between the processing Complex and Port Omega, let us make of this war such a fighting retreat that the Xenos are delayed not days, or weeks, but months. Let us hold the line long enough for the Guard to relieve us, at which point they can defeat the foul Orks in open attritional warfare.”

Galfridus remained impassive,  
“You would indeed use my Templars to hold mud trenches, to keep the enemy at arms’ length, then.”

Kantor shook his head,  
“Nae, I know which way the skills of your Initiates lie. Your force would be deployed as a tactical strike force, you shall be tasked with taking down the most threatening enemy formations in close engagements using aircraft deployments. The Fists will do the dour work and hold the line on the ground, whilst the Templars shall take glory in slaying the greatest metal beasts our tech marines can find in strikes from the skies; Is this plan acceptable to you, Marshall Galfridus?”

Galfridus declined his head slightly,  
“Yes, Chapter Master, this plan finds favour with me.”

Kantor smiled again. Not once in the debate had he lost his casual composure, despite Galfridus’ icy manner. “Then let us plan in more detail, Brother. We have just four hours remaining to determine the specifics of how we can turn certain defeat into merely a rout.”

**The Battle For Complex 1, Preparation - 3850950M41**

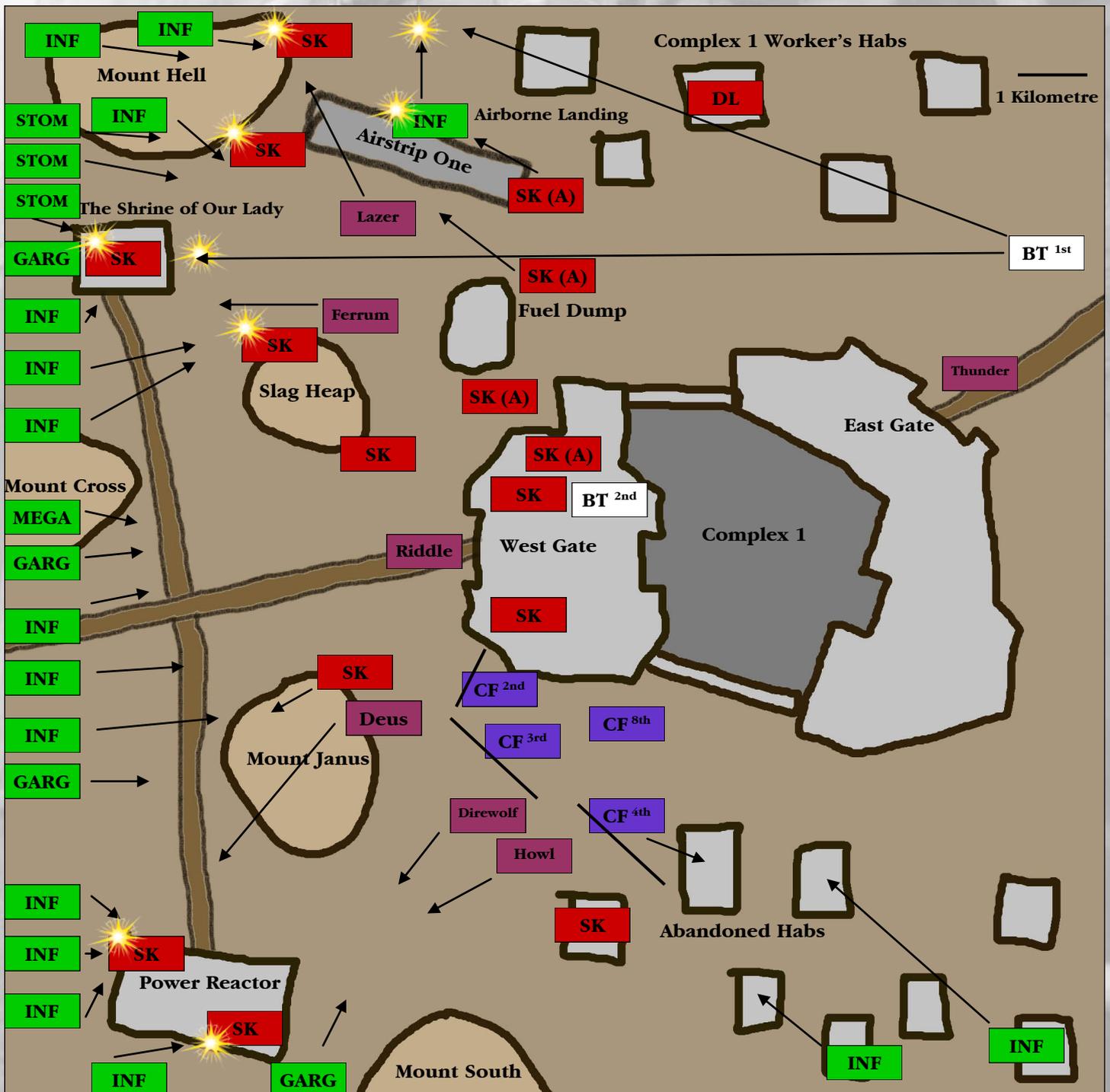
Informed that they would be receiving assistance, the Adeptus Mechanicus ceased in their preparations to make a retreat from Complex 1 and reoccupied their defensive positions around the facility.

The heavy Titan Battlegroups *Riddle of Steel*, *Ferrum Incarnadine*, and *Deus Machination* were re-deployed to the west of the facility, whilst the light Titan Battlegroups *Lazer-Wolfe*, *Direwolf*, and *Wolf's Howl*, were sent to the flanks of the anticipated battle zone, with the mixed Battlegroup *Thunder Child* held in reserve behind the east gate of Complex 1. Only one Titan Battlegroup was not recalled to the area, the light Titan group *Canid Sine*, as the Warhound Titan pair had been dispatched to support the Atillan 2nd army beyond the Phobos mountains and could not return in time.

In addition to the Titan battlegroups, hundreds of converted Ordinatus Engines, including six of the larger and more capable Ordinatus Majoris Class Engines, were positioned to defend the area.

To the south west of the Complex, the Crimson Fists deployed in support of the Skitarii, covering an area of land with 400 Space Marines that would have comfortably held fifty thousand Skitarii. Both Black Templars Crusade Companies were held in reserve, one Company under Castellán Ramos and Marshall Galfridus waiting in transport aircraft to the east of Complex 1, with a second Company under Castellán Nathaniel in an armoured attack formation held within the Complex walls.

KEY			
<b>SK</b>	Skitarii Regiment	<b>INF</b>	Ork Infantry Horde
<b>SK (A)</b>	Skitarii Tank Regiment	<b>STOM</b>	Ork Stompa Mob
<b>DL</b>	Skitarii Defence Laser	<b>GARG</b>	Ork Gargant Mob
<b>Ferrum</b>	Titan Battlegroup	<b>MEGA</b>	Ork Mega Gargant
<b>CF 2nd</b>	Crimson Fists Company		
<b>BT 2nd</b>	Black Templars Company		



#### Ork Horde Composition - Complex 1 Attack (M40.950)

<i>Infantry -</i>	~500,000
<i>Vehicles -</i>	~20,000
<i>Wheeled/Tracked War Engines -</i>	~300
<i>Stompa Class War Engines -</i>	~120
<i>Gargant Class War Engines -</i>	33
<i>Great Gargant Class War Engines -</i>	8
<i>Mega Gargant Class War Engines -</i>	1
<i>Aircraft (Fighters) -</i>	~400
<i>Aircraft (Bombers) -</i>	~80
<i>Aircraft (Transport) -</i>	~60

#### The Battle For Complex 1, Hour 1 - 3850950M41

Although Imperial artillery had been firing steadily at the advancing Orks for hours, the first real contact with the Xenos hordes came behind the front lines, as a flight of Ork Fighta Bommers fell through the overcast sky to strafe the anti-aircraft guns stationed around Airstrip One.

With many anti-aircraft guns put out of action by the attack, a second wave of Ork aircraft flew in from the north, nine bulbous transport craft that landed in an ungainly fashion, each disgorging scores of Orks. Within minutes, half a thousand Greenskins had overrun the central areas of the airstrip. The Mechanicus had deployed a Skitarii Armoured Regiment to protect the airstrip however, and the appearance of the Orks stirred up a reaction, as ten Armoured Companies roared towards the Orkish landing site, blasting apart the Landers and soon scattering the Xenos, the routed mob breaking northwards in retreat.

After a rapid withdrawal, the approximately three hundred remaining fleeing Orks began to rally around one kilometre north of the airstrip, whilst scanners in orbit indicated to the Chapter Master Kantor that more Transport aircraft were inbound to the same area. Rather than move his own Marines out of their defensive positions, Kantor sent a request to Marshall Galfridus to deal with the incursion, lest the Orks reinforce and threaten towards the largely undefended Defence Laser installation to the east.

With a clipped series of commands, Galfridus indicated that Castellan Ramos should strike at the Orks, using some of his lighter forces. Obliging, the skilled Castellan selected his two Thunderhawk Transporters and launched off, thirty Initiates, ten Neophytes and four Rhinos held aboard. Alongside Castellan Ramos in the Transporters was the Initiate who had stood silent and brooding at the rear of the conference in the war room of the *Hammer of Doom*, sword still unsheathed. The other Black Templars stood apart from the quiet Marine for the duration of the short flight to the landing zone, and as they landed he was the first Astartes to dismount from his Rhino transport and charge directly into the fray. What followed was not battle, but butchery. The shocked Orks were cut down in their scores almost without resistance by the guns of the Black Templars, backed up by fire support from the Thunderhawk Transporters. Through it all, the silent Initiate swept unscathed, his black sword slick with scarlet Orkish blood. Within minutes the two score Marines had killed three hundred Orks, having taken few woundings and no casualties in return.

Soon, they would accomplish the same task again, as nine more fully loaded Ork Landers swept in to touch down on terrain they believed to be empty of human resistance. Blasted by Skitarii defence lasers and met by Templars, Imperial victory was swift.

Elsewhere the first of the ground based Ork infantry mobs began to reach the Imperial front lines. The first areas to come under direct attack were the southern power reactor, and the Skitarii garrisons strung between Mount Hell and the Shrine of Our Lady in the north west. Disorganised and sporadic at first, fighting soon increased as tens of thousands

of Orks charged the lines of Skitarii. Without apparent emotion, the Mechanicus troops met their onrushing wild attackers with calm skill, shooting down hundreds of green-skinned Xenos from their prepared defence lines before falling back. Efficiently calculated algorithms selected particular squads to act as sacrificial rear guards, covering the retreat of the main body of each formation at the cost of their own lives.

However, even the Mechanicus' meticulous plans could not compete with the overwhelming force the Orks brought to bear. Not just greater numbers, but more powerful War Engines were used by the Xenos. Faced with scores of Ordinatus Engines defending the flanks of Mount Hell, each armed with Titan grade weaponry, the Orks brought almost a hundred War Engines to smash directly into the Skitarii positions.

At the Shrine of Our Lady, a three hundred metre tall statue of a long forgotten Adeptus Sororitas hero erected in the unremembered past, the greatest concentration of Ork attacks fell. A mob of Gargants including one Great Gargant, around forty Stompas, and a vast infantry mob tens of thousands strong, fell in one crushing attack against the Skitarii garrison. Neat ranks collapsed in disorder, as dozens of Ordinatii exploded as they were overrun.

Aware that opening a gap in the centre of the Imperial defence line might divide the defenders into two isolated forces, Marshall Galfridus requested permission to intervene and fill the widening gap. Chapter Master Kantor acceded to the plea, and Marshall Galfridus launched skyward with the remainder of his reserve force. Two Thunderhawk Gunships and a massive Stormhawk Landing Craft rocketed towards the danger zone, carrying between them four Land Raider Crusaders, and a hundred and twenty Space Marines, a score of whom were equipped with suits of Terminator Armour. Ancient artefacts from the dawn of the Imperium, the Terminator Armoured Black Templars stood ready to tear into the rampaging Ork War Engines. Confident that they could destroy or disable the Great Gargant that was leading the Ork charge, demoralising the Ork attackers enough to allow the Skitarii to reform the battle lines, the three transport aircraft thundered directly at the heart of the Ork army. The air itself trembled, as they flew low to the ground towards their target.

One kilometre from their destination, travelling at a velocity of almost five times the speed of sound in Achil-Quag's sluggish atmosphere, the three transport aircraft came under light anti-aircraft fire. Under normal circumstances the aircraft would have flown safely through the gunfire; The anti-aircraft guns in the area were weak, inaccurate, and according to the precepts of the Codex Astartes, offered almost no threat. Marshall Galfridus did everything absolutely correctly, right up to the moment all three aircraft were hit in vital locations, and crashed.

The leading Thunderhawk was struck first, veering off northwards in a fireball that slammed into the southern flanks of Mount Hell. Perhaps by intent, the stricken aircraft crashed directly into the centre of a Stompa mob, destroying four of the large War Engines.

Next, the second Thunderhawk took a hit directly to the front cabin, killing the pilots and destroying the auto-guidance systems; Without active control, the unguided aircraft flew at maximum acceleration directly into the Shrine of Our Lady, exploding on impact, leaving a small crater in the ancient statue's right thigh.

Last of all, the Stormhawk Landing Craft took hits to both main engines. Without power, the large transporter attempted an emergency landing, hitting the ground at a sharp angle that rent the tough Stormhawk almost in two. Wrecked, it came to rest in a smoking heap, half a kilometre east of the Shrine.

At the same time in the south west of the battlefield, the Imperial power reactor was quickly overrun by almost a hundred thousand Orks, outnumbering the Skitarii defenders five to one. The battle for the power reactor was over so quickly, that within the hour a nearby Gargant Mob had already arrived to re-charge their depleted Power Fields from the newly-captured facility.

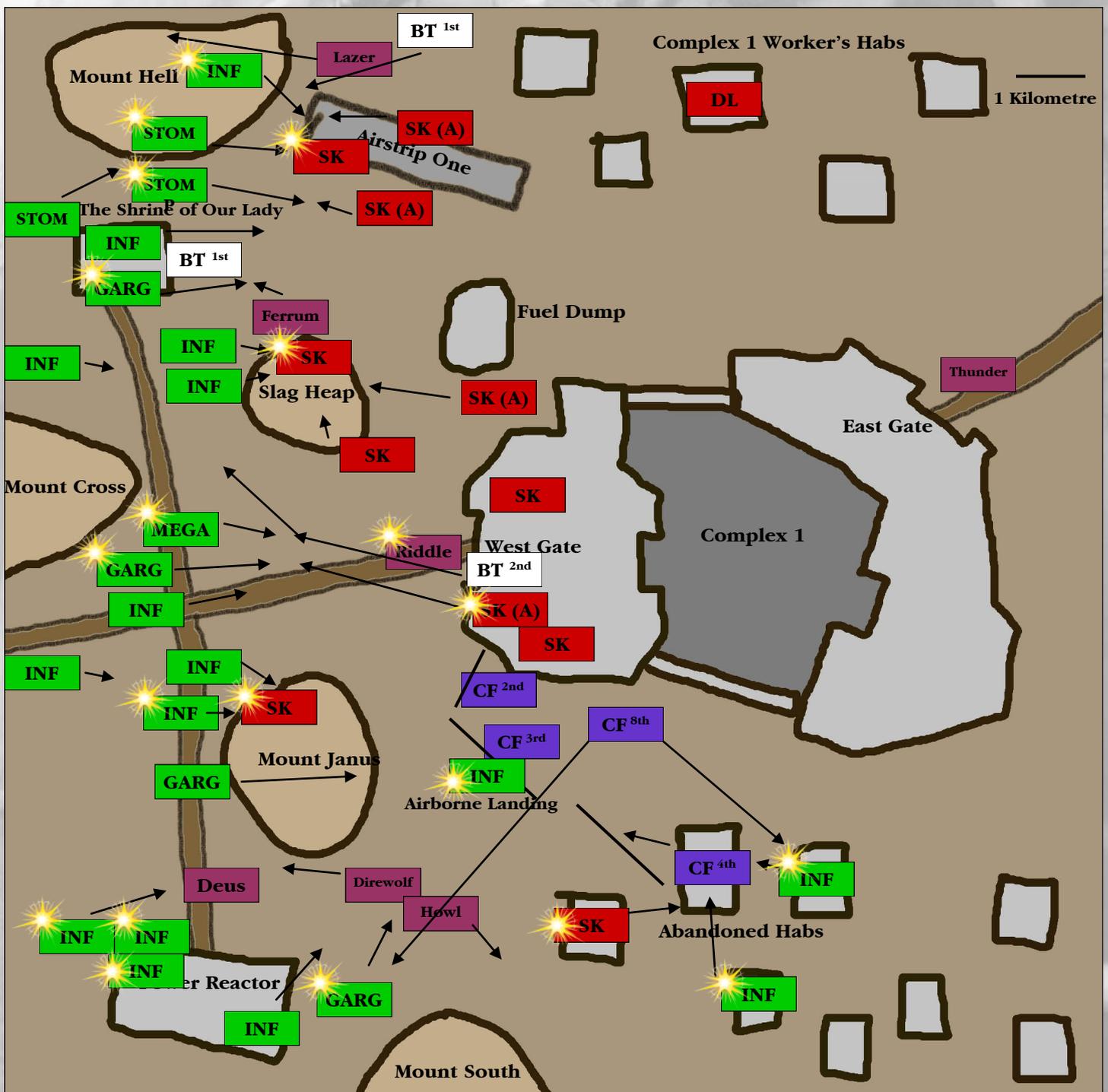
Remaining engagements during the first hour were minor, including repeated airstrikes against the Titan Battlegroup *Riddle of Steel* by Ork Fighta Bombers in attempts to deplete the shields of the Titans, and some manoeuvre amongst the abandoned Habs to the south of Complex 1 between the Crimson Fists and Blood Axe warbands.

All the while the Imperial artillery in the form of Titans with barrage weaponry, Skitarii Basilisks and barrage Ordinatii kept up a constant bombardment of the advancing Orks, whilst Crimson Fists Whirlwinds added their firepower to the conflagration. Analyticae were later to estimate that the combined Imperial artillery killed approximately seven hundred Orkoids a minute during the first hour of the battle.

### The Battle For Complex 1, Hour 2 - 3850950M41

As the battle progressed, the Imperial Titans began to engage the largest Ork War Engines in battles. To the north, Battlegroup *Ferrum Incarnadine* fell upon an Ork Gargant mob. For no losses, the anti-vehicle configuration Titans destroyed four Gargants and drove back the remainder, including a Great Gargant. The Warlord Titan *Lupus* achieved considerably success here, damaging and destroying multiple smaller War Engines.

Before the West Gate, Battlegroup *Riddle of Steel* began trading blows with a Gargant mob and a massive Mega Gargant. The "Mega" class Gargant was the largest Ork War Engine seen during the battle for Complex 1, and its power fielded bulk shrugged off many hits whilst the Emperor Titan *Riddle of Steel* sent repeated salvos of ordinance and plasma in its direction. Alongside the towering Emperor Titan, the Reaver *Pax Imperator* also scored notable success, destroying two Gargants in quick succession. However, the *Riddle of Steel's* void shields, already weak from repeated air strikes, began to fail under the concentrated gunfire of multiple Ork Gargants. After several crippling hits, the largest Imperial Titan was forced to withdraw from combat.



With plasma dripping freely from its damaged weaponry, it limped through the West Gate and disappeared from the battlefield.

In the south west, Battlegroup *Deus Machination* had positioned itself in the path of the Ork infantry that had overwhelmed the southern power reactor during the previous hour. As the mobs of Xenos began to break cover and resume their advance, the anti-infantry biased Titans engaged their vox units, and accompanied by their war chant of "Big Death! Big Death!", unleashed their maximum firepower; Thousands of Orks were slain in minutes by the overwhelming concentration of weaponry. Despite the carnage, the Orks continued in their charge until the lead Titan of the group, *Deus Machination* itself, unleashed its Barrage missile, covering a three square kilometre area of the battlefield in explosive flachettes that killed around five thousand Orks in a single combined detonation. The area around the power reactor fell silent as the remaining Orks cowered, broken and confused. Victorious, Battlegroup *Deus Machination* again sounded their war horns, before moving off eastwards in search of new targets, chanting their war cries of "Big Death!" as they went.

Two kilometres to the east, Titan Battlegroups *Wolf's Howl* and *Direwolf* conducted a combined operation, moving to the flanks of a Gargant mob that had recently moved through the power reactor district. In coordinated hit-and-run operations they repeatedly dodged in and out of range of the ponderous Ork Gargants, firing their weapons to good effect before retreating out of range of the Ork guns. Seeing the harassment intent of the Warhound Titans, Chapter Master Pedro Kantor dispatched his twenty 8<sup>th</sup> Company Land Speeder formations to assist in the surgical strikes. Between them, the Land Speeders and Warhound Titans badly damaged multiple Gargants, and destroyed a dozen Stompa class War Engines.

The remainder of the Crimson Fists 8<sup>th</sup> Company, equipped with Bikes and Attack Bikes, were sent to assist the 4<sup>th</sup> Company alongside the Skitarii regiment stationed in the abandoned hab district. Though the garrisoned Skitarii regiment was largely destroyed in the fighting, the Orks were stymied in their attacks in the south by the Crimson Fists' counter-attacks despite outnumbering the Imperials three-to-one. Even an attempted airborne landing against the Crimson Fists' artillery park by Ork Landers ended in failure, as the Greenskins fell victim to pre-prepared minefields and Devastator Squads in overwatch positions, not to mention Hunter Anti-Aircraft vehicles which brought down at least four Landing Craft and ten Fighta Bombers on their approach run, before they even fired a shot at the Imperial lines.

Around ten minutes into the second hour of combat operations, the crashed Black Templars Stormhawk Landing Craft began transmitting an emergency beacon. Suddenly, the possibility of recovering Marshall Galfridus, as well as twenty almost irreplaceable suits of Terminator Armour, seemed achievable, if only a rescue mission could be mounted.

Using more aircraft to undertake a rescue mission seemed unsuitable considering the failure of the first airborne raid, whilst Castellán Ramos was too busy assisting the Skitarii regiments defending Airstrip One to be able to offer his assistance to the stricken aircraft. Nearby Skitarii Regiments and a Titan Battlegroup were too closely engaged with the attacking Ork forces to be able to spare forces to answer the distress call. This left just Castellán Nathaniel of the Black Templars to petition Chapter Master Kantor for permission to investigate the crash site. Kantor wrly gave his permission for the mission to take place; sixty thousand Orks, two Gargant mobs, and a Mega Gargant lay between Nathaniel and the crash site. If Nathaniel's Crusade Company could make it that far, they would disrupt the entire centre of the Ork attack, and if not, Kantor assumed that Castellán Nathaniel would have the common sense to fall back rather than be overwhelmed.

Sallying from the West Gate, with a full Skitarii Armoured Regiment alongside, Castellán Nathaniel's relief column headed directly for the largest target that stood between the Black Templar Space Marines and their objective: The Ork Mega Gargant. If the massive War Engine could be destroyed, a hole would open up in the Ork lines, through which the Marines could pass. Behind the main front line, the Marines could use their fast Rhino vehicles to move at great speed, cutting across the rear of the hostile army to reach their imperilled battle brothers. First, however, the Mega Gargant needed to be destroyed.

In a message to the Mechanicus high commander Tech Lord Gonvitch I, Castellán Nathaniel requested special assistance from the Titans of the Legio Destructor in destroying the Mega Gargant, and his reply came in the form of a Warp Missile launched from the Warlord Titan *Lupus* four kilometres to the north. Flying at super-sonic speed, the missile powered through the air in a horizontal line heading directly for the vast war machine. Three hundred metres from the war engine, just before striking the Mega Gargants protective power field layers, the missile flashed and disappeared as it ripped a hole in the fabric of reality and slipped from view.

A second later, the missile reappeared, within the power field layers, still travelling at hypersonic velocity, and struck the Gargant with a huge concussion. Stunned, the vast machine stopped in its advance, as fires began to burn across the left flanks of its broad gun decks. Perhaps due to the damage inflicted by the missile, the remaining protective power fields around the Gargant flickered and faded away.

Suddenly, the gunfire from Skitarii tanks and super-heavy vehicles that had been splashing harmlessly on the seemingly-endless layers of power fields protecting the Mega Gargant began instead to puncture the great war engine's armoured frame. Skitarii Super-Heavy vehicles and tanks unleashed salvos of destructive weaponry at the Gargant, whilst an Ordinatus equipped with a great Plasma Destructor fired every chamber of its weapon directly at the Mega Gargant's control head, melting through layers of armour to kill most of the command crew instantly. The Mega Gargant did not entire cease to fire its weaponry for a further fifteen minutes, as fires gradually crept through its internal spaces, detonating ammunition stores and forcing progressive evacuations by the Ork and Gretchin crew until the massive vehicle was nothing more than a burning wreck.

As the Mega Gargant's potency faded, the Skitarii Armoured Regiment spread out to hold the line as best they could against the encroaching Gargant and Infantry mobs, whilst the Black Templars relief column slipped through the Ork lines at high speed, heading north west, past the destroyed Mega Gargant.

Although the second hour of the battle had seen some notable Imperial successes, it had also seen reversals. The most powerful Titan, *Riddle of Steel*, had been driven into retreat two hours earlier than expected, whilst tens of thousands of Skitarii lay dead on the battlefield. Almost all of the Imperial reserve forces had now been committed to the battle, whilst the Orks had yet to even make contact with a sizable portion of their infantry mobs.

The Ork Mega Gargant burns  
as other gargants pass it,  
guns blazing

The Battle For Complex 1, Hour 3 - 3850950M41

In the north of the battle zone, the tide of war began to shift in favour of the Imperials. Despite repeated attempts to take Airstrip One with Infantry, Stompa, and even Gargant mobs, the implacable Skitarii had weathered the storm, and with the assistance of Castellian Ramos' Black Templars and the Warhound Titan Battlegroup *Lazer-Wolfe*, began a sustained counter attack.

First breaking and then sweeping aside the remaining Stompa mobs between Mount Hell and the Shrine of Our Lady, the Skitarii regiments threw themselves at the Ork mobs which were engaged in battle with the Titan Battlegroup *Ferrum Incarnadine*.

Caught in a crossfire between the Skitarii Armoured Regiments and the Titan battlegroup, the Gargant mob found itself held in a closing trap, and lost most of its remaining Gargants over the course of the third hour of the battle. The cost to the Imperium was steep however, as three of the Warlord class Titans in the Battlegroup received serious damage, whilst Titan *Lupus* was destroyed outright after a shot from a Gargant's laser weapon punctured the

containment fields around its reactor core. Master Princeps Marcus Tiberius, still in strategic command of the Titan Battlegroups despite his own Titan *Riddle of Steel* having withdrawn from the fighting, ordered Battlegroup *Ferrum Incarnadine* to retreat eastwards.

In the centre of the battlefield, before the West Gate, the most pressing moment of battle arrived. With the Skitarii picket regiments on Mount Janus destroyed, fifty thousand Orks, plus the remainders of two Gargant mobs, spilled out onto the plain and charged at the western extents of Complex 1. Holding the line was a Skitarii Armoured Regiment, the remaining four Reaver Titans of Battlegroup *Riddle of Steel*, three hundred and sixty Space Marines of the Crimson Fists, plus assorted Astartes armoured vehicles. In desperation, Mechanicus Tech Lord Gonvitch I committed his final ace cards; A Skitarii regiment held in reserve within Complex 1, accompanied by dozens of Ordinatus class weapon platforms.

Accompanied by the sound of the Legio Destructor Reaver Titans chanting their war cry of "Big Death!", the armies clashed.



The ensuing battle for the West Gate is written into the Crimson Fists' annals as one of the grimmest fighting engagements they have conducted in their ten thousand year history. Cannon fire blasted apart Men, Ork and Marine indiscriminately. Thousands of green skinned Xenos died under the guns of the Ordinatus Engines.

Guns blazing, the Reaver Titans *Pax Imperator* and *Steel Eye* of Battlegroup *Riddle of Steel* both fell before the West Gate, cut down by Ork gunfire even as their war horns screamed defiance. Dozens of smaller Ordinatus Minoris War Engines were lost, one notably by a single Ork Fighta Bomber pilot who managed to avoid the anti-aircraft gunfire of an entire regiment of Skitarii through a show of skill or luck unmatched in the experience of every warrior present. Twisting through the sky with astonishing turns and spins, the Ork aircraft loosed a barrage of rocket fire that ripped into the ancient Ordinatus, detonating its reactors, before spiralling back into the sky unscathed.

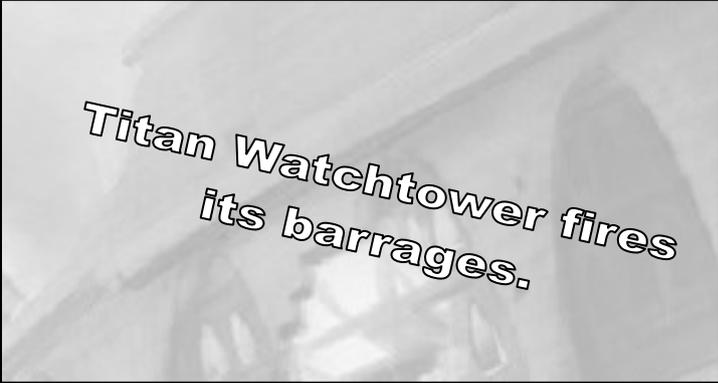
Besides the Ordinatii conventional Super-Heavy Tanks, fought and were lost in the shadow of the great bronze gates. Sixteen thousand of the twenty thousand Skitarii committed to hold the line lost their lives, and one third of the Space Marines who made their stand against the Ork onrush breathed their last before the hour was out, each Marine a more painful loss to the Imperium than a thousand Skitarii. In addition to their losses, around a hundred Astartes took serious wounds which would require weeks of recuperation before they were fit to participate in combat again.

In return, the Ork attack stalled. Barely. The two Gargant mobs suffered heavy losses and were forced to withdraw. The fifty thousand charging Orks were hammered mercilessly by Ordinatii, Siege Tanks and Space Marine Whirlwinds, losing two thirds of their number before the remainder hunkered down to wait for reinforcements, rather than continuing their advance. Across a battlefield littered with burning war machines and tens of thousands of dead bodies, the two sides disentangled to steady themselves.

The battle for the West Gate would have gone much worse for the Imperium, possibly resulting in the total annihilation of the defending forces, if Titan Battlegroup *Deus Machination*, assisted by the Scout Titan Battlegroups *Wolf's Howl* and *Direwolf*, had not conducted an almost perfect engagement against a third Gargant mob inbound from the south, escorted by approximately twenty thousand Ork infantry. Using the Warhound Titans to pull the Gargant mob out of a cohesive formation, Battlegroup *Deus Machination* exploited the Orks' lack of cohesion by undertaking a close range attack on the exposed flank of the Gargant mob.

With assistance from Astartes Land Speeders, the four ostensibly anti-infantry configuration Warlord Titans achieved considerable success against the Ork Gargant mob. Acting as ranged fire support platforms, *Deus Machination* and *Towering Steel* attacked the Gargants with Gattling Blasters and Quake Cannons, whilst *Custodian* strode directly into the fray, unleashing its Plasma Destructor at close range into unshielded targets and smashing apart mighty Gargants with its wrecking ball. In order to keep the nearby Ork Infantry mob from becoming a threat, *Watchtower* released wave after wave of rocket salvos, keeping several square kilometres to the north east of the power reactor constantly alight with concussive detonations that meant death to any Ork infantry foolhardy enough to attempt an advance. Battlegroup *Wolf's Howl* also achieved several Engine kills in the engagement with their turbolasers, whilst Battlegroup *Direwolf* moved to assist *Watchtower* in the anti-infantry role once it became clear that the Gargant mob was unlikely to regain cohesion.

Although *Towering Steel* took enough damage to put one of its Quake Cannons out of action, and fires were burning all along *Watchtower's* carapace after it was hit by a plunging rocket barrage fired by a hostile War Engine, the Gargant mob was devastated in return. A few of the Gargants managed to begin a retreat, but even then, many of the



Titan Watchtower fires its barrages.

fleeing Engines found themselves immobilised by surgical strikes from the Crimson Fists Land Speeders. Fused walking gears and destroyed motive limbs left the stranded Gargants and Stompas easy prey for *Custodian's* wrecking ball or *Towering Steel's* one remaining active Quake Cannon.

Hour three of the battle was reasonably quiet in the south east sector, as the Blood Axe warbands in the area withdrew several kilometres to regroup, giving the hard pressed Skitarii regiment enough respite to begin an organised withdrawal eastwards.

Under the cover of the general clash of arms, Castellan Nathaniel's relief column finally managed to reach their crash site objective, having punched through the rear of an Ork infantry mob, causing around three hundred casualties amongst the Orks for few losses in return as they did so. With the disrupted Xenos infantry formation in hot pursuit, the Templars did not have much time to investigate the crash site., but they did find a few living Battle Brothers from the ill-fated airborne strike. Sixteen of the Terminator-Armoured Black Templars, as well as four of the Power Armoured Initiates, were still alive in the wreckage of the Stormhawk Landing Craft, though all but two were very seriously injured. Marshall Galfridus himself was found still living, despite much of his lower body having been torn away from his torso in the crash, his Terminator Armour had automatically put him in a palliative medical coma to assist in keeping his body alive.

With well-practiced speed, the Templar relief column loaded all of their wounded, as well as the majority of their dead, onto waiting transport Rhinos, before setting out north-eastwards with the intent of linking up with Castellan Ramos' 1<sup>st</sup> Company battleforce. In all, nineteen of the precious Terminator Armour suits were recovered by the rescue task force from the wreckage, an invaluable haul that would have taken at least eighty years to replace if manufactured by the Black Templars' Crusade artificers.

In general, despite some great losses, the third hour of the battle had gone well for the Imperials. Airstrip One was still in Skitarii hands despite another set of air raids, whilst many of the Ork threats in the north had been at least temporarily sent into retreat. In the centre of the battlefield the Orks and Imperial forces had fought to a standstill, and though the Imperial forces were seriously denuded they were still in effective fighting order. In the south, the Titan Battlegroups had achieved almost unmitigated success.

Chapter Master Pedro Kantor now judged that the Imperial forces had inflicted enough damage on the attacking Ork hordes that if the Imperial forces were to affect a general withdrawal eastwards, the Orks would lack sufficient inertial momentum to pursue the retreating Human forces. Instead, it seemed likely that the survivors would begin to fight amongst themselves in order to claim the best salvage from the Complex and the surrounding battlefield wreckage fields. Thus, in concert with Mechanicus Tech Lord Gonvitch I, and Master Princeps Marcus Tiberius, Chapter Master Kantor issued a wide-spectrum order to begin a general, ordered retreat.

Hour four of the battle was relatively casualty-free compared to the devastating engagements of hour three. In the north, with the Gargant mob broken, and the infantry and Stompa mobs only recently rallied, the Imperial forces (including Castellan Nathaniel's relief column), made their withdrawals from combat. Ork pursuit was scattered and uncoordinated, allowing the various Imperial battle formations to retreat largely without incident.

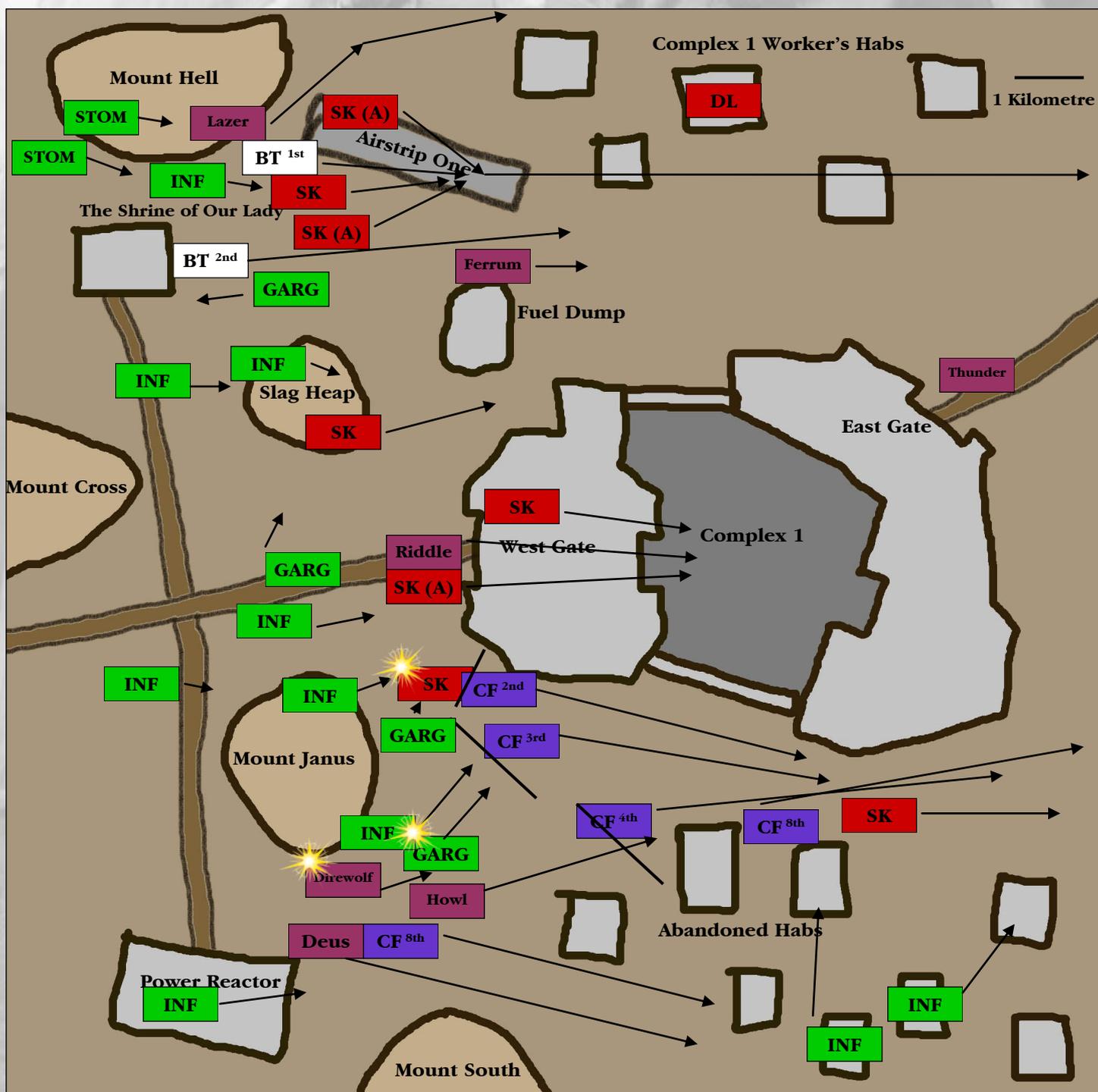
At Airstrip One, the Mechanicus had organised a flight of six Thunderbolt fighter squadrons to escort an airborne extraction mission by forty two Imperial Bulk Landers. As the fighter craft duelled with Ork fighta-bombers in the skies above, the remainder of a Skitarii infantry regiment and two Skitarii Armoured regiments were loaded aboard the medium sized transport spacecraft and evacuated eastwards. The forty Space Marines of Castellan Ramos' 1<sup>st</sup> Crusade Company were also air-lifted out of Airstrip One by the two Black Templars Thunderhawk Transporters. Ceasing in their retreat after fifteen kilometres of eastwards flight, the pair of Thunderhawk Transporters fell into a circular holding pattern, notifying Chapter Master Pedro Kantor that they were

again available for a combat drop, should they be required.

Before the West Gate of Complex 1, the remaining two battered Reaver Titans of Battlegroup *Riddle of Steel* strode behind the bronze door of the central Complex, to rejoin their Emperor Titan commander, before setting off eastwards towards the East Gate. Trailing in their wake was the Skitarii Armoured Regiment that had first sallied forth from the Complex gates in support of Castellan Nathaniel's relief column two hours previously.

South of the West Gate, the Imperium suffered minor casualties, as the last four thousand members of a Skitarii infantry regiment lost their lives in a holding action intended to grant the rest of the army time to withdraw in safety. In addition, Titan Battlegroup *Direwolf* fell under the guns of a Gargant mob and was destroyed as they impetuously attempted to prosecute one last attack run on a Gargant mob before moving to retreat.

All other Imperial forces in the south managed their retreat well, without encountering significant Xenos attacks.



The Battle For Complex 1, Hour 5 - 3850950M41

By hour five, the Imperial disengagement was almost complete. Only around a quarter of the leading Ork forces were still in active pursuit of the Emperor's forces, as the rest of the warbands began squabbling amongst themselves in claiming the best salvage rights over the captured ground.

In the north, the Imperial Defence Laser installation, which had claimed almost forty bomber and lander kills during the most intensive parts of the battle, was destroyed by its own crews before they too evacuated eastwards.

South of Airstrip One, the Complex 1 fuel dump was likewise destroyed by a retreating Skitarii regiment. With the Ork logistics train being disrupted by the activities of the Attilan 2<sup>nd</sup> army, and no fuel dump to resupply from at Complex 1, it was predicted that the Ork forces would find it hard to maintain their general advance at such a rapid pace in the days to come.

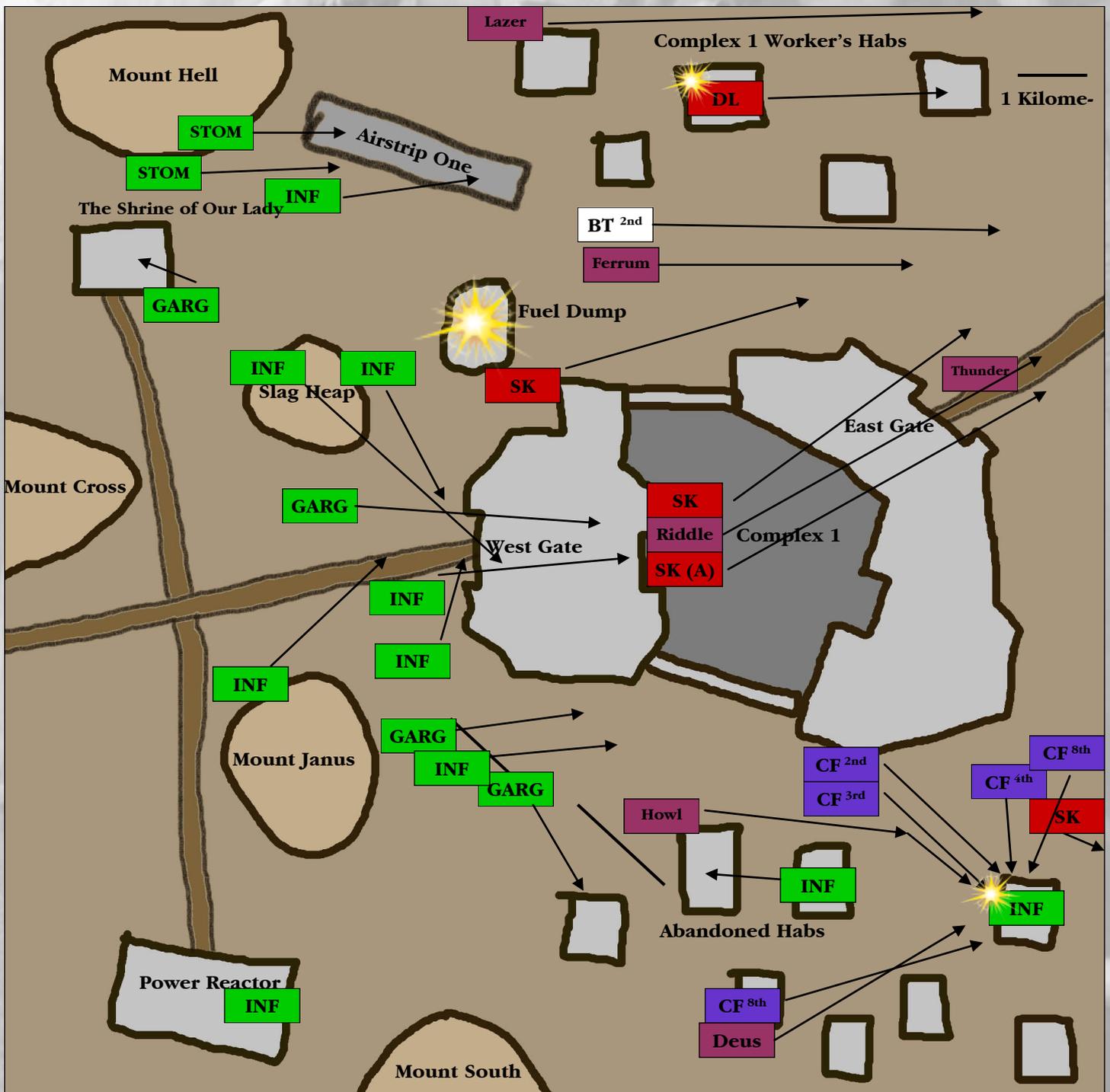
The only major engagement of the fifth hour of the battle occurred in the abandoned Hab district to the south east of Complex 1. With the mobile Titan and Space Marine forces

clear of their pursuers, Chapter Master Pedro Kantor judged that one last strike operation against the Orks would be of benefit to the Imperial cause. Thus, all remaining active elements of the Crimson Fists battleforce, in combination with Titan Battlegroups *Deus Machination* and *Wolf's Howl*, attacked a Blood Axe Ork warband of around six thousand individuals.

The Orks, most of whom were using captured Imperial vehicles or equipment including some super-heavy tanks, were overwhelmed by the concentration of Imperial forces. A second nearby Blood Axe warband went into retreat rather than attempt to assist their doomed compatriots.

By the close of hour five, it seemed as if Chapter Master Kantor's plan had succeeded. The leading edge of the Ork army had been seriously denuded, enough that they would require several months of recuperation and vehicle repair work before resuming their advance, by which time new reinforcements should have begun to arrive.

Complex 1 itself had been mostly left intact, and if it could be recaptured at a future date, its machinery could once again be used to serve the needs of the Imperium.



The Battle For Complex 1, Hour 6 - 3850950M41

Six hours since the start of the battle for Complex 1, and there was only one major engagement left to fight. With all elements of the Imperial army in retreat, only one group of forces still found themselves in close proximity to the enemy.

Within the bowels of the massive processing and refinement works of Complex 1, a Gargant mob plus around eighty thousand Ork infantry were moving easterly. Close in beyond the East Gate, three Skitarii regiments and two Titan Battlegroups were in retreat, all of which combined could not hope to halt a renewed Ork offensive.

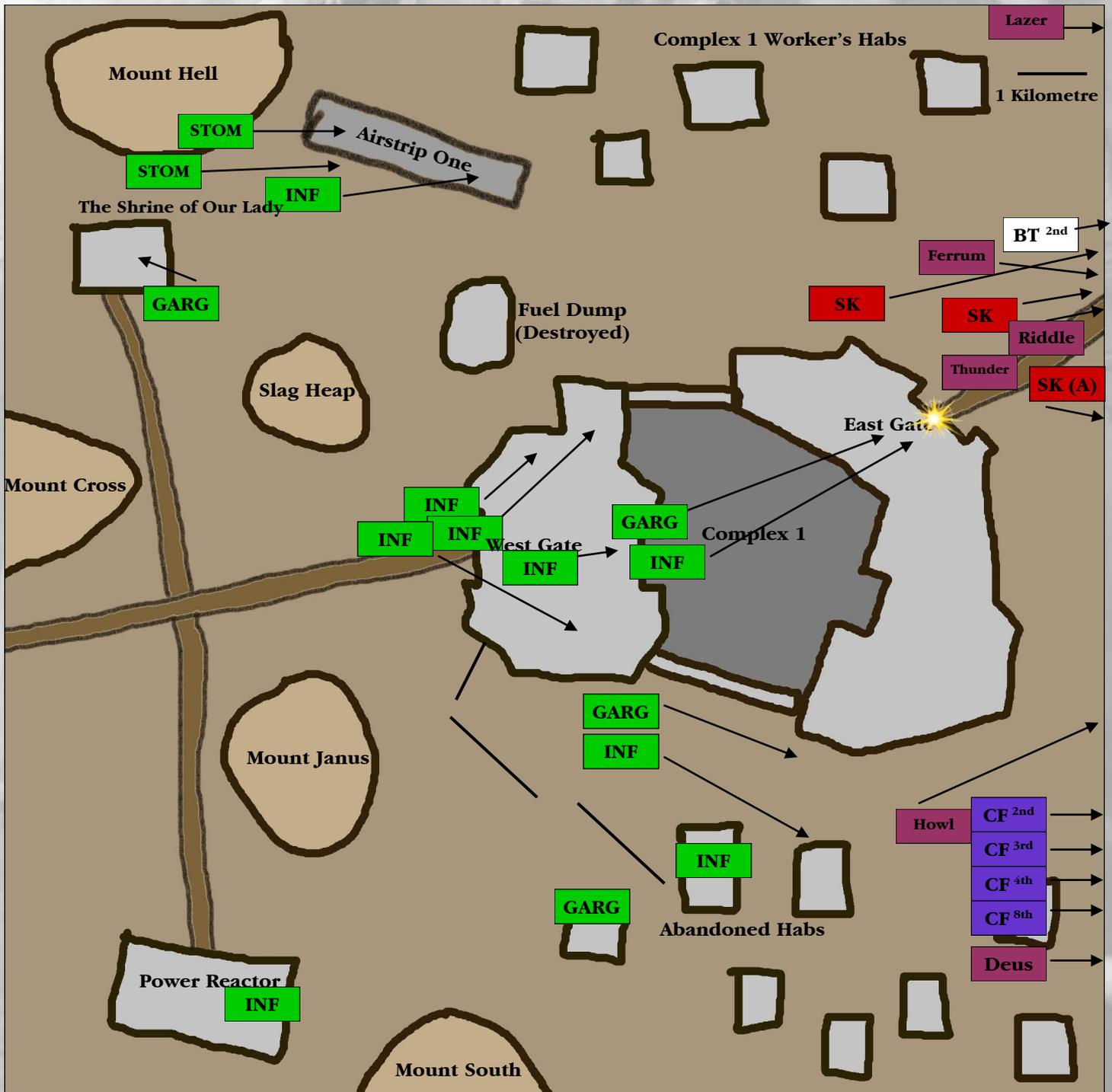
Standing firm between them was Master Princeps Marcus Tiberius' last reserve force, Titan Battlegroup *Thunder Child*. One Reaver Titan and two Warhound Titans could not normally hope to stymie such a massive coalescence of Ork forces, but they did not try to fight the Xenos directly.

Igniting their Inferno Guns, the pair of Warhound Titans began to systematically attack the walls that held up the massive bronze-coloured East Gate of Complex 1. Golden

stanchions and iron buttresses melted under the immense heat generated by the promethium-spewing weapons, whilst *Thunder Child* used its close combat power fist to rip out supporting cross beams by their foundations.

After twenty minutes of demolitions work, with the ground shaking to the tread of the approaching Gargants, the Titans backed away half a kilometre from the walls of Complex 1, and steadied themselves as *Thunder Child* unleashed its most fearsome weapon; the mighty Titan readied and fired its Vortex support missile.

Ice crystals coalesced and fell from the clear air as sharp hail shards as the flaming missile flew straight and true towards the great bronze door. Detonating just before reaching the doorway, there was no explosive force, but instead a compressive implosion. Lightning flashed from the edges of a swirling void of darkness that ripped a hole through reality into the void behind. Cackling, mad things could be glimpsed there, as they gleefully devoured all that was sucked into the hole in the world. With little sound, Gargants, Orks, the East Gate, and large chunks of the damaged armoured wall of Complex 1, were sucked into darkness beyond, and were seen no more.





# The Imperial retreat from Complex 1.

Full Page picture:

## Things in the picture:

Riddle of Steel—Damaged Imperator Titan  
Accatran's Wrath—Damaged Reaver Titan  
Steel Doom—Damaged Reaver Titan

Ferrum Incarnadine—Damaged Warlord Titan  
Ferrus Rex—Damaged Warlord Titan  
Lord of Light—Damaged Warlord Titan

Thunder Child—Reaver Titan (Empty Carapace as it's fired its Vortex missile)  
Firewolf Alpha—Warhound Titan  
Firewolf Alpha—Warhound Titan

Black Templars 2nd Company (4x Land Raider Crusaders, 8x Rhinos)

Around fifteen thousand Skitarii infantry & some twenty Ordinatus Minoris War Engines (Of various types and weapons fits) and one Ordinatus Majoris.

Around seventy Skitarii Leman Russ tanks & around a dozen SHT's

Behind them all, the two hundred metre high, seven kilometres wide installation of Complex 1 is in flames, its East Gate still enveloped in a swirling Vortex storm.

High above, Imperial and Ork aircraft still duel.

**The Immediate Aftermath - 3100951M41 - (D-day + 1 year)**

It took a full month for the Imperial forces to reorganise themselves after the fall of Outpost 1, so devastating had the battle been.

Of the twenty-three Imperial Titans committed to the battle, five had been lost outright, whilst fifteen of the remainder had suffered damage that ranged from minor to severe. With most of the Quattro-Legio requiring extensive refits, most of the *Beasts of Steel* were withdrawn from combat duties. Only Battlegroups *Thunder Child* and *Canid Sine* were permitted to remain on the front lines, the former assisting in the continued ordered retreat from Outpost 1, whilst the latter maintained support of the Attilan 2<sup>nd</sup> army to the west of the Phobos Mountains.

In addition to the lost Titans, the Adeptus Mechanicus lost seven of the twelve Skitarii Infantry Regiments involved in the battle, and one of its four Armoured Regiments. Those statistics belied the true facts of the case however, as most of those forces had been hit hard during the battle and all were left understrength. After consolidation, the surviving forces were combined to form just three infantry regiments and one slightly overstrength armoured regiment. Three fifths of the massive Ordinatus Engines deployed to Outpost 1 were lost in the battle.

For the Adeptus Astartes, the Black Templars had lost forty two battle brothers out of their three hundred and forty Marines, with around fifty more Astartes taking serious injuries. Marshall Galfridus, torn almost in two during the crash of his Stormhawk transport, survived long enough to be implanted within the sarcophagus of a Dreadnought; after two months' of acclimatisation to his new body he was again able to take up the reigns of command for his Crusade.

The Crimson Fists had been hit harder, losing one hundred and twenty Space Marines out of their four hundred strong infantry force, with a similar number taking serious wounds that would require weeks of healing, often augmented with cybernetic replacement limbs and organs.

Both Imperial Marine Chapters returned to their orbiting Spacecraft, holding their remaining infantry strength in reserve for the battles ahead, whilst the vast strike cruisers and battlebarge joined the Mechanicus Cruisers *Omnisiah's Rage* and *Boundless Devotion* in low orbits that regularly passed over the Ork front lines to conduct bombardments.

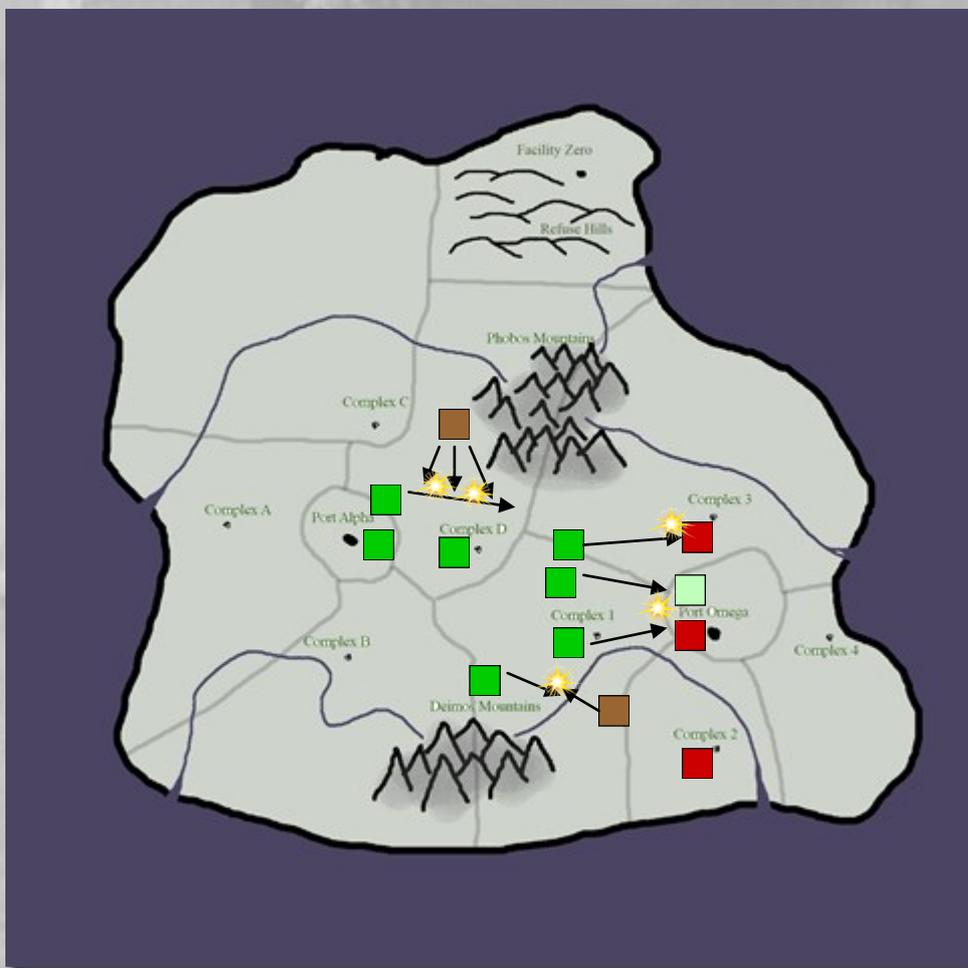
Having won a painful victory at Outpost 1, and presented with regular shelling from space, the remainder of the victorious Ork horde did not immediately continue their advance towards Port Omega and instead paused, during which time they were able to affect repairs on some of their dozens of Gargants and Stompas that had been damaged in the battle. Although hampered by the bombardments from orbital craft and the Support Missile Ordinatii of Port Omega, Ork Meks soon set up power field generators around Outpost 1's captured power reactor, which allowed the Greenskins' logistical warbands to work in relative peace on bringing their weapons of war back to a fighting condition.

Ork Warlord Gobgutz Badfang himself had been present at the battle for Complex 1, orchestrating the clash from the Mega Gargant *Bish-Bash*, switching over to the Great Gargant *'Umie Killa* after his first mount had been destroyed. Annoyed that he had been slightly wounded in the battle, he demanded that his Chief Mek Orkstein build him a more impervious suit of armour.

Using recovered Ceramite armour from dead Space Marines, parts of destroyed armoured vehicles, and some components from a single recovered suit of Space Marine Terminator Armour sold to Orkstein by an enterprising Deathskull warband, the ingenious Ork mechanic constructed dozens of unparalleled suits of "Mega Armour" for Gobgutz Badfang and his bands of Nobz.

With repaired Gargants behind them, and better armour to protect their leaders, after three months the Orks were ready to resume their advance towards their final target:

Port Omega.



**Achill-Quag - Spring, Year 2**

*As the second year of the planetary conflict began, the Imperial forces were put on the defensive. Despite the Orks' pyrrhic victory at Outpost 1, some Ork warbands continued to press on towards their ultimate goal of Port Omega.*

-  Major Ork Warbands.
-  Major Adeptus Mechanicus Deployments
-  Attilan Imperial Guard Armies
-  Kar Duniash Imperial Guard Reinforcements
-  Major Battles

## The Imperial Recovery - 3100951M41 (D-day +1 year)

Ninety days had given the Imperials some space to prepare for the next wave of Ork attacks, and they had not wasted that time.

Industrius Engines continued in their construction works to the west of Port Omega, as they had done for almost a year without respite, building fortifications and raising great curtain walls to protect the threatened installation.

Within the rings of trenchworks and protective walls, bulk landers had begun to arrive with the first of Inquisitor Lord Bernard Gui's promised reinforcements; Ten regiments of Imperial infantry from the planet Netea, with more to follow.

The Space Marines of the Crimson Fists Chapter also received reinforcements, as Marines from the reserve companies were sent from Rynn's World to fill in the ranks of the depleted battle companies, until such time as new recruits could be raised from the scout squads and re-form the Companies on a more permanent basis.

The Black Templars Crusade force did not have a comparable large reserve to draw upon, and so they were unable to replenish more than a handful of their losses before the next battles began. However they did hold trials within the worker's habitation arcology at Port Omega, selecting eighty young recruits to be taken up to their Battlebarge *Hammer of Doom*. Within its vast form, the recruits began their training, in the expectation that around half of them would survive the multi-year processes by which a human child is re-moulded into one of the Adeptus Astartes.

Five days before the Orks renewed their offensive, Inquisitor Lord Bernard Gui arrived on Achill-Quag, and requested a council of war meeting. Although his message was not worded as a direct summons order, each Imperial commander knew that to not attend would be to risk Inquisitorial censure.

## The Omega Council - 3200951M41 (D-day +13 months)

The leaders of the Imperial war effort convened in a well equipped convocation blister on the side of Port Omega's great habitation tower. The afternoon sun lit the nearby landing plain brightly, as thousands of Imperial Guard soldiers marched from a large bulk transporter towards their intended camp site, three kilometres north west of the Port. Near to the bulk transporter, the newly repaired Emperor Titan *Riddle of Steel* stood as a great sentinel above the landing plain. The pilot of the *Riddle of Steel*, Master Princeps Marcus Tiberius, placed himself next to the observation window when he arrived for the meeting, so that he could keep his great steed within easy eyesight.

A mutilated man, Marcus Tiberius was little more than a torso and a head, suspended within a fluid gel tank, supported by metal caterpillar tracks. His arms had been severed at the elbows, and his legs cut off above the knees. From each cauterised stump, hundreds of tiny wires protruded, each wrapped into four cable bundles that joined together at the top of his gel tank, where data connection ports were attached. Much of the Princeps' cranial space had been replaced with bionic enhancements which augmented his memory and optical capacities, thereby enabling him to wield his Titan in battle as if it were his own erstwhile hale body.

Near to him stood the bulky form of Marshal Galfridus' new Dreadnought body. A conference room with a particularly high ceiling had been chosen in order to accommodate his towering five metre tall conveyance. When he spoke, his voice sounded strong, but unseen within the Dreadnought's sarcophagus, there was less of his body left intact than there was of Master Princeps Marcus Tiberius.

Chapter Master Pedro Kantor of the Crimson Fists stood beside a hexagonal digi-table, his armoured form dwarfing the two other men standing around the tactical display table; Imperial Guard General Arnold, and the physical representation of the master of Port Omega, Tech Lord Gonvitch I.

Both people seemed relatively normal in comparison to the other occupants of the chamber; General Arnold, Supreme Commander of the Imperial Guard relief forces, was of average height with short cropped hair, wearing a formal dress coat and smoking a cigar. The nameless representation of Tech Lord Gonvitch I appeared to be a thin woman in a robe, with only a lumpy mechanical protrusion at the side of her head to reveal that she was a mind-scrubbed radio-slave, acting as the remote eyes and ears of the Tech Lord, who had not descended in person from the high peak of the Port Hab.

Last to enter the council chamber was Ordo Xenos Inquisitor Lord Bernard Gui himself. Eschewing armour, Inquisitor Gui wore a light brown tunic and dark brown robes. The temperature in the room dropped ten degrees as he arrived, accompanied by a slight metallic taste in the air. Frowning in irritation, Gonvitch I's radio-slave snapped his head sideways twice, as heating vents opened beneath the floor gratings, returning the room to a more comfortable temperature for the occupants.

With a sweep around the room undertaken by more than mere eyes, the Inquisitor acknowledged each of the leaders in the room.

"Imperial Commanders. I apologise for my tardiness."



The Omega Council

Chapter Master Pedro Kantor spoke in reply,

“Your delay is understandable, as you must have travelled many light years to arrange the reinforcements alighting even now” - he indicated the bulk transporter outside - “As to your apology, of course none is required, you have likely saved this planet”

The radio-slave twitched, as Marshall Galfridus spoke,

“It is not saved yet. Astartes intervention has stalled the Ork advance, but it seems likely to resume soon.”

General Arnold spoke next,

“As I am sure you are aware, relief forces are now arriving steadily, but it will be some months yet, perhaps six, before we have the numerical advantage against the greenskins. The next few months are crucial.”

“The Emperor Protects”, intoned Marshall Galfridus.

“Just so” continued Inquisitor Gui, “However I am confident in your abilities General Arnold, enough that I think this war zone would not require my personal attendance, if it were not for one unusual factor that has piqued my interest.”

A synthetic, toneless voice spoke from a vox unit attached to the side of Princeps Tiberius’ gel tank.

“The Gargants”

The Inquisitor nodded.

“Yes indeed, the Gargants. This planet has seen an invasion of several million greenskins, and that in itself is not unusual in this sub sector. Ordinarily, I am sure that the forces of Accatran Forgeworld could easily have seen off an invasion of this scale, given time.”

The radio-slave woman twitched again,

“However, it seems as if we are dealing with a particularly unfortuitous combination of a strategically capable Ork Warlord, backed by an unusually competent mechanical fabrication division. They have constructed perhaps ten times the number of large War Engines we would normally expect in a horde of this size, and that has given them an extra degree of martial power.”

Marshall Galfridus spoke,

“Inquisitor Gui, are you aware of my plan to destroy the Ork construction yards, via the toppling of the Port Arcology?”

The thin radio-slave tapped the fingers of her left hand forcefully on the digi-table in regular rhythm as she spoke for the first time,

“That is unacceptable. My sibling Gonvitch II still holds the high tower, and anticipates that in five more years they ca-”

Inquisitor Gui cut her off,

“Yes, I am aware of your plan. It would likely succeed, but at a cost to great to bear. I believe Master Kantor is correct, the Arcology would take decades to rebuild, and the regiments of Skitarii entrenched within could be of use to the Emperor if rescued.”

“Very well”

The radio-slave adopted an impassive face, clearly annoyed at being ignored but remaining silent as Inquisitor Gui continued.

“Should we win this war, it is still possible that the Xenos commanders behind this invasion might escape, and rebuild their armies elsewhere. More invasions of this particular

kind cannot be allowed”

Chapter Master Kantor, General Jackson, and Princeps Tiberius all nodded,

“It is my intention that, whilst the armies of the Mechanicus and the Imperial Guard hold back the Ork horde, I shall lead a strike force to hunt down and kill the Warlord and his command cadre, most especially the leading engineering caste; I would be honoured if the Black Templars would assist me in this endeavour”

Marshall Galfridus affirmed that he would.

“Master Kantor, I would ask you to remain as a shock reserve force in protection of Port Omega, if that fits with your own requirements”

Chapter Master Kantor nodded to indicate that he had no objection.

“General Arnold, your Rough Rider armies are already achieving success in the north west, and I am confident your Guard reinforcements around the Port should be able to succeed in their taskings.”

“Princeps Tiberius, your remaining Titans are now returned to full strength?”

“Near enough”

“I expect you will be at the walls when the Orks come?”

“Yes”

“May the Emperor protect you, then”

Having addressed all others present, the Inquisitor Lord turned to face the radio-slave of Gonvitch I.

“Tech-Lord. You did not come to this convocation in person”

The thin female form tapped the fingers of its left hand on the digi-table as it responded,

“I am occupied with the control of the Skitarii armies and processing operations. I cannot leave a proxy in command of these operations. This proxy should have been sufficient”

“You are a good liar ”

The Inquisitor studied the shocked radio-slave.

“I know it was not duty that kept you from this room. I can sense your metal emanations; Emotions, concerns, even some of your more concrete thoughts.”

The temperature began to drop again, despite the straining of the heating systems.

“I tasted your fear from my first moments on this world, and I know your sins. Go to the Emperor with shame in your heart.”

The radio-slave dropped to the floor, a mannequin with its strings cut.

“Tech-Lord Gonvitch I has been hoarding vast resources for his own purposes, to the great detriment of the war effort. He has been replaced; Tech-Lord Gonvitch III is the new master of Port Omega. Praise the Emperor”

All present echoed him, their eyes on the radio-slave as it rose from the floor, under the command of a new master.

“Praise the Emperor”

## Sun Tzork - 3250951M41 (D-day + 14 months)

As the Attilan armies clashed with the peripheral Ork forces, and the main Imperial armies awaited the final push towards Port Omega, the fungus processing facilities at Complex 3 came under a sudden and unexpected attack.

As the Complex was considerably further from the Ork front lines than the main installation of Port Omega, the Mechanicus garrison was light. How the Orks came to realise that the facility was vulnerable was unknown. All that was ever confirmed by the Imperium was that the processing facility was attacked without warning by a Xenos army that consisting mostly of the lesser species of greenskin, the Grot.

It was later estimated that around forty thousand Grots, led by a few guiding Orks, had made the trek undetected through the thousand kilometres of farmlands between the Ork front lines and Complex 3. Presumably by travelling only at night, and avoiding engaging any agricultural Industrious convoys they sighted (a behaviour typically anathema to the Orkoid species), the Xenos attack force took the defenders of Complex 3 completely by surprise.

With radio transmissions for assistance blocked by unknown means, the Complex's garrison of Skitarii were rapidly overwhelmed. A contingent of the Knight of Achill also stationed at the Complex managed a fighting retreat southwards to Port Omega to carry word of the raid, and returned a week later at the head of a counter-attack force to find the facility deserted.

Organised mobs of Grots had apparently worked carefully and with purpose to strip the Complex of much of its useful machinery, leaving anything that could not be re-purposed rapidly for warmaking. A dozen Industrious Engines were found to be missing too, used as cargo haulers to drag the scavenged material off back to the Ork lines where it could be used to construct new war machines.

None of the Imperial Analyticae had predicted an Ork attack at Complex 3, or that attacks anywhere would result in scavenging behaviour of such speed and purpose. Or indeed that the Xenos would retreat as rapidly as they had advanced, prizes in hand.

The Ork commander in charge of the surprise attack was not shy about displaying pride in his actions, either, as almost every flat surface in the Complex bore graffiti that announced to the Imperials the name of their vanquisher; *"Sun Tzork is 'da smartest!"*

Thinking that they had found the name of the Xeno Commander in charge of the entire planetary invasion, Inquisitor Lord Gui's Black Templars strike force placed the elimination of the Ork Warboss known as "Sun Tzork" as their highest priority, with any and all reports of his possible location to be transmitted to the Imperial high command.

## Renewed Threat From Space - 3300951M41 (Dday+15months)

The Mechanicus forces had endeavoured to build a fortress wall between the Ork armies and Port Omega, covering the western approaches to Port Omega with two curved defence lines, each almost five hundred kilometres long, anchored by areas of lowland swamps that had been enhanced as the Industrious Engines had emptied billions of tonnes of Industrial effluvial into the marshes. Poisonous and acidic, the anchor swamps could be bypassed, but it would take weeks to swing large armies around them. Instead, Ork Warlord Gutgrub Badfang chose the direct approach.

Launching out of the fallen Complex 1 in a vast onrush, the Xenos reached the first wall ten days into their advance. In the first hours of the battle, just before the main Ork and Imperial heavy guns were coming into range, the Orks revealed yet more clever subterfuge which once again caught the forces of the Emperor unprepared.

In the outer reaches of the the Achill planetary system, three Ork Cruisers had been hiding amongst the system's asteroid belt. The The Ork spacecraft had seemed to flee in fear when the Imperial relief forces had first arrived, but it had instead been a clever feint. Running with their engines dampened, the Ork Cruisers had instead spent months carrying out their orders. Acting as construction motherships, the Cruisers had selected from amongst the densest asteroids they could find, and modified them by fitting weapons and engines.

Each of the asteroids was relatively small, around the size of an escort frigate. They were sent on an inwards spiral one by one towards the inner system. Drifting in slowly towards the Achill star for months completely undetected, it was only as they ignited their engines in unison and powered towards Achill-Quag that the Imperials became aware of the threat. Their plan revealed, the three Ork Cruisers also engaged their engines and headed at full speed into battle.

The Imperial ships above Achill-Quag, the Black Templars Battlebarge *Hammer of Doom*., the four Crimson Fists Strike Cruisers, and the two Adeptus Mechanicus Cruisers, all were drawn away as they turned to face the incoming enemy.

The space battle was short; The Ork "Rok" class asteroid craft had just one objective; to reach the planet Achill-Quag and make landfall. Under the guns of the Imperial ships, the mobile asteroids were disabled or destroyed in their scores. Still, six of the small craft made it past the blockade and planetary defence laser fire to enter the atmosphere.

In the mean time, the three Ork Cruisers swung wide around the main battle, turning in the gravity well of the outer gas giant planet Achill F to emerge back onto Imperial scanners moving at a moderate relativistic speed towards Achill-Quag.

Occupied in hunting the dozens of small Rok craft, the Imperial fleet could not break off in time to intercept the Ork Spacecraft, travelling as they were at a significant proportion of the speed of light. In two hours, the three Cruisers covered the distance between the gas giant and their target. Hulls glowing white from the speed of their passage, the Ork spacecraft dipped into the upper reaches of Achill-Quag's thick atmosphere as they made their transit above the planet, each Cruiser releasing scores of small metallic pods alongside their expected bombardment, before continuing on in their rapid flight in towards the system's bright yellow sun. Soon passing once again out of scanner range, the Ork spacecraft were lost in the stellar interference, even as their deadly cargoes began to land on Achill-Quag.

The Imperial fleet had prevented most of the Rok spacecraft from making landfall, but they had failed to stop the Ork Cruisers from carrying out their own mission. Above the Imperial defence lines, the skies were suddenly full of crude Drop Pods, each one carrying mobs of ferocious Orks directly into battle.

The Ork Cruisers  
unleash their bombardments  
and Drop Kans

#### Ork Horde Composition - First Wall Attack (M40.951)

<i>Infantry</i> -	~600,000
<i>Vehicles</i> -	~22,000
<i>Wheeled/Tracked War Engines</i> -	~320
<i>Stompa Class War Engines</i> -	~140
<i>Gargant Class War Engines</i> -	28
<i>Great Gargant Class War Engines</i> -	5
<i>Mega Gargant Class War Engines</i> -	2
<i>Aircraft (Fighters)</i> -	~200
<i>Drop Rok</i> s -	6

#### Ork Horde Composition - Second Wall Attack (M40.951)

<i>Infantry</i> -	~450,000
<i>Vehicles</i> -	~17,000
<i>Wheeled/Tracked War Engines</i> -	~280
<i>Stompa Class War Engines</i> -	~100
<i>Gargant Class War Engines</i> -	15
<i>Great Gargant Class War Engines</i> -	3
<i>Mega Gargant Class War Engines</i> -	2
<i>Aircraft (Fighters)</i> -	~140

#### The Battle for the Walls, Hour 1 - 3300951M41

Even as the battle in space was coming to a close, the war for Achill-Quag was reaching new heights of violence. Gargants and Imperial Titans were trading blows across and above the great First Wall, whilst around them hundreds of thousands of infantry were engaged in a vast engagement with a main battlefield almost twenty five miles wide. Some of the Gargants that the Imperial forces had believed destroyed at the battle for Complex 1 had appeared; With some of their weapons systems unrepaired from the previous battle, the vast war engines were employed as gargantuan battering rams, ambling directly up to the curtain wall itself to unload hundreds of Orks directly onto the battlements.

Despite the heavy attacks, the Imperials were holding the line. Reinforcements rushed to fill gaps opened by Ork attacks, as many Gargants fell back damaged or destroyed whilst the Titans of the Legio Destructor stood firm behind the defence wall, firing out at the attacking armies. In an instant however, the tide of battle .

A hundred kilometres above, three Ork Cruisers flashed over the contested battlefield, and they brought death with them. Bombardments rained down upon the three Imperial defence walls in hundreds of detonations, each releasing energy equivalent to a small atomic detonic device. Following close behind the bombardment, six Ork Drop Roks and hundreds of small "Drop Kans" fell from the sky.

Two Drop Roks were shot down by a Defence Laser mounted atop Emperor Titan *Riddle of Steel*, but four passed through the defence fire relatively unscathed, igniting retro-rockets to slow their descent. Three of the Roks succeeded, making hard landings behind the first wall that cracked open their outer shells on impact. Each Drop Rok was a fraction of the size of the massive Rok that had landed at Port Alpha at the beginning of the war for Achill-Quag, but even so each Rok contained thousands of Orks that spilled out in a rush, charging any Imperials within sight. Simultaneously, the hundreds of Drop Kans also disgorged scores of Ork Blood Axe warbands, which set about attacking targets behind the main defensive wall.

The fourth Rok, upon firing its retro-rockets, halted its descent whilst still a hundred metres from the ground, and then blasted back ten kilometres into the air as the Orks onboard found themselves unable to de-activate the rockets. Hit by shots from an Imperial spacecraft in high orbit, the Drop Rok disintegrated, spilling hundreds of chunks of asteroid, as well as thousands of screaming Orks, to fall mostly harmlessly back to the planet's surface.

Imperial resistance was shattered, and those forces that were able were ordered to make an immediate retreat back to reinforce the Imperial forces waiting at the second wall.

Tasked with covering the retreat, Warlord Titan *Watchtower* stood before the second wall's main gate and sustained fire for a full hour at the onrushing hordes until it finally fell, killing tens of thousands of Orks in its final barrage, booming out the Legio Destructor war cry of "Big Death!" until the very last.

#### The Battle for the Walls, Hour 2 - 3310951M41

Losing the first wall so suddenly had surprised the Imperial forces. Tactical Analyticae had not factored in the chances of a renewed assault from space and had assumed that the first wall would hold for four hours, instead of one.

The sacrifice of Warlord Titan *Watchtower* had delayed the Ork attack from pressing home against the second wall, but as it fell, cut down under the massive laser cannons of four Gargants, the pent-up onrush of greenskins was released. As one, half a million Orks roared in exultation as they charged the two hundred thousand defenders atop the central region of the second wall.

Two kilometres of featureless landscape stood between the first and second walls, where the Ork infantry were at first cut down in their thousands. Within half an hour, Gargants and Stompas had begun to shoulder their way through gaps in the first wall, and despite cannon fire from Ordinatus Engines and Titans, they were breaking through faster than they could be destroyed.

Still, the largest Ork war engines, two "Mega" class Gargants that had been briefly seen during the assault on the first wall, had not found a way through, and orbital scans indicated that the pair of massive machines were heading southwards towards a larger gap in the first wall, created during the Orkish orbital bombardment. Aware that they could not be allowed to attack the second wall unopposed, Emperor Titan *Riddle of Steel* left its accompanying Reaver Titans behind and began to move southwards to meet the expected attack.

#### The Battle for the Walls, Hour 3 - 3310951M41

As ever greater numbers of Ork Gargants and vehicles pressed through the gaps in the first wall to attack the area around the central region of the second wall, the Titans and Ordinatii of the Adeptus Mechanicus began to fall.

Ordinatus Majoris *Cadia*, a legendary machine supposedly constructed on the famous planet Cadia six millennia previously, was destroyed by a Great Gargant armed with multiple heavy laser cannons. Ordinatus Minoris Battery *Vaash* was wrecked under the guns of a group of three "Supa" Stompas. Ordinatus Minoris Battery *SpeakerToMachines II* was destroyed by two Gargants that concentrated their firepower on the venerable Engines. Warlord Titan *Ferrus Rex* and Reaver Titan *Accatran's Wrath* both fell, hit by a thousand impacts that left them lifeless.

Around eighty thousand Skitarii died.

In the skies above, hundreds of Imperial and Ork fighter aircraft duelled, each force attempting to gain supremacy so that they could bring in their heavy bombers to assist with the battle on the ground, neither side gaining a firm upper hand.

As the fourth hour of the battle began, the Imperial forces were still heavily engaged on the central area of the second wall. Thousands of Skitarii and Orks were dying every minute, and the Imperial positions were beginning to be outflanked, as the Orks scaled the wall faster than reinforcements could fill the gaps the Orks were creating.

For the second time, the call to retreat was broadcast.

This time, it was the Titans of Battlegroup *Thunder Child* that were chosen to form the rear guard and delay the Orks whilst the Skitarii and other Titan Battlegroups made their retreat.

The Three Titans in the group, Reaver Titan *Thunder Child*, and Warhound Titans *Firewolf Alpha* and *Firewolf Beta*, were the only Titans present that had not taken damage during the battle for Complex 1. *Thunder Child's* Vortex Missile had been replaced with a spare missile from the Mechanicus stores, and all three war engines were operating at maximum efficiency.

As the Skitarii made their retreat, *Firewolf Alpha* and *Beta* doused the battlements with their promethium flame weapons, roasting hundreds of Orks alive with each blast. As the second wall did not have many of the large breaches and gaps in it that had been cut into the first wall, the Orks were unable to bring heavier weapons to bear to tackle the Scout Titans, and so they were unable to press their advantage and cut down the fleeing Skitarii. In the mean time, the crew of *Thunder Child* offered a prayer to the machine God, as the main gate in the second wall began to tremble and splinter. Their prayer over, they began to chant, their combined voices amplified by the hailer systems mounted to its carapace, audible above the sound of the gate being cut apart.

"Big death, big death, big death..."

The main gate shattered, and a "Mekboy" class Stompa stood revealed as having cut down the mighty gate with a combat blade and an arm mounted rotary saw.

"Big Death, Big Death, Big Death..."

*Thunder Child* charged, and blasted the machine at close range with its Melta Cannon. In an instant, the Mekboy Stompa's Power Fields failed, and it began to burn as the heat ray cut to the heart of the machine and incinerated its crew.

"Big Death! Big Death! Big Death!..."

Stepping through the gate, towards the onrushing horde, *Thunder Child* passed the wreck of the Warlord Titan *Watchtower*, and targeted a closing Gargant, two hundred metres away. With an unnatural screech that was heard for kilometres around, *Thunder Child* unleashed its Vortex Missile directly towards the Ork war machine, and exulted as it was ripped out of reality into the void of Chaos that lurks beyond. Hundreds of Orks and dozens of Ork vehicles were caught up in the Vortex and also fell into the realm of oblivion that devours.

"BIG DEATH! BIG DEATH! BIG DEATH!..."

Two Supa Stompas approached, heavy calibre guns blazing, they overloaded *Thunder Child's* Void Shields, but too late, they discovered that their firepower was not enough. Striding forwards, *Thunder Child* ripped the command head off of one Stompa with its Power Fist, and fired a second blast from its Melta Cannon to annihilate the second machine.

"BIG DEATH!!! BIG DEATH!!!!..."

Two more Gargants came next, one equipped with heavy cannons, the other with flashing lasers. Agilely crouching

down behind the burning wrecks of the two Supa Stompas, *Thunder Child* recharged its Void Shields, and then broke cover, heading directly towards the two Gargants. Transmitted permissions from Master Princeps Marcus Tiberius to withdraw were ignored, *Thunder Child* smelled carnage, and it would not retreat.

"BIG DEATH!!!"

The mighty Reaver Titan was battered by the firepower unleashed by the two Gargants. For a second time its Void Shields flashed and faded, unable to hold back the attack. Armour plates buckled and split, lightning flashed from local power overloads, and fires burned that wretched the onrushing Titan in a cloak of flame and smoke.

"BIG DEATH!!!"

*Thunder Child* struck the nearest Gargant with its great Power Fist, ripping a massive hole in its side, before pivoting with unexpected strength and speed to plunge its entire Melta Cannon arm deep inside the Gargant's core, simultaneously triggering both barrels of the massive weapon.

"BIG DEATH!!!"

The Gargant exploded, sending *Thunder Child* staggering back, its Melta Cannon arm ripped off at the shoulder by the force of the explosion. With its carapace missile already used, and its gun arm destroyed, *Thunder Child* only had its Power Fist remaining with which to fight its enemies. Sounding its war horn one last time, *Thunder Child* charged the alien invaders, and met its end.

Ten kilometres to the south, Master Princeps Marcus Tiberius solemnly noted the passing of the Reaver Titan. Despite giving his permission for the Titan to retreat, he had not issued an order, knowing that the Titan's Princeps would only sell his life in battle if the result would bring benefit to the Imperial cause; multiple Ork war engines had been recorded as destroyed in *Thunder Child's* last charge, before the Titan's plasma-atomic detonation had obscured all sensor readings of the combat zone.

*Firewolf Alpha* and *Firewolf Beta* reported a clean withdrawal from the fight, as they sprinted the two kilometres from the second wall to the nearest gate in the third and final wall, behind which they took up new defensive positions.

Eleven Battle Class Titans had begun the battle for the walls, and just seven were still standing by hour four. Most of the Titans were damaged, whilst the two Mega class Gargants had not yet brought their firepower to bear.

That was about to change however, as the pair of vast machines had finally reached their destination gate in the abandoned first wall, and with booming gunfire they had begun to open fire on the structure. Stepping through nearby gate in the second wall, *Riddle of Steel* stood prepared to meet a fate which seemed unlikely to be any different to that found by *Thunder Child*.

Around *Riddle of Steel's* ankles, ten smaller war engines clustered; Acting as escort and honour guard to the Emperor Titan were ten of the Knights of Achill, each a Paladin class war machine. On a tight beam transmission, Master Princeps Marcus Tiberius briefly communicated with his Knight escorts.

"Household, do you believe that you can best serve the Imperium somewhere other than in meeting the menace beyond yonder gate?"

One of the Paladins replied.

"Nae, Master Princeps, I think this is our moment. We are honoured if we meet our doom here"

The silence of the other Knights indicated their unity of opinion as with a crash that reverberated for kilometres in

The Clash of Titans (M40.951)

Ork Force -

Mega Gargant - "Gork"

Mega Gargant - "Mork" - Personal Gargant of Warlord Badfang

Gunwagon Mob - "Da Shadowz"

Imperial Force -

Imperator class Emperor Titan - "Riddle of Steel"

Paladin Knight Squadron - "Alpha Squadron"

Paladin Knight Squadron - "Beta Squadron"

The Battle for the Walls, Hour 5 - 3300951M41

Hour five of the conflict saw the main Ork horde make new assaults against the third and final wall, the last defence line standing between the invading army and Port Omega. Tens of thousands died on both sides. Multiple Gargants and Kustom Stompas were lost by the Xenos, whilst the Warlord Titan *Custodian* and the Warhound battlegroup *Lazer Wolfe* fell in battle.

The Ork attack was running out of strength at last, as the Imperials, now bolstered by the presence of Crimson Fists Space Marines, held firm atop the third wall. Only one tool could now allow the greenskins to break the Imperial defenders; the twin "Mega" Gargants *Gork* and *Mork*. If allowed to reach the main battlezone, the two machines' vast gun decks would inevitably kill thousands, and send the Imperials fleeing. The retreat would leave the airspace above Port Omega compromised by Orkish anti-aircraft fire, cutting off the defenders from direct resupply from orbit and essentially guaranteeing the loss of the entire planet to the invading horde.

As the last line of defence between the Orks and total disaster, the ancient Emperor Class Imperator Titan *Riddle of Steel* and its ten Paladin Knight escorts stood firm against the two Mega Gargants, each one capable of bringing down the Imperial Titan under the right conditions.

Aboard *Riddle of Steel*, Master Princeps' Marcus Tiberius Moderati crew were electronically scanning the Ork forces that were advancing through the shattered gate.

"First Mega Gargant, 8 power field layers, identified as *Gork* by glyph markings. Threat extremis. Escort: Twelve armoured vehicles"

Princeps Tiberius grunted,  
"Knights *Alpha*, vehicles"

Five of the Knights moved off at a rapid pace to intercept the twelve Ork Gunwagons, which had poured through the shattered main gate in advance of the first Mega Gargant. Both groups angled slightly north, taking cover each side of an abandoned construction site.

"Gargant *Gork* is advancing at 30kp, Princeps"

Master Princeps replied simply,

"Wait"

Barging through the wall's gate, *Gork* came on at flank speed, bringing some of its longer ranged weapons into range, which opened fire. A heavy cannon shell from one of its gun arms fired but missed, impacting on the abandoned second wall.

"Gargant *Gork* firing two missiles, scans indicate living pilots"

Master Princeps Tiberius responded by using his mind link with *Riddle of Steel* to take up a new pose. Whilst his flesh body was crippled and mutilated, his augmentations allowed him to wield *Riddle of Steel's* vast frame as if it were his own body, indeed Princeps Tiberius had come to regard it as the body the Machine God had truly intended him to have, over the fifty years that he had been its commanding officer. With one foot braced behind the other, *Riddle of Steel* only rocked slightly as the two guided missiles slammed into the void shield layers that protected the Titan from harm.

A voice crackled in Princeps Tiberius' ear as Tech Priest Isambard reported on *Riddle of Steel's* status.

"Five Void layers lost. Three remaining. No damage."

Princeps Tiberius did not reply. He trusted the Tech Priest, and knew that he would not re-direct energy from the Titan's Plasma reactors or power capacitors to recharge the void shield layers without a direct command, as the power planet's energy might be required for another system's use at any moment.

"Princeps, Gargant *Gork* will have a firing solution on us with main armaments in nine seconds"

"Wait"

Four seconds passed slowly, as the Mega Gargant continued to rumble forwards, its main gun decks swivelling to aim at the Imperator Titan.

"Advance and Fire, Sequence W2!"

Stepping forwards from its stable defensive position, *Riddle of Steel* moved according to Master Princeps' mental commands, taking four great strides towards *Gork* before again planting its feet in a stable position. Caught by surprise as the Imperial Titan advanced towards it, *Gork* was not able to react quickly enough to fire its main guns before *Riddle of Steel* unleashed its own strike. The Imperator Titan's moderati listed off scan reports as the ancient machine's weaponry fired in a tightly coordinated sequence, starting with the solid shell weapons of the Hellstorm Cannon on the Titan's left arm, light Battlecannons fitted to *Riddle of Steel's* ornamental carapace, a shell from the Titan's carapace-mounted Quake Cannon, an attack from the carapace's Defence Laser, and finishing with the great Plasma Annihilator weapon carried on the Imperator Titan's right arm.

The sequence of gunfire was designed to make maximum use of the Titan's limited supply of plasma energy, to strip away the Gargant's protective power field layers with light guns and then follow up with heavier armour penetrating weaponry as the Gargant's hull became vulnerable.

"Hellstorm, 3 fields stripped"

"Quake, 1 field stripped"

"Battlecannons, 4 fields stripped"

Princeps Tiberius grinned savagely, his limbless torso thrashing in its capsule. The light guns had performed above his expectations, and his gnarled face was lit green as the massive Plasma Annihilator discharged its full power.

"Defence Laser, armour hit, moderate damage"

"Plasma Arm, armour hit, major damage"

The entire salvo had taken less than ten seconds, and it turned the great Ork machine from a charging behemoth into a half-crippled wreck. Abruptly, *Gork* went into reverse, retreating easterly. Screaming as loud as his artificial voice could manage, the characteristically taciturn Master Princeps' amplified paen boomed across the battlefield.

“Knights Beta, persue!”

Moving at a fast double pace, the second group of five Paladin Knights bounded after the retreating form of *Gork*, firing light cannons that inflicted some more minor damage. As they did so, the second Ork Mega Gargant, *Mork*, rumbled through the nearby wall gate, appearing on the small battlefield directly behind *Gork*.

Either through bravery or intimidation from its companion, *Gork* ceased in its retreat, automatic systems dousing its most serious fires and bringing the Mega Gargant back to fighting order in a surprisingly short period of time. As *Gork* was rallying, *Riddle of Steel* was recovering back to normal operational power levels, its Plasma Reactor having been largely drained of power in its first salvo, the Titan lacked the energy to fire any of its guns above battle cannon in size, or even take a single step, as its engine strained to dump power into its reserve capacitors.

Taking advantage of the brief cessation in gunfire, the twelve Ork armoured gun wagons broke from cover, sweeping around the abandoned construction site to level their guns against Knight Squadron Alpha. One of the small war engines was instantly destroyed, whilst the others rocked back under the unexpectedly potent attack.

Unable to offer assistance, *Riddle of Steel* had not yet brought its power reserves back to operational levels when the Mega Gargant *Gork* opened fire for the second time. Remaining stationary and firing all of its remaining operational guns and cannons with careful aim, most of the strikes hit home on the Imperial Titan.

Macro cannon fire impacted on *Riddle of Steel's* void shield layers, prompting Tech Priest Isambard to relay damage reports as indicated to him by the servitors meshed with the Titan's systems throughout its body.

“Two Void layers lost. One remaining. No damage”

*Gork* attempted to fire its two heavy laser cannons at the Imperial Titan, one of which exploded. However the second struck true on the weakly shielded Titan.

“All Void layers lost. Minor hull damage”

*Riddle of Steel's* carapace been damaged by the hit, gouging away large chunks of armour plating, letting loose super-heated steam that killed a dozen of the carapace's Skitarii who had survived the initial hit. Checking the Reactor readings, Princeps Tiberius selected a battle operation that was just within safe power limits.

“Marshall and Fire, sequence W5!”

Most of the Titan's capacitor energy was immediately dumped into the void shield generators, whilst some was diverted to powering just the Titan's carapace weaponry, as its arms held rigid and lifeless.

“Five Void layers raised”

Tech Priest Isambard's report was almost lost to Princeps Tiberius' enhanced hearing as the carapace weaponry fired out at the damaged Gargant. His Moderati reported the salvo's effect with practiced efficiency.

“Quake Cannon, armour hit, moderate damage”

“Defence Laser, insufficient focus, no damage”

“Battle Cannons, armour hit, minor damage”

“Gargant *Gork* estimated at ten percent operational capacity”

Briefly given respite again, Princeps Tiberius checked his scanner reports. Nearby to the north-east, Knight Group Alpha was still pinned down by the Ork Gunwagons.

To the south, Knight Squadron Beta came under fire from the second Mega Gargant *Mork*. Three of the Knights were destroyed by macro cannon fire, and the remaining two also would have fallen if their energy shields had not somehow absorbed the impact of the Gargant's heavy laser cannons. The two remaining Paladin Knights in Beta squadron prudently fell back rather than continue their harassment attack against *Gork*.

“Knights Alpha, status?”

One of the Knight pilots replied,

“We cannot break cover without being exposed to gunfire, request a distraction”

With one eye on his power levels, Princeps Tiberius replied,

“Granted”

Two minutes had elapsed since *Riddle of Steel* had fired its strenuous opening salvo, and its power levels were beginning to return to normal levels.

“Double, Fire and Support, Sequence S19!”

Striding north-east towards the Ork vehicles, keeping the damaged Gargant *Gork* between itself and the fully operational *Mork*, *Riddle of Steel* took eight ground-shaking steps that left it within fifty metres of the nearest Gunwagon. Faced with a new threat, several of the Ork vehicles swung their cannons around to aim at the massive Imperial Titan. Before they could open fire the Princeps issued a charge order to the Knight squadron.

“Now Knights Alpha! For the Big Death!”

“Ommissiah and Honour!” chorused the four Knights Paladin as they charged from their cover behind the construction site. One fell as they charged, caught but a Gunwagon's cannon shell, but the remaining three crashed home, shock lances flashing, chain blades whirring as they cut Ork vehicles in two. *Riddle of Steel's* tertiary weapons systems, short range side-arms fired by Skitarii infantry stationed in the Titan's leg bastions and carapace blisters, added a layer of supporting fire. Crushed by the sudden assault, just one of the Ork vehicles managed to escape, heading south-east back towards the main gate.

Whilst supporting the engagement beneath its feet with its tertiary guns, *Riddle of Steel* continued to fire some of its other gun systems at the stricken *Gork*.

“Plasma Annihilator is recharged”

Princeps Tiberius nodded,

“Stick to S19”

Again firing just its Quake Cannon, Defence Laser and Battlecannons, *Riddle of Steel* held back from using its full firepower.

“Quake Cannon, Armour hit, moderate damage”

“Defence Laser, insufficient focus, no damage”

“Battle Cannons, armour hit, minor damage”

“Six Void layers raised”

Abruptly, the Mega Gargant *Gork* exploded. A final battle-canon shell had struck at a critical power ammunition hopper deep in the bowels of the massive vehicle, and set off a cascading detonation that ripped *Gork* in half vertically. Split down the middle, the two separate halves of the destroyed Mega Gargant toppled over and crashed to the ground.

Standing revealed by the destruction of *Gork*, the second Mega Gargant *Mork*, its line of fire blocked until the de-

Mega Gargant *Mork* opened fire with a concussive salvo that echoed repeatedly between the abandoned first and second walls. Macro cannon shells fell on *Riddle of Steel* like sudden explosive hail from the brooding sky.

“Four Void layers lost. Two remaining. No damage”

A pair of flashing heavy lasers struck the remaining void shields, and just as the second laser strike was fading it pierced the last void shield layer, leaving scorch marks on the Titan’s hull.

“All Void layers lost. Minor hull damage”

“Gargant *Mork* firing two missiles, scans indicate living pilots”

Princepts Tiberius checked his Titan’s power readings, noting that there was no spare power ready to dump into the void shield generators, and no time to generate more.

“Ommissiah preserve us, brace!”

At Princepts Tiberius’ command, the Emperor Titan took up a stable pose, leaning in to the expected impact with its weight over its right leg. With his enhanced senses, Princepts Tiberius could see the two incoming missiles in exquisite detail, their Grot pilots howling in exultation as they flew towards their vast target. Seconds before impact, the pilot of one of the missiles fell lifeless, hit by a lasgun blast; his missile plowed into the ground and exploded, half a second before the second rocket slammed into *Riddle of Steel’s* hip.

“Critical hit, major hull damage.”

Princepts Tiberius felt a shock in his own mutilated hip, as the impact struck home on the Titan’s surface. Using his neural interfaces, he could feel that the right hip joint had been heavily damaged, most of its thick supporting bracers had been severed, and the few remaining struts were quickly losing structural integrity, bending as the huge weight of the Titan began to bear down on the damaged hip section. In moments, the Titan’s hip would snap, and *Riddle of Steel* would fall.

“Emergency welds!”

Deep within the damaged hip, emergency melta systems engaged, fusing damaged and cracked metal into a new solid form. Skitarii crew and servitors caught in the area were instantly killed in the sudden inferno. To douse the fires started by the welding systems, as well as from the rocket impact, foam fire suppressant followed close on the heels of the welding meltas, flash cooling the super-heated metal with a speed that lent it new strength.

The Mega Gargant *Mork* had briefly ceased firing, as its deck guns were reloaded and its laser cannons recharged. For a moment, relative silence came to the battlefield as the two huge war engines faced each other.

“One Void raised”

“The welds are holding, Princepts. Manoeuvrability inhibited, I recommend not exceeding Advancing speed”

“We’re not going anywhere; Sustain Fire, Sequence W1!”

Joined by the guns of Knight Squadron Alpha, the Emperor Titan stood still as a monolith, and unleashed every weapon at its disposal towards the Mega Gargant.

Ripple firing its guns from the lightest first, up to the super-heavy cannons, *Riddle of Steel* was given the perfect opportunity to demonstrate its capability to the Orks. Its Plasma Annihilator was fully charged, and was triggered last of all, after the Gargant’s Power Field layers had been stripped away. Molten Plasma poured over the surface of

the Gargant, twisting and cracking armour, killing the Ork crew in their hundreds.

“Knight Cannons, 2 fields stripped”

“Hellstorm,, 3 fields stripped”

“Quake, 1 field stripped”

“Battle Cannons, 4 fields stripped”

“No fields remaining”

“Defence Laser, armour hit, moderate damage”

“Plasma Annihilator, armour hit, major damage”

“Target *Mork* is retreating”

With a fire burning fiercely where one of its deck guns had been, the Gargant *Mork* had spun with surprising speed, putting its unscathed back to the Emperor Titan, and bolted for the gate in the first wall, through which it had entered the battle zone.

Perhaps driven insane by the sight of their burning Mega Gargants, the crew of the last surviving Gunwagon made a futile charge at the remaining Knights of Beta Squadron. Although one cannon shot did hit, damaging a Knight, the Gunwagon was soon shot down and its crew killed by the Knights.

Aboard *Riddle of Steel*, Princepts Marcus Tiberius activated his vocal communicator.

“Isembard, power for main guns?”

“Negative Master Princepts, I calculate that the Gargant will be out of line of sight before we have raised enough plasma energy for a salvo”

“Very well, go to Marshalling mode, give us our Void layers back”

With a deep sub-vocal noise, the layers of Void Shields began to reform around the battered *Riddle of Steel*. Badly damaged, it was still combat effective, and under the command of its Princepts it turned and began to stride back towards the Imperial lines at low speed, a slight limp evident in its step.

As the Emperor Titan withdrew from the battlefield, its remaining Knight escort in tow, Princepts Tiberius broadcast a status update across the Imperial communications web.

“Imperial Command, Inquisitor Gui, be advised. Mega Gargants engaged. One destroyed, one in retreat heavily damaged...”

“I believe the retreating Gargant is the personal transport of the Ork Overlord. Repeat, glyph analysis suggests the retreating Mega Gargant is the personal transport of Ork Warlord Sun-Tzork...”

“Good hunting Lord Inquisitor, and may the Ommissiah protect you.”

The entire engagement had taken less than five minutes, and in the cataclysmic test of arms, one Mega Gargant had been destroyed, whilst the other had been driven from the field badly damaged. *Riddle of Steel* stood victorious, badly damaged but still capable of engaging the enemy if it could return to the main battle zone in time to bolster the

**Black Templars Sun-Tzork Xenocide Task Force (M40.951)**

<i>Fleet Assets</i> -	4 Thunderhawk Transporters 4 Thunderhawk Gunships
<i>Crusade Squads</i> -	10 Initiate, 5 Neophyte.
<i>Armoury</i> -	8 Predator Annihilators, 4 Hunters
<i>Other Assets</i> -	1 Dreadnought - <i>Marshal Galfridus</i> 1 Inquisitor Lord - <i>Bernard Gui</i>

# Black Templars Xenocide strike force overflies the damaged Riddle of Steel

Within the command head of the Mega Gargant *Mork*, Warboss Gobgutz Badfang was not in a pleasant mood. His favourite war engine was still burning fireceley after its combat with the Imperial Titan, and although it had caused some damage, it had been driven into retreat; Retreat did not please Warboss Badfang.

A shivering Grot ran up to Badfang to grovel before him,

“Warboss! Warbo—”

With a savage kick, Warboss Badfang kicked the small creature out of a gaping hole in the side of the Gargant’s head. Screaming, the little greenskin struck the shimmering power fields that protected the Gargant from harm, turned black and crispy, and had died before he hit the ground.

Slightly mollified by the senseless killing, Warboss Badfang scowled as a second trembling Grot ran up to him.

“Warboss! Warboss!”

“Wot is it? Better make me ‘appy!”

The grovelling creature nodded obsequiously,

“Yes Warboss! Pilot says more enemies comin’! Supa’ armour boys! Mareenz!”

A savage grin appeared on Warboss Badfang’s face; he knew that fights against Space Marines were always good scraps.

“Alright, you live ‘dis time!”

“Hooray!”

The little Grot scampered off with its prize, whilst Warboss Badfang began bellowing.

“Boyz! Mareenz is coming!”

Most armies would run in terror at that news, but Warboss Badfang’s personal retinue of Nobz quickly gathered around him. Each one big and nasty enough to lead his own Warband if he wanted to, Badfang’s retinue had chosen to stay close to their leader instead, where they were guaranteed the best armour, weapons, and post-battle loot. Clanking and hissing, thirty of his Nobz were kitted out with the best Mega Armour that teeth could buy.

“Right Boyz! Let’s go gettem! Waaaaaaagh!”

Charging down through the guts of his Mega Gargant, Warboss Badfang didn’t notice as his transport’s freshly raised Power Fields were blasted away, its engines stilled and guns silenced as it came under a new attack.

With a huge war cry, Badfang’s Mega Armoured Warband poured out of the rear of the burning, wrecked Mega Gargant, to find a Space Marine battleforce deployed for battle before them. Several transport aircraft and laser tanks lay half a kilometre away, firing their cannons towards the shattered Gargant. Closer, lots and lots of Space Marines were closing in, guns blazing.

“Waaaaaaagh!”

Warboss Badfang’s Boyz charged the Space Marines. Scores of Boyz and Grotz were shot down during the charge, but most of the Marines’ gunfire bounced off of the Mega Armoured Nobz. Slamming into the Space Marine infantry, the Power Claws and sheer bulk of the Mega Nobz tore into the Astartes squads, chopping apart dozens of Marines.

Warboss Badfang laughed as he killed, enhanced blood flying in all directions. He was shot a few times, but the bullets exploded relatively harmlessly in his muscles and organs; as an Ork, pain was almost unnoticeable, and he knew that he’d heal soon enough if he won the fight.

To his right, three of his Nobz unaccountably shrivelled up and turned to dust, but he ignored the strange occurrence and continued to have fun, cutting apart enemies with his pair of power claws; The Mega Gargants might not have won their fight, but Orkstein’s Mega Armour was working very well indeed!

Warboss Badfang picked up a nearby Space Marine and used his body (soon enough, corpse) to beat five more Marines to death. Most of the Marines were dead now, but so were most of his Boyz; The battle was still evenly balanced!

Through the smoke and chaos of the battlefield, Badfang glimpsed a large mechanical figure moving and slaying, a human Dreadnought!

Bursting through a squad of Marines in a spray of gore, Warboss Badfang roared a challenge to the Dreadnought, and charged headlong towards it. However, he was stopped in his charge as his strength failed him, his skin seeming too tight. He glimpsed a human Wyrdboy beside the Dreadnought, eyes glowing as he used his abilities to steal Badfang’s strength. The Dreadnought spoke in a dead, toneless fashion.

“Die now overlord Sun-Tzork, in the name of the Emperor.”

“Waaaaaaa— wot?”

Weakened by psychic attacks from Inquisitor Gui, Warlord Gobgutz Badfang did not last long in single combat with the Dreadnought containing Marshall Galfridus. The leader of the Ork invasion died a bit confused as to why the Dread-

#### Ork Horde Composition - Third Wall Attack (M40.951)

Infantry -	~300,000
Vehicles -	~9,000
Wheeled/Tracked War Engines -	~130
Stompa Class War Engines -	62
Gargant Class War Engines -	8
Great Gargant Class War Engines -	2
Mega Gargant Class War Engines -	0
Aircraft (Fighters) -	~80

#### Imperial Forces - Third Wall Defence (M40.951)

Infantry -	~500,000
Vehicles -	~2,000
Wheeled/Tracked War Engines -	~320
Ordinatus Majoris class War Engines -	21
Warhound Class Titans -	6
Reaver Class Titans -	1
Warlord Class Titans -	5
Emperor Class Titans -	1
Aircraft (Fighters) -	~80

#### The Battle for the Walls, Hour 6 - 3300951M41

The battle for the Third Wall took another hour before it was finally decided. Having lost their supreme commander, the Orks began to fragment, fighting along tribal lines rather than according to an overall battle plan. Observing these trends, Chapter Master Pedro Kantor of the Crimson Fists used Land Speeders and Assault Marines to strike at areas of the Ork battle lines where warbands displayed banners pledging allegiance to different Warbosses or ideological clans.

Pulled up against each other by the Astartes' cunning attacks, the rival Warbosses, knowing that their overall commander had been slain, began to lose focus on the main battle and in some cases even started fights amongst themselves. The confusion spread by the Space Marines, backed by the return of the Imperator Titan *Riddle of Steel* to the main battle zone, proved decisive. Gradually over the course of the sixth hour, the Xenos' attempts to scale the Third Wall lessened until finally the surviving green skinned aliens, along with their remaining serviceable war engines and Gargants, pulled back behind the Second Wall.

The rebuff was not achieved without loss to the Imperials, however, as the Reaver Titan *Steel Doom* and the Warlord Titans *Deus Machination* and *Towering Steel* were knocked out, in the case of *Deus Machination* with a devastating critical hit to its plasma reactor that killed hundreds of Skitarii infantry caught up in the blast wave.

#### The Days After - 3400951M41—3100953M41

For several days after the initial battle, it seemed as if the Orks would re-group under a new leader and renew their assault. However, following a flank attack by recalled elements of the southern Attilan Rough Riders army, as well as a sustained bombardment from Skitarii and Imperial Navy aircraft formations, the Ork army quit the field and began to withdraw, taking as many of their damaged war engines as they could with them. Whichever Warboss had come to supremacy, it was clear that he regarded a period of recuperation and repairs for his forces as more important than continued attacks against the Third Wall.

The respite was welcome for the Imperial forces. The Crimson Fists had lost almost a hundred Marines killed during the battle, whilst the Black Templars had lost a comparable number of battle brothers. The Skitarii garrison had lost over a quarter of a million infantry.

Still, the relentless Xenos attacks had been finally blunted, just thirty kilometres from Port Omega, and from that moment on, the ultimate fate of the war for Achill-Quag was never in doubt. Within a month, continued reinforcements meant that the Imperial military forces came to outnumber the Orks for the first time, and over the months that followed their new logistical advantage allowed General Arnold of the Imperial Guard to begin new attacks with his forces, slowly pushing back the Orks.

In the years that followed, first Complex 1 was recaptured by the Imperial Guard forces and put back into service processing algae for the good of the Imperium. West of the Phobos Mountains, Complex C was recaptured by the northern Rough Rider army of Attila, followed in the spring of the following year by Complex D.

The xenos fabrication yards around Port Alpha, previously engaged in constructing machines of war, began to turn out spacecraft instead, as hundreds of thousands of Orks sought to leave the planet and find a war that was winnable. Others, the majority, chose to stay, fight, and die on Achill-Quag.

Finally, in a massive engagement involving millions of infantry, Port Alpha was retaken, four years after it had first fallen to the surprise Ork attack. The Skitarii forces of Port Alpha, holed up under siege for the entire war in Port Alpha's Habitation arcology, sallied forth to join the combined Imperial army in a last great attack that crushed the last major Ork forces.

Whilst Achill-Quag would be riven with moderate warfare for generations to come, and could never again be free of the spores that birthed new Orks each year in the wild places beyond Imperial control, the Xenos menace was brought down to a manageable level that the permanent Skitarii garrison on Achill-Quag was capable of dealing with.

Gradually, Imperial armies began to leave the resource world, destined for other wars. The Crimson Fists intervention force and the Black Templars Crusade were first to withdraw, leaving soon after the battle for the walls, once the eventual Imperial victory was clearly secure. Both forces would be instrumental in winning several more wars for the Imperium before the dust had settled on Achill-Quag's last major clash of arms.

The Rough Riders of Attila, both of their armies denuded by years of constant warfare, were disbanded as active military formations and their twenty thousand survivors allowed to settle on Achill-Quag. Attempted Adeptus Mechanicus objections were overridden by a stern command from Inquisitor Lord Bernard Gui, who had regularly visited the war-torn planet during the years following the battle for the walls. The Attilan colonists maintained the traditions of their homeworld, their horses running free over the meadows of Achill-Quag, and in the fullness of time new Rough Rider regiments would be raised by the colonists to fight off-world for the Imperium.

Most of the remaining Imperial Guard infantry regiments, originally intended for the Eastern Tyrannic Wars, were re-formed and distributed to fortress worlds around the Ork Empire of Charadon, destined to fight the greenskins again.

The Legio Destructor Titan detachment repaired as many fallen Titans as they could, and interred the rest in deep

Timeline - The War for Achill-Quag

M41

- 950.1—Ork Invasion. Port Alpha falls
- 950.2—Titan Quattro Legio *Riddle of Steel*, Skitarii & Attilan armies, sent as reinforcements from Accatran.
- 950.6—Convoy harvesting methods adopted to minimise losses of Industrious Engines to Ork attacks.
- 950.7—Complex D falls to Ork attacks.
- 950.75—Reinforcement fleet from Accatran arrives at Achill-Quag Rough Rider armies and Titan Legion forces go on the offensive.
- 950.8—Inquisitor Lord Bernard Gui hears of Achill-Quag's plight, begins sending Imperial Guard reinforcements, requests support from the Crimson Fists & Marshall Galfridus' Crusade Fleet.
- 950.85—Titan forces are pushed back to Complex 1. Complex 1 falls to Ork attacks, followed by general Imperial retreat.
- 951.2—The Omega Council. Inquisitor Lord Bernard Gui arrives on Achill-Quag, Tech Lord Gonvitch I executed for fraudulently re-directing war resources.
- 951.25—Complex 3 is captured and then immediately abandoned by the Ork Warboss Sun-Tzork
- 951.3—The Battle for the Walls. Death of Ork Warlord Gobgutz Badfang.
- 951.4—General Ork retreat to Complex 1.
- 951.8—Ork Warboss Stabber Krewlnob pronounces himself Warlord of Achill-Quag.
- 952.3—Complex 1 is recaptured by Imperial forces. Death of Ork Warlord Stabber Krewlnob.
- 952.5—Ork Warboss Harley Orkison pronounces himself Warlord of Achill-Quag.
- 952.9—Complex C is recaptured by Attilan Rough Riders.
- 953.0—Convoy harvesting methods abandoned in the east of Achill-Quag as the threat level falls.
- 953.3—Complex D is recaptured by Imperial forces.
- 953.5—Ork transport Spacecraft begin leaving Port Alpha at a rate of one per week. Some are intercepted by Imperial blockade, but most escape.
- 953.9—Large portions of the Ork Rok that landed at Port Alpha in 950.1 take off and head for deep space. Space battle involving the Rok and the Adeptus Mechanicus Cruiser *Boundless Devotion* proves inconclusive, and the Rok escapes.
- 954.1—Last Ork Transport Spacecraft leaves Achill-Quag.
- 954.4—Port Alpha is recaptured by Imperial Forces. Presumed death of Ork Warlord Harley Orkison.

Timeline— Selected Events, 950 M41 to 000 M42

M41

- 955—Imperial forces complete their withdrawal from Achill -Quag.
- 956—Blood Axe Kommando forces, in hiding since the end of the war for Achil-Quag, raid Port Alpha, steal a bulk transporter and escape the system.
- 962—Achil-Quag Port Alpha reaches pre-war export levels.
- 965—Heavy Feral Ork attacks on Achill-Quag in the spring and autumn seasons.
- 968—Ork Warboss Sun-Tzork surfaces in an attack on another Adeptus Mechanicus resource planet, Agrii II, 50 light years to the galactic south west.
- 969—Fall of Agrii II to Ork forces.
- 972—Adeptus Mechanicus relief forces sent from Accatran Forgeworld to Agrii II find the planet under the sway of Feral Orks, its technology stripped. Sun-Tzork and his army are nowhere to be found.
- 976—Ork Kroozer *Badfang* arrives in the Achill System, delayed 26 years by strong Warp tides. Its Ork crew are found to be mostly dead of starvation years before its arrival. *Badfang* slips back into the Warp before a full destruction of the ship can be achieved.
- 981—Ork Big Mek Albork Orkstein rumoured to be involved in the destruction of the Ramiles Class Starfort *Tantalus*, 20 light years from Achill-Quag.
- 988—Big Mek Orkstein involved in technology sale to Snagrod, arch-arsonist of the Charadon Empire.
- 989—The War for Rynn's World. The Crimson Fists Chapter is almost annihilated by Orks from the Charadon Empire during the war.
- 992—Ork Warboss Sun-Tzork involved in a major raid on the fortress world Chun IX.
- 995—Inquisitor Lord Bernard Gui faces his nemesis, Ork Warboss Sun-Tzork, in single combat on the ninth moon of Andathus. Tricked, he falls captive to the Orks and is placed in a stasis field atop Sun-Tzork's favourite Gargant, from where he is forced to watch helplessly the deaths of tens of thousands of Imperial soldiers in battles against the Gargant.
- 998—Warboss Sun-Tzork and Ork Big Mek Albork Orkstein meet for the first time during the war for second moon of Andathus.
- 999—Warboss Sun-Tzork and Big Mek Orkstein set out together to participate in the great war for the planet Armageddon.
- M42
- 000—Inquisitor Lord Bernard Gui escapes his captors, and makes his way to Imperial forces, vowing revenge upon his nemesis.



**Above: The Imperial recapture of Complex 1.**

**As the weight of the Imperium's logistical effort began to tell, the Orks were forced to fall back to the site of their second major victory, Outpost 1. Although they held out as long as they could, the massed Imperial Guard assaults eventually wore the Xenos down and the Outpost fell after a thirteen day battle.**

Imperial Guard troopers of the Netean Mechanised Regiments can be seen in the foreground, undertaking a charge against one of the Ork redoubts to the south west of the main Complex. In the near distance, the Imperator Titan *Riddle of Steel* accompanied by the Warhound Titan *Firewolf Beta* can be seen, acting in support of the attack.

In the far distance Complex 1 can be seen. Despite the visible smoke, it was recaptured largely intact.



#### TITANS OF THE ACHILL-QUAG INTERVENTION FORCE

Imperator Titan *Riddle of Steel* -  
Post-war refit period 9 months.

Reaver Titan *Pax Imperator* -  
Destroyed before the west gate during hour 3 of the battle for complex 1  
Wreckage laid to rest on Achill-Quag.

Reaver Titan *Accatran's Wrath* -  
Knocked out behind the second wall in hour 3 of the battle for the walls.  
Recovered and issued with a new Princeps. Post-war refit period 6 months.

Reaver Titan *Steel Doom* -  
Knocked out behind the third wall in hour 6 of the battle for the walls.  
Recovered and issued with a new Princeps. Post-war refit period 7 months.

Reaver Titan *Steel Eye* -  
Destroyed before the west gate during hour 3 of the battle for complex 1  
Wreckage laid to rest on Achill-Quag.

Warhound Titan *Lazer Wolfe* -  
Knocked out whilst holding the third wall in hour 5 of the battle for the walls. Recovered and issued with a new Princeps. Post-war refit period 4 months.

Warhound Titan *Plasmar Wolfe* -  
Knocked out whilst holding the third wall in hour 5 of the battle for the walls. Recovered and issued with a new Princeps. Post-war refit period 5 months.

Warhound Titan *Direwolf* -  
Destroyed south of Mount Janus in hour 4 of the battle for Complex 1  
Wreckage laid to rest on Achill-Quag.

Warhound Titan *Greatwolf* -  
Destroyed south of Mount Janus in hour 4 of the battle for Complex 1  
Wreckage laid to rest on Achill-Quag.

Warhound Titan *Canid Sine* -  
Post-war refit period 1 month.

Warhound Titan *Canid Dexe* -  
Post-war refit period 1 month.

Warlord Titan *Ferrum Incarnadine* -  
Post-war refit period 1 month.

Warlord Titan *Lupus* -  
Destroyed near the slag heap in hour 3 of the battle for Complex 1  
Wreckage laid to rest on Achill-Quag.

Warlord Titan *Ferrus Rex* -  
Knocked out behind the second wall in hour 3 of the battle for the walls.  
Recovered, Princeps repaired. Post-war refit period 12 months.

Warlord Titan *Lord of Light* -  
Post-war refit period 3 months.

Warlord Titan *Deus Machination* -  
Destroyed holding the third wall in hour 6 of the battle for the walls.  
Wreckage laid to rest on Achill-Quag.

Warlord Titan *Towering Steel* -  
Knocked out whilst holding the third wall in hour 6 of the battle for the walls. Recovered and issued with a new Princeps. Post-war refit period 11 months.

Warlord Titan *Watchtower* -  
Knocked out before the second gate in hour 1 of the battle for the walls.  
Recovered and issued with a new Princeps. Post-war refit period 8 months.

Warlord Titan *Custodian* -  
Knocked out whilst holding the third wall in hour 5 of the battle for the walls. Recovered and issued with a new Princeps. Post-war refit period 6 months.

Reaver Titan *Thunder Child* -  
Destroyed before the second gate in hour 4 of the battle for the walls  
Wreckage laid to rest on Achill-Quag.

Warhound Titan *Firewolf Alpha* -  
Post-war refit 1 month.

Warhound Titan *Firewolf Beta* -  
Post-war refit period 2 months.

Warhound Titan *Wolf's Howl* -  
Post-war refit period 1 month.

Warhound Titan *Wolf's Growl* -  
Post-war refit period 1 month.

*The Adeptus Mechanicus tracks campaign losses according to three categories: Dead, Casualty requiring a major refit, and Operational Survivor.*

*According to that system, the war for Achill-Quag ended with fairly typical results for a medium sized campaign of those duration and ferocity.*

*Dead - 7 Titans  
Casualties - 9 Titans  
Operational Survivors - 8 Titans*



### Vulcan Mega bolter

Vulcan Mega bolters are large “bolt” type weapons, which fire caseless solid ammunition from their twin rotary gun barrel clusters at a rate of thousands of rounds a minute.

Essentially based on the standard “bolter” type STC that is used as the personal sidearm of Space Marines and other well-equipped Imperial infantry, the Vulcan Mega bolter has been scaled up to the

very limits of physical practicality. As a result it is an anti-infantry weapon almost without compare, that can suppress infantry in cover, or wipe out infantry formations caught in the open.

As part of the war for Achill-Quag, the Warlord class Titan *Towering Steel* was deployed to the planet, equipped with two Vulcan Mega Bolters on its carapace. During the course of the entire conflict, it is estimated that *Towering Steel's* Mega Bolters accounted for the deaths of around seven thousand Ork infantry, a feat unmatched by many of the full Skitarii and Imperial Guard regiments that fought in the war.

#### VULCAN MEGA BOLTER - LUCIUS PATTERN

Weapon	Range	Firepower	Notes
Vulcan Mega Bolter	45cm	4x AP3+ / AT5+	

Notes: None.



### Plasma Blastgun

The Plasma Blastgun is a heavy anti-armour weapon. Based on ancient STC records, the Plasma Blastgun requires many esoteric components, and unusually efficient cooling mechanisms, without which this temperamental weapon is prone to malfunction or explosive overloads.

Most Forgeworlds lack the arcane knowledge necessary to replicate Plasma technology, and so must make do without such weapons,

however the Forgeworld of Accatran is fortunate in that it possesses enough ancient fabricatory systems that they can still produce weapons of this type.

After each volley of shots, the Plasma Blastgun requires at least fifteen minutes of cooling time, without which the weapon will certainly overload, even if its cooling mechanisms are in full working order. With an such a low rate of fire, shots fired by the Blastgun must be carefully placed lest their powerful effect be wasted.

#### PLASMA BLASTGUN - LUCIUS PATTERN

Weapon	Range	Firepower	Notes
Plasma Blastgun	45cm	2x MW2+	Slow Firing

Notes: The Plasma Blastgun may either fire one shot and still have one shot 'in reserve' for next turn, or fire two shots and not shoot next turn at all.



### Inferno Gun

The Inferno Gun is a relatively simple weapon by the standards of the Adeptus Mechanicus. As a triple-barrelled heavy flame thrower, the Inferno Gun does not boast a particularly long range, but as a close-in weapon for use against infantry it is nonetheless an effective weapon.

The Inferno Gun often finds itself paired with other anti-infantry

weaponry such as the Vulcan Mega Bolter when employed by the Titans of the Adeptus Mechanicus, as the two weapons complement each other well. Whilst the Inferno Gun can reach hostile infantry that has dug into cover, the Vulcan Mega Bolter gives the enemy incentive not to attempt to move into the open!

In sufficient numbers, Inferno Guns can generate enough explosive power to rival or even exceed the destructive effect of a full Imperial Guard artillery company.

#### INFERNO GUN - LUCIUS PATTERN

Weapon	Range	Firepower	Notes
Inferno Gun	30cm	3BP	Ignores Cover

Notes: None



### Turbolaser Destructor

Turbolaser Destructors are, as their name implies, Laser-based weaponry of the same basic STC derivation as the Lasgun or Lascannon weapons carried by Imperial infantry forces across the wide Imperium. Such weapons are reliable, have a high rate of fire, long effective range, and with the onboard Plasma Reactors of the Titans of the Adeptus Mechanicus supplying power directly to the weapons they do not even require periods of recharging.

Turbolasers are effective anti-vehicle weapons, especially when used against targets with light to medium armour. With a comparatively long range, Turbolaser Destructors proved very useful against the Ork armies on Achill-Quag, as the hostile vehicles lacked the range or armour to fight well when faced even with light Scout Titans wielding Turbolaser weaponry.

#### TURBOLASER DESTRUCTOR - LUCIUS PATTERN

Weapon	Range	Firepower	Notes
Turbolaser Destructor	60cm	4x AP5+ / AT3+	

Notes: None



### Apocalypse Missile Launcher

A common weapon in use with Imperial Battle Titans, the Apocalypse Missile Launcher is capable of launching dozens of small missiles over the course of a few seconds in order to lay down a barrage that can damage vehicles and kill infantry with ease.

Each missile launch port on the front of the missile launcher can be reloaded several times during the course of a battle from the

internal ammunition reserves. This allows the Apocalypse Missile Launcher to conduct regular barrage attacks for more than an hour before all of its ammunition stores are exhausted.

Whilst its barrage is not as immediately destructive as that produced by a more powerful "support" class missile, it can continue to undertake attack operations long after other comparable systems have used up all of their ammunition.

APOCALYPSE MISSILE LAUNCHER - LUCIUS PATTERN			
Weapon	Range	Firepower	Notes
Apocalypse Missile Launcher	60cm	3BP	
Notes: None.			



### Support Missile

The term Support Missile covers an array of different super-heavy missile systems which can be fitted to the carapace mounting points on Battle class Titans. Each missile is manufactured according to ancient rites and is individually named by the tech-magos who have toiled

in its construction, according to a list of pre-approved names that was compiled at the dawn of the Imperium. What happens when the list of names reaches its end (predicted to occur in mid M42) is a matter of fierce debate amongst tech theologians. Some advocate for starting the list anew, whilst others insist that the construction of Support Missiles should be ceased, as that part of the Machine God's great work shall have come to an end.

SUPPORT MISSILE - LUCIUS PATTERN			
Weapon	Range	Firepower	Notes
Barrage Warhead	Unlimited	10BP	Disrupt
Deathstrike Warhead	Unlimited	MW2+	Titan-Killer (d6)
Vortex Warhead	Unlimited	3BP	Titan Killer (1), Ignores Cover
Warp Warhead	Unlimited	MW2+	Titan-Killer (d3), Ignores Shields/Power Fields
Notes: Indirect Fire, One Shot. A Support Missile may be fitted with one Warhead, not all four.			



### Corvus Assault Pod

The Corvus Assault Pod is, according to legend, named after an analogous device used in naval battles on ancient Terra in pre-historical times. Used to transport supporting infantry units within a highly protected armoured container, the Pod's passengers can be used by the Titan to support its own attacks, or left behind to hold an important objective whilst the Titan itself moves on to attack further targets.

The initial deployment of Titans by the Legio Destructor to support the war for Achill-Quag did not include any Titans equipped with Corvus Assault Pods, but when Grand Master Thaddeus Wilson arrived with his reinforcements he brought with him the 2nd Assault Squadron, a force of three Reaver Titans each equipped with a Corvus Assault Pod.

Using this force in carefully timed attacks, notably in the recovery of Complex 1 and Complex D, the Titans of the 2nd Assault Squadron were used to undertake several successful assaults directly into

CORVUS ASSAULT POD - LUCIUS PATTERN
Notes: Transport (10 "regular sized" Infantry units, including but not limited to: Skitarii Hypaspists, Imperial Guard Infantry, Space Marine Infantry. Certain units should take up two slots per unit, including but not limited to: Praetorian Combat Servitors, Ogryns, Terminators. <i>Mounted</i> Infantry such as Rough Riders or Space Marine Bikers may not be transported.



### Titan Close Combat Weapon

Close Combat weapons fitted to Battle Titans come in a variety of forms and styles. Whirling chain-blades, crushing hydraulics, short range laser burners, and huge power fists, all achieve a similar effect when brought to bear against enemy forces.

In general Titan close combat weapons achieve their greatest damaging effects when used against hostile war machines, but they can

also be used to good effect against normal armoured vehicles, or even infantry under certain circumstances, albeit at a reduced level of potency.

Many of the Titans deployed to fight in the war for Achill-Quag were equipped with close combat weapons, as the Legio Destructor's standard operational doctrine has a particularly noted emphasis on close engagements for an Imperial Titan legion, as befits their aggressive reputation.

TITAN CLOSE COMBAT WEAPON - LUCIUS PATTERN			
Weapon	Range	Firepower	Notes
Combat Weapon	Base Contact	Assault Weapon	Extra Attacks (+3), Titan Killer (D3)
Notes: None			



### Gatling Blaster

Gatling Blasters are a mainstay of Imperial Battle Titans. The weapon consists of six large calibre cannons, each capable of delivering a shell of similar destructive power to a Leman Russ' Battlecannon. The six gun barrels are mounted on a rotary mechanism that allows barrels to be loaded, fired, and cooled in rapid succession. This method of operation allows the Gatling Blaster to deliver ordinance on target at a comparatively high rate of fire.

Gatling Blasters are not specialised weapons, but are instead useful against a variety of targets.

On Achill-Quag, the Warlord class Titan *Deus Machination* was equipped with two Gatling Blasters, and despite being listed in the rolls of the Mechanicus' order of battle as an anti-infantry configuration Titan, used its capable weapons to destroy at least three Gargant class War Engines during the battle for Complex 1, as well as many smaller War Engines and armoured vehicles.

#### GATTLING BLASTER - LUCIUS PATTERN

Weapon	Range	Firepower	Notes
Gatling Blaster	60cm	4x AP4+ / AT4+	

Notes: None.



### Melta Cannon

Melta-fusion type weapons are common in the Imperium. By using a form of microwave energy, a directed-focus chamber, and a powerful enough source of energy, Melta weapons project short range beams of radiated particles that heat up any atoms caught in their path. This unique type of attack makes Melta weapons especially destructive when used against denser targets, thus Melta weapons are the in-

strument of choice for destroying well armoured targets.

Often used as an infantry squad light support weapon in the form of the "Meltagun", the design is almost infinitely scalable, and it is thus a fairly commonly encountered Titan grade weapon. At this larger scale, so called "Melta Cannons" tear through armoured targets with even greater power than the feared Volcano Cannons, just so long as they can be brought into range.

#### MELTA CANNON - LUCIUS PATTERN

Weapon	Range	Firepower	Notes
Melta Cannon	30cm and (15cm)	MW2+ Small Arms	Titan Killer (D3) Extra Attacks (+1), Titan Killer (D6)

Notes: The Plasma Blastgun may either fire one shot and still have one shot 'in reserve' for next turn, or fire two shots and not shoot next turn at all.



### Laser Blaster

The weapon known as the Laser Blaster is in fact merely a trifecta of Turbolasers, bound tightly together and then wrapped in layers of plasteel and ceramite armour.

As the Turbolaser is a powerful military asset, so too is the Laser Blaster, which provides a concentration of anti-tank firepower almost unrivalled in Imperial service.

As part of the Legio Destructor deployment to Achill-Quag, the Warlord class Titan *Ferrus Rex* mounted a pair of Laser Blasters, and it was estimated to have destroyed upwards of five hundred armoured vehicles during its deployment, as well as at least nineteen war engines of the battlefortress and gargant classes. Its most impressive kill during the war was the Ork Great Gargant *Krump-Zzap!* during hour 3 of the Battle for the Walls; soon after the vast Gargant had destroyed the venerated *Ordinatus Cadia*, *Ferrus Rex* exacted its revenge, destroying the great machine with repeated salvos of laser fire and plasma strikes. Although knocked out of action soon after *Ferrus Rex's* Princeps survived, and was promot-

#### LASER BLASTER - LUCIUS PATTERN

Weapon	Range	Firepower	Notes
Laser Blaster	60cm	6x AP5+ / AT3+	

Notes: None



### Volcano Cannon

The Volcano Cannon is amongst the largest and most powerful of laser cannons wielded by Imperial ground forces. It is capable of piercing the very densest of armoured materials with extreme ease, and only a tiny proportion of armour technologies in the entire galaxy have even a small chance of stopping the shot.

which is a comparably low rate of fire. Because of this, Volcano Cannons are best employed when hunting power shielded targets in tandem with another weapon such as a Laser Blaster, which can be used to strip away the target's protective shielding so that the extremely penetrative strike of the Volcano blast is not wasted in splashing against power shield layers, which might just as easily be knocked out by more conventional weaponry.

The Volcano cannon does have its weaknesses however, chief of

#### VOLCANO CANNON - LUCIUS PATTERN

Weapon	Range	Firepower	Notes
Volcano Cannon	90cm	MW2+	Titan Killer (D3)

Notes: None



### Plasma Destructor

Amongst the largest of Titan grade weaponry, the Plasma destructor is especially suited towards the elimination of heavily armoured targets.

Heavily armoured tank or infantry are rendered powerless by its heavily concentrated pulses of energy.

In addition to its extreme destructive potential, the Plasma Destructor is also typically a very accurate weapon, able to place

shots very carefully even over ranges that would be considered as extreme for most Imperial ordinance.

Some forgeworlds, such as the planet Ryza, equip their Titan Legions almost exclusively with plasma or energy based weaponry, whilst other Legions eschew plasma weaponry as unreliable and difficult to safely manufacture.

#### PLASMA DESTRUCTOR - LUCIUS PATTERN

Weapon	Range	Firepower	Notes
Plasma Destructor	75cm	4x MW2+	Slow Firing

Notes: The Plasma Destructor treats each of its 4 shots as if it were a separate *slow firing* weapon.



### Quake Cannon

The epitome of smoothbore cannon technology, the Quake Cannon is amongst the longest-ranged and most destructive kinetic-explosive weapons

employed by the Imperium, comparable in destructive power to the cannons used on the weapons batteries of Imperial starships. A Titan armed with a single Quake Cannon is a force to be reckoned with before all others, whilst a Titan with two Quake Cannons is a slayer of armies.

Although the explosive detonation of its ultra-heavy cannon shell is ostensibly of more use against infantry than vehicles, such is the concussive force of a Quake shell's explosion that vehicles too are torn apart when struck.

Truly the Quake cannon is an awesome weapon of war, and it is a brave (or foolish) commander who will take to the field knowing that he faces such a terrifying weapon.

#### QUAKE CANNON - LUCIUS PATTERN

Weapon	Range	Firepower	Notes
Quake Cannon	90cm	3BP	Macro Weapon

Notes: None.



#### TITAN LEGION DEPLOYMENTS

The Quattro-Legio deployed to fight in the war for Achill-Quag was considered to be a medium sized deployment. In comparison, a minor deployment would consist of no more than ten Titans, whilst a major deployment of a Hemi-Legio would contain fifty or more Titans. The deployment of a full strength Titan Legion in its entirety is almost unheard of in the annals of the Imperium.

For the Legio Destructor, minor operations can be expected to occur several times each year and last for one to two months. A medium sized deployment might be expected to occur roughly once every five years and to last for several years, whilst a major deployment is generally only called for once each century. Twice during its millennias of existence, the entire Legio Destructor has deployed as once single attack force; one during the Horus Heresy to fight the traitor Titan Legions, and again during M37 to meet an Ork Waaagh! emanating from Charadon.

During the course of the four year war for Achill-Quag, the Legio Destructor also engaged in one other medium and fifteen minor operations, which was regarded as a fairly typical period of operations for the Titan Legion.

The return of the Quattro-Legio dispatched to Achill-Quag was a major event on Accatran Forge-world, as the victorious Titans walked in parade formation from the landing ships to their cathedral hangers, where many of them would spend much of the following year undergoing extensive repairs to bring them back up to full fighting condition, fit for their next deployment.

# Imperial Warhound Scout Titan

Icon <sup>d</sup>

## WARHOUND SCOUT TITAN - LUCIUS PATTERN - MODULAR CONFIGURATION

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Notes: 2 weapon points, both forward arc.

# Imperial Reaver Battle Titan

Icon <sup>d</sup>

## REAVER TITAN - LUCIUS PATTERN - MODULAR CONFIGURATION

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	3+	3+

Notes: 3 weapon points. 2 Arms are forward arc, 1x carapace is fixed forward.

# Imperial Warlord Titan Icon <sup>d</sup>

## WARLORD TITAN - LUCIUS PATTERN - MODULAR CONFIGURATION

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	2+	3+

Notes: 4 weapon points, arms are forward arc, carapace is fixed forwards arc.

# Imperial Emperor Titan Icon <sup>d</sup>

## EMPEROR TITAN - IMPERATOR CONFIGURATION - MARS PATTERN

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Notes: Arms are forwards arc, all other weapons are fixed forwards

## EMPEROR TITAN - WARMONGER CONFIGURATION - MARS PATTERN

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	3+	3+

Notes: Arms are forwards arc, all other weapons are fixed forwards

**DOMINUS ARMoured SIEGE BOMBARD - ZHAO-ARKKAD PATTERN**

Type	Speed	Armour	Close Combat	Firefight
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War Engine	15cm	4+	6+	5+
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Weapon	Range	Firepower	Notes
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2x Heavy Bolters	30cm	AP5+	<i>Ignores Cover, Indirect Fire, Slow Firing</i>
Dominus Bombard	60cm	5BP	

Damage Capacity 2. Critical Hit Effect: The Dominus is destroyed and every unit within 5cm takes a hit on a 6+.

Notes: Reinforced Armour.

**IMPERIAL ROBOT - LUCIUS PATTERN**

Type	Speed	Armour	Close Combat	Firefight
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Armoured Vehicle	15cm	3+	6+	4+
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Weapon	Range	Firepower	Notes
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Robot Lascannon	45cm	AT5+ / AA5+
2x Autocannon	45cm	AP5+ / AT6+

Notes: Walker.

**SHARK ASSAULT BOAT - ZHAO-ARKKAD PATTERN**

Type	Speed	Armour	Close Combat	Firefight
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War Engine, Aircraft	Bomber	6+	—	—
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Weapon	Range	Firepower	Notes
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None	—	—	—
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Damage Capacity 5. Critical Hit Effect: The Shark Assault Boat is destroyed and all aboard are killed. Move the Shark 5D6cm in a random direction. Any units caught underneath the crashing Shark are attacked with a MW3+ attack.

Notes: Transport (Up to six Armoured Vehicles or any number of War Engines totalling six points of damage capacity. Any infantry units transported inside any transported vehicles may also be carried. Titans may not be carried).

**TECH LORD**

Type	Speed	Armour	Close Combat	Firefight
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Character	—	—	—	—
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Weapon	Range	Firepower	Notes
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2x Conversion Beamer	30cm 30cm - 45cm	MW5+ MW3+	<i>Extra Attacks (+1), Macro Weapon</i>
Augmentations	(Base Contact)	Assault Weapons	

Notes: Supreme Commander, Fearless, Invulnerable Save

**SAGETARII**

Type	Speed	Armour	Close Combat	Firefight
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Infantry	15cm	5+	5+	3+
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Weapon	Range	Firepower	Notes
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2x Plasma Cannons	30cm	AP4+ / AT4+	<i>Slow Firing</i>
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Notes: None

## Imperial Icon

### Hypaspists

Hypaspists are the genetically enhanced combat infantry of the Adeptus Mechanicus. The Hypaspists's outlandish, almost barbaric appearance is a deliberate affectation intended to fill the hearts of their enemies with dread.

Hypaspists are generally better equipped than their Imperial Guard counterparts, being issued with high quality carapace armour and potent combat weapons. In the battle for Gryphonne IV, two hundred million Hypaspists were deployed to fight the Tyranid invasion force.

HYPASPISTS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	5+
Weapon	Range	Firepower		Notes
Heavy Bolter	30cm	AP5+		

Notes: None

## Imperial Icon

### Tech Priest

Tech Priests are cool.

TECH PRIEST				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	5+
Weapon	Range	Firepower		Notes
Conversion Beamer	Up to 30cm	MW5+		
	30cm - 45cm	MW3+		
Manipulators	Base Contact	Assault Weapons		Macro-Weapons, Extra Attacks (+1)

Notes: Commander, Leader, Invulnerable Save.

## Imperial Icon

### Forge Knight

The Forge Knights used in support of the Titans deployed to Achil-Quag were a variant on the hull pattern used to make the Paladin class Knight; Normally used to maintain the Titans when on campaign, and to carry out construction-related duties on their home Forgeworld, they were often pressed into military duty as their heavy armour and powerful construction tools made them capable combatants.

daring during the war, as despite their ostensible lack of training they fought with as much persistence and skill as a dedicated military force, scoring several notable victories over the invading Orks in defence of Mechanicus outposts and in support of field operations.

Most Forgeworlds field some variant of Knight, and some specialise in fielding entire armies of these medium sized walkers in a variety of different classes, but more common is the approach taken by the Legio Destructor, with no regular Knight forces and only ad-hoc "Forge Knights" drawn from the logistics divisions on a temporary basis only.

Forge Knight formations distinguished themselves in valour and

FORGE KNIGHT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	4+	5+
Weapon	Range	Firepower		Notes
Arc Lance	30cm	AT4+		
Manipulators	Base Contact	Assault Weapons		Macro-Weapons, Extra Attacks (+1)

Notes: Walker, Reinforced Armour, Invulnerable save, Infiltrator.

**DECIMATOR - ZHAO-ARKKAD PATTERN**

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Decimator Cannon	45cm	3BP	<i>Macro-Weapon, Ignores Cover</i>
2x Twin Reaper Autocannon	30cm	AP3+/AT5+	Left Arc
2x Twin Reaper Autocannon	30cm	AP3+/AT5+	Right Arc

Damage Capacity 3. Critical Hit Effect: The Decimator is destroyed and units within 5cm take a hit on a 6+.  
Notes: Reinforced Armour

**MACHARIUS OMEGA - LUCIUS PATTERN**

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	6+

Weapon	Range	Firepower	Notes
Plasma Blastgun	45cm	2x MW2+	<i>Slow-Firing</i>
2x Heavy Bolters	30cm	AP5+	

Damage Capacity 3. Critical Hit Effect: The Macharius is destroyed and units within 5cm take a hit on a 6+.  
Notes: Reinforced Armour

**CRASSUS ARMoured ASSAULT TRANSPORT - ZHAO-ARKKAD PATTERN**

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	6+	5+

Weapon	Range	Firepower	Notes
4x Heavy Bolters	30cm	AP5+	

Damage Capacity 2. Critical Hit Effect: The Crassus Transport is destroyed. Units aboard may take saving throws to attempt to survive.  
Notes: Reinforced Armour. Transport (6 Hypaspist or Tech Priest units)

**CURTAIN WALLS - ACCATRAN PATTERN**

Type	Length	Armour	Cover Save for Infantry
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Scenery	20cm	4+	4+
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Notes: Reinforced Armour. Blocks Line of Sight for units up to 3cm high. 5 Infantry units may take cover atop each 4cm of Curtain Wall, and may shoot and be shot at from that position. Impassable for Armoured Vehicles and War Engines.

Curtain Walls may be targeted by ranged fire as if they were a unit. In addition, they may be assaulted in an Engagement as if they were a unit. If curtain walls are destroyed, replace them with a ruins terrain piece of the same size.

**PRAETOR LAUNCHER - ZHAO-ARKKAD PATTERN**

Type	Speed	Armour	Close Combat	Firefight
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War Engine	15cm	4+	6+	5+
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Weapon	Range	Firepower	Notes
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2x Heavy Bolters	30cm	AP5+	<i>Indirect Fire, Ignores Cover</i>
Praetor Launcher	120cm <i>and</i>	2BP	
	90cm	AA4+	

Damage Capacity 2. Critical Hit Effect: The Praetor is destroyed and every unit within 5cm takes a hit on a 6+.  
Notes: Reinforced Armour.

**DEFENCE LASER - LUCIUS PATTERN**

Type	Speed	Armour	Close Combat	Firefight
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War Engine	Immobile	5+	-	6+
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Weapon	Range	Firepower	Notes
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Defence Laser	90cm	MW2+ / AA4+	<i>Titan-Killer (D3)</i>
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Damage Capacity 3. Critical Hit Effect: The Defence Laser's energy coils are struck and the resulting explosion destroys the laser, and inflicts an MW5+ attack on every unit within 10cm.

Notes: Reinforced Armour.

# Imperial Icon <sup>T</sup> Ordinatus Minoris

## ORDINATUS MINORIS - CLOSE COMBAT CONFIGURATION

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	3+	6+

Weapon	Range	Firepower	Notes
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2x Mars Heavy Bolter	30cm	AP5+ / AA6+	<i>Extra Attacks (+3), Titan Killer (D3)</i>
Titan Close Combat Weapon	(Base Contact)	Assault Weapons	

**Critical Hit Effect:** The Ordinatus's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 5+.

**Notes:** Damage Capacity 2, 2 Void Shields, Reinforced Armour.

## ORDINATUS MINORIS - TRANSPORT CONFIGURATION

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	6+	5+

Weapon	Range	Firepower	Notes
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2x Mars Heavy Bolter	30cm	AP5+ / AA6+	
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**Critical Hit Effect:** The Ordinatus's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 5+. All units transported aboard must take an armour save or be destroyed.

**Notes:** Damage Capacity 2, 2 Void Shields, Reinforced Armour. Transport (10 from the following list: Hypaspist, Tech Priest, Praetorian Combat Servitors, Rapier Laser Destroyer, Mole Mortar, Imperial Robot - Imperial Robots take up two slots each)

### ORDINATUS MINORIS - ATTACK CONFIGURATION

Type	Speed	Armour	Close Combat	Firefight
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War Engine	10cm	5+	6+	4+
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Weapon	Range	Firepower	Notes
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2x Mars Heavy Bolter	30cm	AP5+ / AA6+	
0-1 Inferno Gun	30cm	3BP	<i>Ignores Cover</i>
0-1 Plasma Blastgun	45cm	2x MW2+	<i>Macro-Weapon, Slow Firing</i>
0-1 Apocalypse Missile Launcher	60cm	3BP	
0-1 Turbolaser Destructor	60cm	4x AP5+ / AT3+	
0-1 Quake Cannon	90cm	3BP	<i>Macro-Weapon</i>

**Critical Hit Effect:** The Ordinatus's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 5+.

**Notes:** Damage Capacity 2, 2 Void Shields, Reinforced Armour.

An Ordinatus Minoris may be armed with a total of one of the 0-1 limited weaponry, not one of each weapon!

Imperial <sup>Ordinatus Majoris</sup>  
Icon <sup>T</sup>

### ORDINATUS MAJORIS ACHIL-QUAG

Type	Speed	Armour	Close Combat	Firefight
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War Engine	10cm	4+	6+	5+
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Weapon	Range	Firepower	Notes
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2x Mars Heavy Bolter	30cm	AP5+ / AA6+	
2x Lascannon	45cm	AT5+	
Nucleonic Bond Disruptor	75cm	6BP	<i>Ignores Cover, Disrupt, Fixed Forwards Macro Weapon, Titan-Killer (D3)</i>

**Critical Hit Effect:** The Ordinatus's plasma reactor explodes in a roiling blast of energy; the war engine is destroyed and all units within 15cm suffer a hit on a 5+.

**Notes:** Damage Capacity 4, 4 Void Shields, Reinforced Armour.

# Ork Glyph

## MEGA DREAD

The Ork "Mega Dreadnought" is a large walking battle machine that appears with relative frequency amongst the hordes of Badfang's Orkish armies. Most often armed with a large battle cannon and a savage claw arm, dedicated fire support and close combat specialist Mega Dreads are not uncommonly encountered.

During the entire war for Achill-Quag, it is estimated that around thirty-five thousand unique Ork Mega Dreads were encountered by the forces of the Imperium, often on many different occasions. Making an exact tally of the Mega Dreads available to the Orkish horde at any one time was an extremely difficult task for Mechanicus Analyticae, as in addition to the usual troubles brought by the fog of war the Mega Dreads were often modified extensively between battles.

MEGA DREAD				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower		Notes
0-2 Big Gun	45cm	AP5+ / AT5+		Macro-Weapon, Extra Attacks (+1)
0-2 Rippa Klaw	(Base Contact)	(Assault Weapon)		
2x Big Shoota	30cm	AP6+ / AT6+		

Notes: Walker, Reinforced Armour. May be armed with 2 Big Guns, 2 Rippa Klaws, or 1 of each weapon.

# Ork Glyph

## KUSTOM STOMPA

The Kustom Stompa is a large war engine, of comparative size to the Supa Stompas found in many Ork Hordes across the galaxy. However it is a somewhat more primitive machine, carrying less sophisticated weaponry, and entirely lacking the power field generators that can protect

Supa Stompas from even the most destructive Titan class weapons.

The empty spaces within the Kustom Stompa's hull comes in useful for the Orks however, as it can be used as a super-heavy transport within which the Orks can hide, before boiling out towards the enemy once their huge transport reaches its destination (Or is destroyed, the Orks gener-

KUSTOM STOMPA				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower		Notes
Supa-Rokkit	90cm	AT4+		Forward Arc
Supa-Kannon	60cm	2BP		Macro Weapon, Forward Arc
Supa-Gattler	45cm	3x AP4+ / AT5+		Slow Firing, Forward Arc
Mega Coppa	(Base Contact)	(Assault Weapon)		Titan Killer (D3), Extra Attacks (+1)

Notes: Damage Capacity 4. Fearless, Walker, Reinforced Armour, Transport (4 From the following list: Boyz, Big Gunz, Kommandos, Nobz. Plus 2 Grot units in addition to other transported units.

# Ork Glyph

## WARKOPTA

Ork Warkoptas are a lightly armoured transport rotorcraft, generally equipped with a pair of light support guns.

After the war for Achill-Quag, the skies had been clear for months, until suddenly Kolonel Sandorks led a massive attack by warbands mounted mostly in Warkoptas. Without warning, they swiftly overran the landing plain at Port Alpha and captured a bulk transport spacecraft.

The war for Achil-Quag saw thousands of Warkoptas constructed by the invading forces. Mostly put into use by Kommando warbands seeking to outflank their opponents, or close with them before they could react.

Hundreds of Warkoptas flew directly into the transport's gaping cargo hold, in a carefully prepared attack that allowed the Orks to take control of the small spacecraft. Within minutes, they had blasted off and were heading out of the Achill system, long before Skitarii forces were able

WARKOPTA				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	6+
Weapon	Range	Firepower		Notes
2x Big Shoota	AP6+ / AT6+			

Notes: Skimmer, Transport (2 from the following list: Boyz, Kommandos, Nobz, plus 1 Grot unit in addition to other units)

# Ork Glyph

## MEGANOBZ

Almost all Orks aspire to one day be the nastiest lump of muscle, armour and guns on two feet in their whole warband (and those that don't want to be that awesome are generally dead).

(weighed down as they are by half a tonne of metal slabs crudely stapled to their flesh), they gain in firepower, close combat abilities, and general survivability.

Only the very richest and toughest Orks can afford to equip themselves in such a manner (not to mention hang on to their gear once it has been constructed), and happily for their enemies, Ork Meganobz are comparably rare.

Such heavily-equipped Orks are known as Mega Armoured Nobz, or "Meganobz" for short. What they lose in speed

MEGANOBZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	4+	3+	4+
Weapon	Range	Firepower		Notes
Big Choppas 3x Big Shootas	(Base Contact) 30cm	Assault Weapons AP6+/AT6+		Extra Attacks (+1), Macro Weapon

Notes: Leader, Reinforced Armour. Counts as two Nobz units for transport purposes.

# Ork Glyph

## MEKBOY STOMPA

Mekboy Stompas are War Engines, of a comparable size to Kustom Stompas. However, as the personal vehicle of a cunning Oddboy, they tend to be armed with a Lifta-

assembling the enemy's destroyed vehicles and re-building them for use by the Ork horde. Lifta-Droppas can also be used in a battlefield role, using their traktor beams to throw enemy vehicles into the air, or tear chunks off of larger war engines.

Droppa, intended to assist in the post-combat tasks of dis-

One of the most dangerous Ork war engine in its class,

MEKBOY STOMPA				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower		Notes
Lifta Droppa	60cm <i>and</i> (Base Contact)	MW3+ Assault Weapons		Titan Killer (D3), Fixed Forwards Arc Extra Attacks (+1), Titan-Killer (D3)
Soopagun	60cm	2BP		Macro Weapon, Fixed Forwards Arc
Gaze of Mork	30cm	MW4+		Titan Killer, Fixed Forwards Arc
Mega Choppa	(Base Contact)	Assault Weapon		Extra Attacks (+1), Titan-Killer (D3)

Notes: Damage Capacity 4. Fearless, Walker, Reinforced Armour, Transport (4 From the following list: Boyz, Big Gunz, Kommandos, Nobz. Plus 2 Grot units in addition to other transported units.

# Ork Glyph

## FLAK GUN

Ork armies often go to war at speed, using vehicles such as Trukks and Battlewagons so as to close with the enemy as fast as possible, and in order to keep up with the main battle lines most of the anti-aircraft guns encountered in Ork armies are mounted on such vehicles.

those warbands it is considered a waste of resources to use so-called "Flak wagons", as in their enthusiasm they would soon outpace the infantry they were meant to be supporting, and so infantry-operated Flakk Guns are not uncommon in some styles of Ork hordes.

A few Ork armies tend to concentrate on using slower, more destructive weaponry and vehicles however, and in

Although they lack in speed, and even in armour, their ability to lie concealed in woods and buildings makes infantry-crewed Flakk Guns an Orkish asset to be feared.

FLAK GUN				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	6+	5+
Weapon	Range	Firepower		Notes
2x Flak Gun	30cm	2x AP6+/AT6+/AA6+		

Notes: Counts as a Big Gun unit for transport purposes.

# Ork Glyph

## ORK MEGA GROT WARBOSS

Of all the Ork Warbosses in the galaxy, as far as the Imperium is aware, amongst the very rarest must certainly be those who name themselves Mega Grot Warbosses.

In taking command of a horde of the diminutive greenskins known as Grots or Gretchin, such Warbosses do not possess the kind of raw combat power that is so easily wielded by most Ork leaders, but instead must rely on sheer weight in numbers to win their battles.

On Achill-Quag, the Warboss known as Sun-Tzork intentionally took control of as many Grots as he could lay his hands on, in order to undertake attacks that required the two attributes that Grots have in great numbers : Sneakyness, and overwhelming numbers!

Sun-Tzork was one of the few senior Ork Warbosses who escaped Achill-Quag at the end of the war, and he continues to elude Imperial termination, despite the efforts of his nemesis Inquisitor Lord Bernard Gui.

ORK MEGA GROT WARBOSS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower		Notes
Big Shoota	30cm	AP6+/AT6+		

Notes: Supreme Commander. Counts as an Ork unit for the purposes of using the Grots' Blast Markers rule.

# Ork Glyph

## GROTZ

In most Ork armies, Grots are viewed as a rather useless underclass, shoved to the front of battle lines in order to distract the enemy, giving the real Ork fighters enough time to charge and get stuck in to the business of bashing their enemies in the face with large weapons. Such a use of Grots tends to see them herded into battle without organisation, planning, or care.

However, some Orkoid armies are actually composed mostly of these gibbering little creatures, and in such hordes they tend to separate out along tactical lines into two distinct types of "squad" (if such a formal term of organisation can be said to apply to the unruly Grotlings): The "Gunnerz" and the "Stabberz".

As is implied by their name, Grot Gunnerz are groups of the diminutive greenskins that have managed to obtain a supply of (fairly) reliable firearms. Through weight in numbers rather than accuracy, such groupings of Grots can pre-

sent a moderate level of danger to the unwary foe, to the extent that small groups have been known to take on squads of Imperial Guardsmen in a firefight with a moderate chance of winning. Encumbered as they are by extra guns and ammunition, Grot Gunnerz are slightly slower than most foot troops tend to be, at least in part because they have a tendency to stop and squabble over who owns which weapon every few minutes.

Just as all Orks look down upon Grots as inferior and view their lives as largely worthless (morally, if not tactically), so to do all Grot Gunnerz look down upon their less fortunate brethren, the Grot Stabberz. Within Ork society, Grot Stabberz are the basest of skum, the menial drudges that serve their overlords hand and foot, all for the crime of having been born small, weak, and without the feral cunning to steal themselves a gun. The downtrodden Grot Stabberz are thus amongst the angriest of all greenskins, and at close quarters will unleash frenzied attacks that surprise foes with their ferocity and persistence.

GROT GUNNERZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	7+	5+
Weapon	Range	Firepower		Notes
Shootas Feeble Little Fists	(15cm) (Base Contact)	Small Arms Assault Weapons		

Notes: Formations that include at least one Ork unit don't receive Blast Markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.

GROT STABBERZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	5+	7+
Weapon	Range	Firepower		Notes
Chippas Scavenged Pistolz	(Base Contact) (15cm)	Assault Weapons Small Arms		

Notes: Formations that include at least one Ork unit don't receive Blast Markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.

# Ork Glyph

## GROT BOMB LAUNCHER

Grots are not renowned as the cleverest of life forms in the galaxy, and often their spark of intelligence burns so low that they are not really self-aware in the sense that a human would understand.

Still, this fact tends to be useful when a battle occurs, as the dimmest of Grots are strapped onto explosive rockets known as Grot Bombs by slightly cleverer Grots, and are then told that if they steer their rocket into an enemy for-

mation they'll never have to do menial chores ever again, and are then launched into the sky on a column of fire and smoke.

Enthusiastic about their newfound calling, and energised by the sensation of flying at hundreds of miles per hour, Grot Bomb pilots tend to be surprisingly accurate, diving their temporary steeds down to explode amongst hostile armies with glee in their eyes.

Generally towed into range before firing on the back of small buggies or trucks, Grot Bombs are effective weapons

GROT BOMB LAUNCHER				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	25cm	None	9+	9+
Weapon	Range	Firepower		Notes
Grot Bomb	45cm	AP4+ / AT6+		One Shot

Notes: None.

# Ork Glyph

## GROT TANK

Just as with their larger cousins the Orks, sometimes an individual Grot will develop naturally to be smarter or more able than their compatriots in some manner, and so become a Grot Oddboy. Such Grots normally find themselves seeking to be of service to an Ork who feels a similar calling, and so a technically minded Grot Oddboy will seek out an Ork Mekboy to work for, whilst a psychically-sensitive Grot will search for an Ork Wyrdboy to hang

around with, and so on.

However, sometimes, if a Grot is particularly independent in spirit, or if there are no suitable Ork masters around, a Grot Oddboy will simply set himself up as a specialist in Ork society and get on with his chosen job as best he can manage. And so, whilst Ork Mekboys will construct gun-wagons and trucks to assist their armies, Grot Mekboys will construct more modest creations such as Grot Tanks.

Mechanically unpredictable, and often as dangerous to crew as they are to fight against, Grot Tanks are amongst the

GROT TANK				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	SPECIAL	5+	6+	5+
Weapon	Range	Firepower		Notes
Twin Big Shoota	30cm	AP5+/AT6+		

Notes: For speed, Roll 4D6 after activating or being broken, all Grot Tanks & Mega Grot Tanks in a formation will move at that speed in centimetres for the subsequent action.

# Ork Glyph

## GROT MEGA TANK

When an Ork Mekboy has really grand dreams, he may become an Ork Big Mek, and build a Gargant, a vast war engine that is feared by all that perceive it. The very smartest of Ork Big Meks, a couple of times in their lives, may just manage to construct a Mega Gargant, a truly behemothic engine of war that destroys all that seek to stand before it.

Concurrently, the very smartest of Grot Big Meks, those with truly unmatched levels of intellectual brilliance, may just about manage to build a Grot Mega Tank, a vehicle that is roughly equivalent to an Ork Battlewagon, with a few extra guns stuck on the side.

Grot Mega Tanks are feared by the weak, the craven, and the foolish, and just like the lesser Grot Tanks they have a strong propensity towards sudden mechanical failures that

GROT MEGA TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	SPECIAL	5+	6+	4+
Weapon	Range	Firepower		Notes
2x Twin Big Shoota	30cm	AP5+/AT6+		
3x Big Shoota	30cm	AP6+/AT6+		

Notes: For speed, Roll 4D6 after activating or being broken, all Grot Tanks & Mega Grot Tanks in a formation will move at that speed in centimetres for the subsequent action.

# Ork Glyph

## MEKBOY BAD ORK BIKERBOY

The leaders of Ork Speed Freak tribes are known as Bad Ork Bikerboyz, a term of honour to a Speed Freak and an insult to any other right thinking Ork.

Mekboy Bad Ork Bikerboyz are a disruptive influence on Ork society, as they construct hundreds of bikes and other fast vehicles, encouraging those Boyz drawn into their orbit to race back and forth through the encampment at all hours of the day and night.

This behaviour often leads to their banishment from less speed-obsessed camps.

On Achill-Quag, the most powerful resident Mekboy Bikerboy was known as Harley Orkison, and after the death of two other Warlords his tribe eventually grew to be the most powerful on the planet, allowing the speed-obsessed Mekboy to take command over all the Orks on the entire planet. It is thought that Harley Orkison probably died during the recapture of Port Alpha, however there are some reports that instead indicate that the mad Mekboy was seen to trigger a new engine on his kustomised bike during the final battle, and accelerated so fast that he actually disappeared

MEKBOY BAD ORK BIKERBOY				
Type	Speed	Armour	Close Combat	Firefight
Infantry	40cm	5+	4+	5+
Weapon	Range	Firepower		Notes
Sawn-off Kustom Blaster	15cm (15cm) (Base Contact)	MW5+ and Small Arms Assault Weapons		Macro Weapon, Extra Attacks (+1) Macro Weapon, Extra Attacks (+1)
Choppa Blades				
Notes: Supreme Commander, Invulnerable Save, Supreme Commander.				

# Ork Glyph

## ORK WARBIKER NOBZ

The biggest and nastiest Orks invariably rise to the top in greenskin society, becoming known as Nobz as they do so. This rise to the upper echelons of power seems partly genetically pre-determined, but also partly hormonally driven; an Ork who wins a few fights will tend to grow a bit bigger, and an Ork who wins many battles will find his body inflating (just as his ego does too) until he becomes a Nob.

Nobz do not tend to forget their past however, and if their favoured method of transport into battle as a humble Ork Boy was on a bike, then when they become a Nob they will not abandon their affection, but will instead simply find the nearest Mekboy and pay him (or threaten to punch him in the face) to renovate their bike into a new form that is big enough to support their increased bulk.

In battle, Biker Nobz lead Biker Warbands, just as Nobz on foot lead infantry Warbands.

ORK WARBIKER NOBZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	5+
Weapon	Range	Firepower		Notes
2x Big Shootas Big Choppas	30cm (Base Contact)	AP6+/AT6+ Assault Weapons		Extra Attacks (+1)
Notes: Mounted, Leader.				

# Ork Glyph

## MEKBOY SPEEDSTA

Once a Speed Freak Mekboy has completed his tasks for his Warboss for the day, he may find time to tinker with his own creations. As well as fulfilling the necessary traits of a Speed Freak vehicle (very noisy, and very fast), a Mekboy's personal transport (often affectionately known as a "Speedsta") will have been upgraded with extra weaponry and equipment not generally available to the rest of the warband.

Several layers of protective power fields may wrap such vehicles in a shimmering bubble, preventing attacks from hitting the vehicle and allowing the Mekboy builder to charge along at the head of the Speed Freak army, a proud engineer able to see his creations crush and kill the enemy at first hand.

In order to join in with the action, Speed Freak Mekboys will also equip their personal vehicles with powerful laser cannons, small lifta droppers, Shokk attack guns, or even the esoteric "bubble chukkas", but in most cases the result to the affected enemy will be the same - a devastating at-

MEKBOY SPEEDSTA				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower		Notes
Kustom Kannon	45cm	MW4+		
Notes: D3 Power Fields.				

# Ork Glyph

## TRUKK

Trukks are the most basic of Orkish transport vehicles. Little more than an engine bolted to a chassis, plus some form of wheels or caterpillar treads, Trukks are lightweight enough to be a very fast method of transport. The lack of armour on such vehicles does not concern their Ork passengers at all, as it simply means that they can feel the wind whistling past their ears, and hear the roar of the Trukk's ill-maintained engine as it belches oily smoke as it strains itself well beyond sensible revolution limits.

Many thousands of Trukks were encountered on Achill-Quag during the Orkish invasion of the planet, and the Speed Freek warbands they most often transported were a force to be feared, if not for their individual destructive capacity then for their ability to deposit hundreds of ferocious Orks at a time directly into the heart of Imperial formations.

Luckily for Imperial commanders, they were often forewarned of the approach of Speed Freek armies to some degree, as the clouds of pollution that hung above such armies when on the move showed as a signal in the sky to

TRUKK				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	6+
Weapon	Range		Firepower	Notes
None	—		—	—

Notes: *Transport (1 from the following: Boyz, Nobz, Grots, Big Gunz - Units other than big gunz may shoot while being*

# Ork Glyph

## LOBBA

The weapons that Orks call Lobbas include various looted or Mekboy-created field guns, and in most cases they are technically capable of indirect fire.

Orks, of course, do not see the point in firing at anything that you cannot see explode with your own eyes, and Ork Meks will ensure that any gun under their command is always aimed straight at the target.

During the war for Achill-Quag, Lobbas were used extensively by the Blood Axe commando armies that often prowled the southern flanks of the front line. Indeed, often the first sign that an Imperial outpost or convoy was under attack by a Blood Axe warband was not the more typical distant cry of "WAAAAARGH!" followed by a ten minute charge into range, but volleys of fire from Big Gun and Lobba formations, followed by a combined arms assault by stealthy Commando squads.

The one main weakness of the Lobba is its lack of range, which was exploited many times by Imperial artillery forc-

LOBBA				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	6+	6+
Weapon	Range		Firepower	Notes
Lobba	45cm		1BP	

Notes: *Counts-as a Big Gun for transport purposes.*

# Ork Glyph

## BIG WAGON

Big Wagonz are looted tanks that have substantial size and firepower. Frequently they are converted with additional stowage and handholds for Orks to 'hitch a ride' during battles.

The war for Achill-Quag saw the Blood Axe clans capturing

and converting many hundreds of Big Wagons from the shattered wrecks of Baneblades, Shadowswords, Ordinatus Minoris class war engines, and other assorted large vehicles.

After the war was over around five percent of the captured vehicles were salvaged by the Imperial forces and eventually put back into service by the Imperium. As the years passed, crude kill marks scored into gun barrels by the

BIG WAGON				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	5+	4+
Weapon	Range		Firepower	Notes
3x Big Gunz	45cm		AP5+/AT5+	

Notes: *Reinforced Armour, Transport (1 from the following: Grots, Boyz, Kommandos, Nobz, Big Gunz. May carrying one Grot unit in addition to other units).*

## Ork Glyph

### LOBBAWAGON

Blood axe Orks call their various self-propelled artillery pieces Lobbawagonz.

As with the infantry-hauled Lobbaz, Orks want to see their effect on the battlefield at first hand, and the Meks that build or convert Lobbawagonz ensure that their cannons are restricted to direct fire methods of operation only.

On Achill-Quag, production facilities were mostly con-

trolled by Goff and Speed Freek aligned warbands, neither of which tend to have an affinity for the kind of warfare favoured by Blood Axes, and so most of the Lobbawagons encountered during the war were not originally constructed by the greenskin forces (or their thousands of slaves toiling in the shadow of Port Alpha), but were instead captured artillery pieces such as Griffons and Basilisks.

Put back into service by the cunning Meks of the Blood Axe clans in their thousands, Lobbawagons came to present an ever-present threat to those Imperial forces that were ordered into areas where Blood Axe warbands were known to

LOBBAWAGON				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	6+	6+	6+
Weapon	Range	Firepower		Notes
Lobba	45cm	1BP		

Notes: *None.*

## Ork Glyph

### MEGA WARKOPTA

Many Kommando warbands across the galaxy make use of Deff Kopta attack craft and Warkopta transports, but only the largest and most capable of Blood Axe clan armies

will begin to construct so-called "Mega" class Warkoptas.

Similar in size and purpose to a Battlefortress, the Mega Warkoptas are noisy enough in operation that their imminent attacks cannot be concealed, but the Orks aboard actually enjoy and enhance the loud noise of their vehicle, adding war horns and extra big shootas to its sides.

More than one hundred distinct Mega Warkoptas were identified during the war for Achill-Quag.

MEGA WARKOPTA				
Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	4+	5+	4+
Weapon	Range	Firepower		Notes
3x Twin Big Shootas	30cm	AP5+/AT6+		
Big Gun	45cm	AP5+/AT5+		

Notes: *Damage Capacity 3. Skimmer, Transport (6 from the following: Boyz, Kommandos, Nobz, Grotz, 0-1 Big Gun. May carry 4 Grotz in addition to other units).*  
*Critical Hit Effect: The Mega Warkopta is destroyed and crashes, killing all aboard.*

## Ork Glyph

### DROP KAN

Similar in concept to the Drop Pods used by the Adeptus Astartes of the Imperium, the Orks of the Blood Axe clan use various armoured containers to allow them to transit

from orbit down to battlefields on planets below.

Methods for surviving atmospheric entry vary from late opening parachutes, to retro rokkits, to simply packing in grots as shock absorbing padding.

Unlike the Space Marines, the Orks generally do not mount automatic weaponry on their Drop Kans in an analogue to the Deathstorm Drop Pods of the Imperium, as the Orks would rather cause death and destruction themselves once they arrive on the planet, rather than a machine to do that for them ; Orks live not just to see their enemies dead, but to kill their enemies themselves, and an Ork would rather lose a battle that they were personally involved in, rather than win a battle by watching blips on computer screens disappear.

DROP KAN				
Type	Speed	Armour	Close Combat	Firefight
Drop Pod	n/a	n/a	n/a	n/a

Notes: *Planetfall, Transport (One formation that includes only: Nobz, Boyz, Grotz, Stormboyz, Kommandos, Killa Kanz, or Dreadnoughts). Any troops carried in the Drop Kan must disembark within 5cm of the Drop Kan or within 5cm of another unit from the same formation, and all units must disembark within 15cm of the Drop Kan.*  
*Once the Drop Kan has disembarked its passengers, it is removed from play without generating a Blast Marker.*

# Ork Glyph

## MEKBOY BIG BOSS

Mekboys will become bigger, badder and more heavily armed with Kustom shooty bitz than the others around them. These Mekboy Big Bosses are the leaders that Orkstein turns to in order to keep his vast engines of war in serviceable order when the Gargant armies are on the march.

Even Mekboys, who might be presumed to be more intelligent than the average green-skin, aren't immune from the basic rules of Ork society, and eventually some

Twelve different Ork Big Bosses other than Albork Orkstein were identified by the Imperium during the war for Achill-Quag, of whom seven were confirmed as killed either during the course of battlefield operations, or by targeted Xenocide operations by Inquisitor Lord Gui and his Black Templars strike force.

A strong inner cadre of Mekboy Bosses definitely survived the war however, and in the future they were often identified as taking part in further actions by led by Big Mek Orkstein, or sometimes were spotted as leading their own mod-

MEKBOY BIG BOSS				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Big 'Ammer Kustom Shoota	(Base Contact) (15cm)	Assault Weapon Small Arms	Macro Weapon, Extra Attacks (+1) Macro Weapon, Extra Attacks (+1)	

Notes: *Supreme Commander*

# Ork Glyph

## DROP ROK

Nothing frustrates the Orkish mentality as much as the sneaky "tacticin" of Imperial armies; In close consultation with his advisors Orkstein determined that the best solution to the tactical flexibility of Imperial forces was to drop big rocks on them.

And so the Drop Rok was born. Aided with the most rudimentary of braking systems and guidance retro rockets the Drop Rok is filled with troops, and then sent hurtling towards the battlefield. Once near its target massive rockets (sometimes) fire to halt the Drop Rok's descent and allow the troops to disembark, and it was Drop Rok assaults that allowed the Ork armies to capture the first defensive wall in the *Battle for the Walls* during the war for the planet Achill-Quag.

DROP ROK				
Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	5+	6+	5+
Weapon	Range	Firepower	Notes	
2x Twin Big Shoota	30cm	AP5+/AT6+		
2x Big Gun	45cm	AP5+/AT5+		

Notes: *Damage Capacity 3, Reinforced Armour, Self-Planetfall, Transport (20 Ork Infantry units plus 8 Grot units. Dreadnoughts and Light Vehicles may be carried but take up 2 Infantry slots each—Killa Kans only take up 1 Infantry slot each) Critical Hit Effect: Roll a dice. On a 1 the Drop Rock is destroyed, on a 2-4 the Drop Rok suffers an extra point of damage.*

# Ork Glyph

## MEGA GARGANT

Gargants come on all shapes and sizes, from the relatively small Slasha Gargants all the way up to the very largest totems of Ork warfare, the

Mega Gargants. Less heavily armoured than most types of Ork war engine, Mega Gargants sacrifice protection for extreme levels of offensive firepower that can shatter whole armies with ease. Three Mega Gargants were encountered during the war for Achill-Quag, and none were destroyed

MEGA GARGANT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
2x Grot Mega Missile	Unlimited	MW3+	Titan-Killer (D3), One Shot, Indirect Fire, Fxd	
Mega Kannon	75cm	2BP	Fwd	
2x Supa Zzap Gun	60cm	MW3+	Macro Weapon, 2BP	
Soopazgunz	60cm	8BP	Titan-Killer (D3), Fixed Forward	
2x Wyrdboy Towers	45cm	AA5+	8BP, Macro Weapon, Fixed Forward	
Gaze of Mork	30cm	MW4+	Macro Weapon	
2x Kombat Arms	(Base Contact)	Assault Weapons	Titan Killer, Fixed Forward	

*Damage Capacity 16, D6+6 Power Fields. Critical Hit Effect: The Gargant catches fire. Roll a D6 for each fire burning on the Gargant in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.*

Notes: *Walker, Fearless. Transport:(32 Ork Infantry Units).*

## Imperial INQUISITOR LORD BERNARD GUI

### Icon

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.

### 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*

#### INQUISITOR LORD BERNARD GUI (and retinue)

Type	Speed	Armour	Close Combat	Firefight
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Infantry	15cm	6+	6+	4+
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Weapon	Range	Firepower	Notes
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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.

### 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.

#### WARLORD GOBGUTZ BADFANG

Type	Speed	Armour	Close Combat	Firefight
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Infantry	10cm	4+	3+	4+
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Weapon	Range	Firepower	Notes
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Shootas	(15cm)	Small Arms	
Big Choppas	(Base Contact)	Assault Weapons	Extra Attacks (+2), Macro Weapon
3x Big Shootas	30cm	AP6+ / AT6+	

Notes: 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.

### 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.*

#### MAD MEK ALBORK ORKSTEIN

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

## ORK ARMY LISTS

The Ork Army lists contained in the following pages allow players to build and use armies that reflect the most prominent Ork war hordes that fought in the war for Achill-Quag.

### *Gobgutz Badfang's Stompy Onslaught*

This list represents the army of Warlord Badfang, and reflects his preference for walking machines of all shapes and sizes, as well as his wealth and power that allowed the Nobz in his army to obtain "Mega Armour".

### *Sun-Tzork's Grotling Waaaaaagh!*

This list allows you to use the Grotling army of Warboss Sun-Tzork, the cunning Xenos strategist who out-flanked the Imperium at Complex 3 by using such unheard of tactics as "moving quickly" and "not shooting at everything in sight".

### *Harley Orkison's Speed Freaks*

This list represents the army of Harley Orkison, the Ork Warboss who was amongst the first to rise to prominence in the war for Achill-Quag, at the head of his speed-obsessed horde. Orkison was the first Warboss to destroy and strip an Industrious Engine, was involved in more battles than any other Ork leader, and was the last Warlord of Achill-Quag.

### *Kolonel Sandorks' Blood Axe Tribe*

This list allows you to play the army of Kolonel Sandorks, an Ork Warboss who was involved in most of the major battles of the war for Achill-Quag, but managed to avoid the attention of Inquisitor Lord Bernard Gui's Xenocide assassination task force. After the end of the war, Sandork's Blood Axes went into hiding, until they suddenly raided Port Alpha, stole a bulk transport, and escaped the system.

### *Albork Orkstein's Gargant Bigmob*

This list represents the army led by Albork Orkstein, the mad mekkanik whose creations allowed Warlord Badfang to first invade and then almost capture the planet Achill-Quag. His obsession with making every gun and war machine as large as he possibly could led to the creation of many Gargants and Great Gargants, and even some Mega Gargants, great totemic war engines that are not normally encountered outside of the very largest war zones.

## How To Use The Army Lists

The army list pages include the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size.

Extra Units: An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

## Mob Rule

Orks believe that as long as there's a bunch of them fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units (ie too many to count on the fingers of one hand) not including Grotz or Big Gunz units, receive a +1 modifier to any rally rolls that they make, and formations with more than 10 such units receive a +2 modifier.

For the purposes of this rule war engines count each point of starting damage capacity as a unit.

## Power of the Waaargh!

Orks are not noted for their organisational abilities, and thus will usually have a pretty low initiative rating. However, if there is one thing that will galvanize an Ork warband, it's the thought of a good punch-up!

Because of this, Ork formations that are attempting to take engage or double actions receive a +2 modifier to their action test roll.

Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions.

## Ork Warlord

Most Ork armies must include a Supreme Commander character called a Warlord. The Warlord character is free; you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants then the Warlord will join a Nob or Gargant unit.

The following army lists do not use this rule:

*Sun-Tzork's Grotling Waaagh!*  
*Harley Orkison's Speed Freaks*

## Powerfields

Some Ork war engines are protected by banks of power fields. The number each war engine has is noted on its datasheet. Power fields work in exactly the same manner as Imperial Void Shields (see the EPIC Armageddon rulebook, page 102, section 5.4.1), with the sole exception that they may not be repaired once they have been knocked down by a hit, and will instead remain down for the remainder of the

## War Engine Transports

Ork War Engine Transports other than Aircraft may only transport units from the formations they are part of (ie, the rules for War Engine transports do not apply to them when using these army lists).

An exception to this rule is Ork Drop Rokks, which use the normal War Engine transport rules instead.

## Gobgutz Badfang's Stompy Onslaught

Badfang's army has a strategy rating of 3. All Ork formations have an initiative rating of 3+.

A maximum of one third of the points available to the army may be spent on Gargants, Aircraft and Spacecraft.

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
Warband	Two Meganobz and six Boyz and two Grotz	200	350	500	Any number of the following for 25pts each: Boyz unit (and one free Grotz unit), Big Gunz, Killa Kan, Flak Gunz.  Any number of Dreadnoughts for +35pts each: Any number of Mega Dreads for +50pts each. 0-2 Meganobz for +35pts each. 0-1 Oddboy for 50pts ( <i>may be added to Mega Dreads</i> ) Any number of Kustom Stompas for +150pts each. Any number of Mekboy Stompas for +250pts each.
Stormboy Warhorde	Six Stormboyz units	150	250	—	None
Kommando Warband	Six Kommando units and three Warkoptas	225	375	500	Any number of Deth Koptas for +35pts each.
Mekboy Gunzmob	Five units from: Big Gunz, Flak Gunz	125	225	325	Any number of the following for +25pts each: Big Gunz, Flak Gunz.  0-1 Meganobz unit for +35pts Any number of Kustom Stompas for +150pts each. 0-1 Oddboy for +50pts
Mekboy Dreadzmob	Four Dreadnoughts and four Killa Kans  <b>OR</b> Four Mega Dreads	225	400	575	Any number of the following for +25pts each: Killa Kans, Flak Gunz, Big Gunz.  Any number of Dreadnoughts for +35pts each: Any number of Mega Dreads for +50pts each. 0-1 Oddboy for +50pts ( <i>may be added to Mega Dreads</i> )
Fighta Sqwadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers for +50pts each
Bommer	One Ork Bommer	150	—	—	None
Krooza	One Killkrooza	150	n/a	n/a	May be upgraded to a Battlekrooza for +50pts
Gargant	One Gargant	650	—	—	None
Great Gargant	One Great Gargant	850	—	—	None



# Sun-Tzork's Grotling Waaaaaagh!

Sun-Tzork's Grotling Waaaaaagh! has a strategy rating of D6 (Randomise each time Strategy Ratings are checked! ).

All formations have an initiative rating of 3+.

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
<b>0-1 Da Boss' Warband</b>	One Ork Mega Grot Warboss, six Grot Gunnaz, six Grot Stabberz.	275	—	—	Add any number of the following for +15 pts each: Grot Gunnerz Grot Stabberz  Up to one Wyrdboy for +50 pts
<b>Grotling Warband</b>	One Ork Boyz, six Grot Gunnaz, six Grot Stabberz.	175	325	475	Add any number of the following for 15 pts each: Grot Gunnerz Grot Stabberz  Up to one Wyrdboy for +50 pts
<b>Soopagunz Mob</b>	Five Big Gunz	125	225	325	Up to one Oddboy for +50 pts Up to one Wyrdboy for +50 pts
<b>Grot Launchers</b>	Five Grot Bomb Launchers	125	225	325	None
<b>Grot Tank Mob</b>	Eight Grot Tanks	150	250	350	Add any number of Mega Grot Tanks for +50 pts each
<b>Gargant Mob</b>	Four Dreadnoughts and four Killa Kans	225	400	525	Up to one Mega Dreadnought for +50 pts
<b>Great Gargant Mob</b>	Four Mega Dreads	225	400	525	Any number of Killa Kans for +25pts each.  Any number of the following for +35pts each: Dreadnought  Any number of Mega Dreads for +50pts each.  0-1 Oddboy for 50pts ( <i>may be added to Mega Dreads</i> )
<b>Mega Gargant Mob</b>	One Kustom Stompa	250	—	—	None

## The epic tale of Sun-Tzork!

Sun-Tzork was a hopeless case, or so his tribe commonly believed; Instead of finding the biggest, noisiest, fastest, *Orki-est* method of helping to fight neighbouring tribes like any normal Greenskin, Sun-Tzork pursued a different *'est'*...

Sun-Tzork was obsessed with being *'Da smartest'*.

For years, while his Tribe lost battle after battle, Sun-Tzork worked on a tactical opus of unsurpassed greatness which he named *'Da Smart of Waaa!'*. Within its unevenly folded pages, Sun-Tzork constructed a foolproof method of making war just as all-encompassing (In its own Orky way) as the Codex Astartes of the Imperium of Man. It was eventually completed not a moment too soon.

Defeated a final time in battle, most of the Warbands of Sun-Tzork's tribe lay down their gunz and swore to fight for their conqueror, Warboss Freeteef (*so named because he was so rich, for every tooth his enemies had, he had three times as many, all kept in an huge pile which he used to cower his enemies!*). Those Boyz who demanded Warboss Freeteef prove himself a final time before they would serve him trickled home to their village to make their last stand, where they were met by the determined Sun-Tzork.

Quickly taking control of the depleted Warbands in the usual manner observed amongst Orks (*big fists and a loud voice*), Sun-Tzork efficiently split up his Tribe's few remaining Boyz and placed them in charge of huge bands of Grots (*the Tribe's one resource which remained in plentiful supply*), as dictated by his tactical manual. Scraping together a selection of slower Dreadnoughts and Stompas which had been left behind by the Tribe on its ill-fated last attack, Sun-Tzork rallied his troops and marched to war.

Soon, Warboss Freeteef's army arrived to face the depleted tribe, and Sun-Tzork's first battle as a Warboss began. Over the following fifty-eight hours, endless waves of Grots (*herded into battle by confused Ork Boyz handlers*) assaulted Warboss Freeteef's army; thousands were cut down as they charged, but thousands more hopped and giggled their way towards the fighting. All the while the Shokk Attack units of the Big Gunz formations teleported scores more Grots and Snotlings directly into the heart of Warboss Freeteef's army.

When the insane din of the battle finally died down, Sun-Tzork found himself victorious, his precious *'Da Smart of Waa!'* vindicated at last with the ultimate tribute; Warboss Freeteef laid down his guns and swore to fight for the military genius who had defeated his grand tribe.

Within months, Sun-Tzork ruled a large section of the continent, and within three years he came to the notice of the supreme ruler of his planet, Ork Warlord Gobgutz Badfang, who demanded he join in on the attack against the 'Mek Planet' Achill-Quag. Sun-Tzork never forgot his surprise use of Grots during his first battle as Warboss, or his *'Da Smart of Waa!'*; and he was to use both many times during his long and successful career as a Warboss.

## Harley Orkison's Speed Freaks Clan

Orkison's army has a strategy rating of 3. All Ork formations have an initiative rating of 3+. A maximum of one third of the points available to the army may be spent on Aircraft and Spacecraft.

TYPE	CORE UNITS	NORMAL	BIG	UPGRADE	EXTRAS
Speed Freak Warband	One Nobz, three Boyz, and four Trukks.  Plus any four of the following units: Buggies, Warbikes, Skorchas.	200	375	550	Any number of the following for 25pts each: Boyz unit (and one free Trukk), Buggies, Stormboyz, Warbikes, Skorchas, Big Gunz.  Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagonz, Gunwagonz.  0-1 Nobz (and one free Trukk) for +25pts  0-1 Mekboy Speedsta for +50pts
Kult of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas	200	350	500	Any number of the following for +25pts each: Buggies, Warbikes, Skorchas  Any number of the following for +35pts each: Deth Koptas, Flakwagonz, Gunwagonz.  0-1 Mekboy Speedsta for +50pts
Warbike Outriders	Five Warbike units	150	250	350	No extra units allowed. All units receive the scout ability for no extra cost.
Blitz Brigade	Any four of the following units: Gunwagonz, Deth Koptas, Flakwagonz.	150	250	350	Any number of the following for +25pts each: Buggies, Warbikes, Skorchas  Any number of the following for +35pts each: Gunwagonz, Deth Koptas, Flakwagonz  0-1 Nobz unit for +35pts  0-1 Mekboy Speedsta for +50pts  0-1 Gunfortress for +125pts
Fighta Sqwadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers for +50pts each
Landa	One Landa	200	—	—	None
Kroozza	One Killkroozza	150	n/a	n/a	May be upgraded to a Battlekroozza for +100pts
Fortress Mob	Any two of the following: Battlefortress, Gunfortress	275	475	675	Any number of Boyz units for +25pts each  Any number of Flakwagonz for +35pts each  0-1 Nobz for +35pts  0-1 Battlefortress for +115pts  0-1 Gunfortress for +125pts

### Mekboy Bad Ork Bikerboy

Every Speed Freak army must include a Supreme Commander called a Mekboy Bad Ork Bikerboy. The Bad Ork Bikerboy is a free unit; you don't have to pay any points for it and it can be added to any formation in the army (except

### Warbiker Nobz

Any Nob unit may be mounted on warbikes if desired, at no additional cost in points. The Nobz speed becomes 35cm, and they count as having the Mounted ability. Any left over trucks are lost if not loaded with a Big Gun upgrade.



Above: The Imperial recapture of Port Alpha.

Warboss Harley Orkison is presumed to have died during the battle, although his corpse was never found.

## Kolonel Sandorks' Blood Axe Tribe

Sandorks' army has a strategy rating of 3. All Ork formations have an initiative rating of 3+.

A maximum of one third of the points available to the army may be spent on Gargants, Aircraft and Spacecraft.

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
Blood Axe Warband	Two Nobz and six Kommados and two Grotz	225	375	525	<p>Any number of the following for 25pts each: Grotz, Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz</p> <p>Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagons, Gunwagons, Lobbawagonz</p> <p>Any number of Warkoptas for +50pts each Any number of Big Wagons for +75pts each Any number of Mega Warkoptas for +125pts each Any number of Gunfortresses for +125pts each</p> <p>0-2 Nobz for +35pts each. (Upgrade any number of Nobz units to Meganobz units for +25pts each)</p> <p>0-1 Oddboy for +50pts</p> <p>0-1 Drop Kan for free</p>
Stormboy Warhorde	Six Stormboyz units	150	—	—	<p>Any number of the following for +25pts each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas</p> <p>Any number of Deth Koptas for +35pts each. Any number of Warkoptas for +50pts each Any number of Mega Warkoptas for +125pts each</p> <p>0-1 Drop Kan for free</p>
Kommando Warband	Six Kommando units and three Warkoptas	225	375	500	Any number of Deth Koptas for +35pts each.
Airborne Kult of Speed	Six Deth Koptas	200	350	500	Any number of Flakwagons for +35pts each
Blitz Brigade	Any four of the following units: Gunwagons, Flakwagonz, Lobbawagonz	150	250	350	<p>Any number of the following for +25pts each: Buggies, Warbikes, Skorchas</p> <p>Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagons, Lobbawagonz</p> <p>Any number of Big Wagons for +75pts each</p> <p>0-1 Oddboy for +50pts 0-1 Gunfortress for +135pts</p>
Tankaz	Three Big Wagonz	225	425	625	<p>Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagons, Lobbawagonz</p> <p>Any number of Big Wagons for +75pts each</p> <p>0-1 Oddboy for +50pts 0-1 Gunfortress for +135pts</p>
Mekboy Gunzmob	Five Big Gunz or Lobbaz	125	225	325	<p>Any number of the following for +25pts each: Big Gunz, Lobbaz</p> <p>Any number of the following for +35pts each: Battlewagonz, Flakwagons</p> <p>0-2 Nobz for +35pts each. (Upgrade any number of Nobz units to Meganobz units for +25pts each) 0-1 Oddboy for +50pts</p>
Fighta Squadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers for +50pts each
Bommer	One Ork Bommer	150	—	—	None
Krooza	One Killkrooza	150	n/a	n/a	May be upgraded to a Battlekrooza for +50pts
Gargant	One Gargant	650	—	—	None
Great Gargant	One Great Gargant	850	—	—	None

## Albork Orkstein's Gargant Bigmob

Gargant Bigmob armies have a strategy rating of 3. All formations have an initiative rating of 3+.

Each Gargant or Great Gargant chosen allows the player to select up to three other non-Gargant formations.

Each Mega Gargant chosen allows the player to select up to four other non-Gargant formations.

A maximum of one third of the points available to the army may be spent on Drop Rok, Aircraft, and Spacecraft.

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
Gargant Mob	One Mega Gargant One Great Gargant One Gargant	1000 850 600	-	-	Any number of Killa Kans or Big Gunz for +25pts each. Any number of Dreadnoughts or Deth Koptas for +35pts each.  0-2 Kustom Upgrades for free 0-1 Big Kustom Upgrade for +50pts  <b>Mega Gargants may not take Kustom or Big Kustom Upgrades.</b>
Supa Stompa Mob	One Supa Stompa	325	600	875	Any number of Killa Kans or Big Gunz for +25pts each. Any number of Dreadnoughts or Deth Koptas for +35pts each.  0-2 Kustom Upgrades for free 0-1 Big Kustom Upgrade for +50pts
Loota Warband	Six Boyz, Two Grots  <b>And Also:</b>  Two Big Gunz <b>OR</b> Two Killa Kans	175	325	450	Any number of Killa Kans or Big Gunz for +25pts each. 0-1 Nobz unit for +35pts Any number of the following for +35pts each: Battlewagonz, Flakwagonz, Dreadnoughts  0-1 Oddboy for +50pts  0-1 Battlefortress for +115pts or Gunfortress for +125pts  A Loota Warband Oddboy may take: 0-1 Kustom Upgrade for free <b>or</b> 0-1 Big Kustom Upgrade for +50pts
Drop Rok	One Drop Rok	200	-	-	None
Fighta Sqwadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers for +50pts each
Bommer	One Ork Bommer	150	—	—	None
Krooza	One Killkrooza	150	n/a	n/a	May be upgraded to a Battlekrooza for +50pts

KUSTOM UPGRADE (Select one or two upgrades from the Kustom Upgrade list to replace one or two arm or belly weapons)	RANGE	FIREPOWER	NOTES
Gatling Kannon	45cm (15cm)	4x AP4+ / AT6+ EA +2, Small Arms	Fixed Forwards
Bigga Generatas	-	-	Add 2xD3 extra Power Fields
Megalobba	60cm	D3+3BP	Fixed Forwards
Mega Choppa	Base Contact 45cm	Assault Wpn, Extra Attacks (+1), TK (D3) <b>and</b> AP5+ / AT5+	If added to an Oddboy Character, change CC rating to 3+
Supa Zzapp Gun	60cm	MW3+	Titan Killer (D3), Fixed Forwards
Snappa	Base Contact (15cm)	Assault Wpn, First Strike, EA(+1), TK <b>or</b> Small Arms, First Strike, EA(+2)	May be fitted as a replacement for a Belly Gun only. Fixed Forwards
Transporta <b>0-1 Per Unit</b>	-	-	The Gargant gains a Transport capacity of 2 Infantry Units per point of Damage Capacity, plus 1 extra grot unit for every 2 points of Damage Capacity. Dreadnoughts and Light Vehicles may be carried but take up 2 Infantry slots each (Killa Kans only take up 1 Infantry slot). In addition the Gargant gains +5cm speed

BIG KUSTOM UPGRADE (Select one upgrade from the Big Kustom Upgrade list, or from the Kustom Upgrade list, Replace one arm or belly weapon)	RANGE	FIREPOWER	NOTES
2x Grot Guided Mega Missile	Unlimited	MW3+	Titan Killer (D3), One Shot, Macro Weapon, Indirect, Fxd Fwd.
Wyrdboy Tower	45cm	D3x AA5+	Macro Weapon. <b>Does not replace a weapon</b>
Lifta Droppa	60cm <i>and</i> Base Contact	MW3+ Assault Weapons	Titan Killer (D3) Extra Attacks (+1), Titan Killer (D3)
Mega Generatas	-	-	Add 2xD3 extra Power Fields, <b>Does not replace a weapon</b>

### Self-Planetfall

Self-Planetfall works exactly like the Planetfall ability; however a Spacecraft is not required in order to use this ability.

You must pre-plot the turn and location of arrival as with a normal Planetfall.

On the designated turn the Self-Planetfalling unit is activated in the normal activation sequence. Nominate the action for the formation and roll to activate. If the unit fails to activate its arrival is delayed to the next turn. If the activation is successful, place the formation at the plotted location and determine scatter distance as normal, before under-

### Oddboyz and Kustom Upgrades

Each Kustom Upgrade allows the player to replace a Gargant arm weapon or belly gun with one Kustom Upgrade option.

Each Big Kustom Upgrade allows the player to replace a Gargant arm weapon or belly gun with one Big Kustom Upgrade or one Kustom Upgrade.

Oddboy Characters can also take Kustom Upgrades and Big Kustom Upgrades.

In this list, Oddboy Characters may be added to Battlefortresses, where they do not replace a Big Gun weapon as normal. However they may only do so if they select the "Bigga Generatas" Kustom Upgrade.

### Mekboy Big Boss

Every Gargant Bigmob army must include a Supreme Commander called a Mekboy Big Boss. You don't have to pay any points for this Character upgrade and it can be added to any Mega Gargant or Great Gargant.

### Orkbert Orkstein's Gargant Bigmob

The Gargant Bigmob army is amongst the rarest type of Ork war horde encountered in the galaxy. It requires a special combination of circumstances in order to be built and sustained for any length of time. These circumstances came together perfectly on the planet Achill-Quag, as more than forty Gargants of all types and sizes were simultaneously active at the height of the war, an almost unheard of number of large war engines for such a comparatively small conflict.

During the war for Achill-Quag, Big Mek Orkstein used his Gargants in two main ways, firstly by sending Gargants out to be used and supported by Warbosses in a conventional manner, as they are often seen, but secondly by combining some of his best Gargants together in squadrons of up to ten war engines, known as "Gargant Bigmobs" by the awestruck Orks who saw these rare military groupings.

Although the Gargant Bigmobs achieved considerable and repeated successes, they fell at the last hurdle, during the *Battle for the Walls*. Convinced that final victory was at hand, Ork Warlord Gobgutz Badfang ordered every element of his army to make a frontal assault and crack the Imperium's last line of defence. However, careful tactics by the Titans of the Legio Destructor, as well as the sheer volume of defensive gunfire, meant that the Gargant Bigmobs were stymied. Those that did not flee were disabled, and then put beyond the hope of repair as the Imperial counter-attack mounted over the following weeks and months.

As part of his escape from Achill-Quag at the end of the war, Big Mek Orkstein was able to save at least 20 Gargants from destruction, and went on to use them in several more wars over the following years. By the time of his involvement in the war for planet Armageddon, Orkstein was in command of 30 Gargants, several of them being veterans of the conflict for Achill-Quag, whilst others



# LEGIO DESTRUCTOR

## TITAN LEGION ARMY LIST

Titans have an initiative rating of 1+. All other units types have an initiative rating of 2+.  
Titan Legion armies have a strategy rating of 3.

### TITAN FORMATIONS

Any number of Titan Formations may be selected.

Formation	Units	Cost
Emperor Battle Titan	One Emperor Titan ( <i>Either Imperator or Warmonger configuration</i> )	1250 Points
Warlord Battle Titan	One Warlord Titan	725 Points
Reaver Battle Titan	One Reaver Titan	575 Points
Warhound Titan Pack	Two Warhound Titans	500 Points

### SUPPORT FORMATIONS

Up to three support formations may be selected for each Emperor Titan in the army.  
Up to two support formations may be selected for each Warlord Titan in the army.  
Up to one support formation may be selected for each Reaver Titan in the army.

Formation	Units	Cost
Warhound Titan	One Warhound Titan	275 Points
Forge Knight Squadron	Five Forge Knights	300 Points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 Points
Marauder Bomber	One Marauder Heavy Bomber	150 Points
0-1 Orbital Support	One Adeptus Mechanicus Gothic Class Cruiser <i>or</i> One Ark Mechanicus	150 Points 150 Points
0-1 per Warmonger Titan Lysander Fighter	One Lysander Fighter	75 Points

### SKITARII

Up to one Skitarii formation may be selected for each Corvus Assault Pod in the army.

0-1 Per Corvus Assault Pod Skitarii Demi-Century	Nine Hypaspist units, plus one Tech-Priest unit	200 Points
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Scout Titan Weapons	COST
Inferno Gun, Vulcan Megabolter, Plasma Blastgun	Free
Turbolaser Destructor	+25 Points

Battle Titan Carapace Weapons	COST
Inferno Gun, Vulcan Megabolter, Plasma Blastgun	Free
Apocalypse Missile Launcher, Turbolaser Destructor	+25 Points
Support Missile	+50 Points

Battle Titan Arm Weapons	COST
Corvus Assault Pod, Titan Close Combat Weapon	Free
Gatling Blaster, Apocalypse Missile Launcher, Melta Cannon	+25 Points
Laser Blaster, Volcano Cannon, Plasma Destructor (Warlord Titans Only), Quake Cannon (Warlord Titans Only)	+50 Points

Titan Upgrades	Range	Firepower / Effect	Cost
0-1 Legate	—	Supreme Commander	+50pts
Veteran Princeps (0-1 per formation)	—	Commander, Leader	+25pts
Carapace Multi-Lasers ( <i>Battle Titans Only</i> )	30cm	2x AP5+ / AT6+ / AA5+	+50pts
Sacred Icon	—	Inspiring	+25pts

# ADEPTUS MECHANICUS PLANETARY DEFENCE FORCE ARMY LIST

All formations have an initiative rating of 2+, except Titans which have an initiative rating of 1+. Adeptus Mechanicus armies have a strategy rating of 2.

## MECHANICUS CORE FORMATIONS

Formation	Units	Cost
Skitarii Demi-Century	Nine Hypaspist units, plus one Tech Priest unit	250 Points
Mobile Skitarii Demi-Century	Nine Hypaspist units, plus one Tech Priest unit, and 10 Chimedons	450 Points
Ordinatus Minoris Century	Three Ordinatus Minoris (select types from below)	50 Points +Cost Below
0-1 Ordinatus Majoris	One Ordinatus Majoris Achil-Quag	500 Points

## MECHANICUS SUPPORT FORMATIONS

Two support formations may be selected for each core formation in the army.

Formation	Units	Cost
Forge Knight Squadron	Five Forge Knights	325 Points
Praetorians	Five Praetorian Combat Servitor units and one Tech Priest unit (May add one Ordinatus Minoris)	250 Points (+Cost Below)
Orbital Support	One Mechanicus Gothic Class Cruiser or One Ark Mechanicus	150 Points 150 Points
Fire Support	Five Rapier Laser Destroyer units or Five Mole Mortar units (May add one Ordinatus Minoris)	150 Points (+Cost Below)
Imperial Robots	Five Imperial Robots and one Tech Priest unit (May add one Ordinatus Minoris)	175 Points (+Cost Below)
Sagittarii	Five Sagittarii units and one Tech Priest unit (May add one Ordinatus Minoris)	175 Points (+Cost Below)
Defence Installation	One Defence Laser or Missile Silo	150 Points

## MECHANICUS CORE FORMATION UPGRADES

Each Core Formation may take up to one of each Upgrade option.

Formation	Units	Cost
Infantry Support	Add five Hypaspist units	+100 Points
	Add five Hypaspist units and five Mechanicus Chimedons	+200 Points
0-1 Tech Lord	Add one Tech-Lord Character Upgrade (may only be added to a Tech-Priest unit)	+100 Points
Ordinatus Minoris	Add one Ordinatus Minoris (select type from below)	+See Below

## ORDINATUS MINORIS CHOICES

Cost

Close Combat	75 Points
Transport	100 Points
Inferno Gun or Plasma Blastgun	125 Points
Apocalypse Missile Launcher or Turbolaser Destructor	150 Points
Quake Cannon	175 Points

## DEFENCES

Cost

Four sections of Curtain Walls	50 points
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## ALLIES

(Up to 33% of your list may be taken from the Allied units below)

### IMPERIAL NAVY ALLIES

FORMATION	COST
Two Thunderbolt Fighters	150 Points
One Marauder Heavy Bomber	150 Points

### TITAN LEGION ALLIES

FORMATION	COST
One Warhound Titan	275 Points
Two Warhound Titans	500 Points
One Reaver Titan	650 Points
One Warlord Titan	850 Points

# ADEPTUS MECHANICUS ARMoured DIVISION ARMY LIST

All formations have an initiative rating of 2+, except Titans which have an initiative rating of 1+. Adeptus Mechanicus armies have a strategy rating of 2.

## MECHANICUS ARMoured DIVISION FORMATIONS

Formation	Units	Cost
Tank Formation	Five Leman Russ Executioners or Leman Russ Vanquishers or Valdors	450 Points
Heavy Tank Formation	Two Macharius Heavy Tanks and One Macharius Vulcan, Vanquisher, or Omega.	350 Points
Super Heavy Tank Formation	Three Baneblades, Stormblades, or Shadowswords in any combination May replace any number of Baneblades with Decimators	500 Points +25 Points each
Artillery Formation	Five Manticores	350 Points
Forge Knight Squadron	Five Forge Knights	325 Points
Mobile Skitarii Demi-Century	Nine Hypaspist units, plus one Tech Priest unit and two Crassus Armoured Assault Transports <i>May add a Tech Lord to the Tech Priest unit (0-1 per army)</i>	425 Points +100 Points
Imperial Robots	Four Colossus Robots and one Tech Priest unit	150 Points
Heavy Artillery Formation	Three Praetor Launchers or Three Dominus Siege Bombards	425 Points
0-1 Orbital Support	One Mechanicus Gothic Class Cruiser	150 Points
	One Ark Mechanicus	150 Points
Shark Assault Boat	One Shark Assault Boat	200 Points

## ALLIES

*(Up to 33% of your list may be taken from the Allied units below)*

### IMPERIAL NAVY ALLIES

FORMATION	COST
Two Thunderbolt Fighters	150 Points
One Marauder Heavy Bomber	150 Points

### TITAN LEGION ALLIES

FORMATION	COST
One Warhound Titan	275 Points
One Reaver Titan	650 Points
One Warlord Titan	850 Points

# BLACK TEMPLARS SPACE MARINES ARMY LIST

All formations have an initiative rating of 1+. Black Templars armies have a strategy rating of 5.

## BLACK TEMPLARS DETACHMENTS

(A Black Templars army may contain any number of Black Templars detachments)

FORMATION	UNITS	UPGRADES	COST
Crusaders	6 Tactical units plus Transport	Commander, Dreadnought, Emperor's Champion, Hunter, Land Raider, Neophyte, Razorback	275 Points

## BLACK TEMPLARS SUPPORT DETACHMENTS

(Up to 2 may be taken for each Black Templars Crusaders Detachment)

FORMATION	UNITS	UPGRADES	COST
Assault	4 Assault units	Commander, Vindicator	175 Points
Bike	5 Bike units	Attack Bike, Commander, Neophyte Bike	200 Points
Land Raider	4 Land Raiders or Land Raider Crusaders	Commander, Hunter, Vindicator	325 Points
Land Speeder	5 Land Speeders	Commander, Tornado/Typhoon	200 Points
Predator	4 Predators ( <i>Annihilators or Destructors in any mix</i> )	Commander, Vindicator, Hunter	250 Points
Sword Brethren	6 Sword Brethren units plus transport	Commander, Emperor's Champion, Hunter, Land Raider, Razorback	300 Points
Terminator	4 Terminator units	Commander, Emperor's Champion, Land Raider	350 Points
Vindicator	4 Vindicators	Commander, Hunter, Vindicator	225 Points

## BLACK TEMPLARS UPGRADES

(Each allowed upgrade may be taken once per Black Templars Detachment and Support Detachment)

UPGRADE	UNITS	COST
Hunter	Add 1 Hunter	+75 Points
Land Raider	Add up to 4 Land Raiders or Land Raider Crusaders	+75 Points each
Neophyte	Add 2 or 4 Neophyte units	+75 Points for 2 +150 Points for 4
Neophyte Bike	Add up to 4 Neophyte Bike units	+35 Points each
Razorback	Add any number of Razorbacks, up to the number required to transport the formation.	+25 Points each
Tornado/Typhoon	Replace and number of Land Speeders with: Land Speeder Tornados Land Speeder Typhoons	
Vindicator	Add 1 or 2 Vindicators	Free +25 Points each

## CRUSADE FLEET SUPPORT

(Up to one third of an army's points allowance may be spent on Crusade Fleet Support formations)

FORMATION	UNITS	COST
0-1 Crusade Spacecraft	1 Strike Cruiser <b>OR</b> 1 Battlebarge	200 Points <b>OR</b> 350 Points
Landing Craft	1 Landing Craft	350 Points
Thunderhawk	1 Thunderhawk Gunship	200 Points
Close Air Support	1 Thunderhawk Interdictor	250 Points
Saturation Bomber	1 Thunderhawk Bomber	250 Points
Thunderhawk Transport	2 or 3 Thunderhawk Transporters	100 Points each

# Common Ork Units

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
<b>Ork Warlord</b>	Character	n/a	n/a	n/a	n/a	Big Choppas	(Base Contact)	Assault Wpn, Extra Attacks +1, Macro Weapon	<i>Character, Supreme Commander</i>
<b>Ork Oddboy</b>	Character	n/a	n/a	n/a	n/a	Supa Kannon OR Big Zzappa	60cm 60cm	2BP, Macro Weapon MW3+, Titan Killer (D3)	<i>Character (May be added to: Big Gun unit, Megadread)</i>
<b>Ork Nobz</b>	Infantry	15cm	4+	3+	5+	2x Big Shootas Big Choppas	30cm Base Contact	AP6+ / AT6+ Assault Weapons, Extra Attacks +1	<i>Leader</i>
<b>Ork Boyz</b>	Infantry	15cm	6+	4+	6+	Sluggas Choppas Big Shoota	(15cm) (Base Contact) 30cm	Small Arms Assault Weapons AP6+ / AT6+	
<b>Ork Grotz</b>	Infantry	15cm	none	6+	6+	Shootas	(15cm)	Small Arms	<i>Formations that include at least one Ork unit don't receive Blast Markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.</i>
<b>Ork Stormboyz</b>	Infantry	30cm	6+	4+	6+	Shootas Choppas	(15cm) (Base Contact)	Small Arms Assault Weapons	<i>Jump Packs, Scouts</i>
<b>Ork Kommandos</b>	Infantry	15cm	6+	4+	6+	Shootas Choppas Big Shoota	(15cm) (Base Contact) 30cm	Small Arms Assault Weapons AP6+/AT6+	<i>Scouts, Infiltrators</i>
<b>Ork Warbikes</b>	Infantry	35cm	5+	4+	6+	Twin Big Shootas	15cm	AP5+ / AT5+	<i>Mounted</i>
<b>Ork Warbuggy</b>	Light Vehicle	35cm	5+	5+	5+	Twin Big Shootas	30cm	AP5+ / AT6+	
<b>Ork Skorcha</b>	Light Vehicle	35cm	5+	6+	4+	Skorcha	15cm	AP4+, Ignores Cover	
<b>Ork Deth Kopta</b>	Light Vehicle	35cm	4+	6+	5+	Twin Big Shootas	30cm	AP5+ / AT6+	<i>Skimmer</i>
<b>Ork Flakwagon</b>	Armoured Vehicle	30cm	5+	5+	5+	Flak Gun	30cm	2x AP6+ / AT6+ / AA6+	<i>Transport (1 Boyz Kommandos, Grots, Nobz, Big Gun)</i>
<b>Ork Battlewagon</b>	Armoured Vehicle	30cm	5+	6+	5+	2x Big Shootas	30cm	AP5+ / AT6+	<i>Transport (2 Boyz, Kommandos, Nobz, 0-1 Big Gun, May carry 1 Grot unit in addition to other units)</i>
<b>Ork Gunwagon</b>	Armoured Vehicle	30cm	5+	5+	5+	Big Gun	45cm	AP5+ / AT5+	<i>Transport (1 Boyz Kommandos, Grots, Nobz, Big Gun)</i>
<b>Ork Big Gun</b>	Infantry	10cm	none	6+	5+	Big Gun	45cm	AP5+ / AT5+	
<b>Ork Killa Kan</b>	Armoured Vehicle	15cm	5+	5+	6+	Big Shoota Kombat Klaws	30cm (Base Contact)	AP6+ / AT6+ Assault Weapon, Macro-Weapon, EA (+1)	<i>Walker</i>
<b>Ork Dreadnought</b>	Armoured Vehicle	15cm	4+	4+	5+	2x Big Shootas Kombat Klaws	30cm (Base Contact)	AP6+ / AT6+ Assault Weapon, Macro-Weapon, EA (+1)	<i>Walker</i>
<b>Ork Battlefortress</b>	War Engine	30cm	4+	4+	4+	4x Twin Big Shootas Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>DC3. Critical Hit Effect: The Battlefortress explodes and lands D6cm away in a random direction, hitting any units it lands on. Units onboard survive on a roll of 6. Transport (8 Boyz, Kommandos, Nobz, 0-1 Big Gun, May carry 4 Grot units in addition to other units)</i>
<b>Ork Gunfortress</b>	War Engine	30cm	4+	4+	4+	5x Twin Big Shootas 3x Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>DC3. Critical Hit Effect: The Battlefortress explodes and lands D6cm away in a random direction, hitting any units it lands on. Units onboard survive on a roll of 6. Transport (4 Boyz, Kommandos, Nobz, 0-1 Big Gun, May carry 4 Grot units in addition to other units)</i>
<b>Supa Stompa</b>	War Engine	15cm	4+	4+	4+	Gaze of Mork 2-3x Soopaguns 0-1x Mega Choppa	30cm 60cm 45cm (Base Contact)	MW4+, Titan Killer (1) 2BP, Macro Weapon, Fixed Forward Arc AP5+ / AT5+, Fixed Forwards Arc <b>and</b> Assault Weapon, Titan Killer (D3), EA +1	<i>D3 Power Fields, DC4. Critical: -1 to hit on to hit rolls. Further criticals do extra damage. Fearless, Reinforced Armour, Walker May be armed with 3 Soopaguns, or 2 Soopaguns &amp; 1 Mega Choppa.</i>
<b>Gargant</b>	War Engine	15cm	4+	3+	3+	Gaze of Mork 2-3x Soopaguns 0-1x Supa-Zap Gun 0-1x Mega Choppa	30cm 60cm 60cm 45cm (Base Contact)	MW4+, Titan Killer (1) 2BP, Macro Weapon, Fixed Forward Arc MW3+, Titan Killer (D3), Fixed Forwards Arc AP5+ / AT5+, Fixed Forwards Arc <b>and</b> Assault Weapon, Titan Killer (D3), EA +1	<i>D3+3 Power Fields, DC8. Critical: A fire starts. Roll a D6 for each fire in the end phase. On a 1 a second fire starts, on a 5-6 the fire is put out. Any fire not put out causes a point of damage. Reinforced Armour, Fearless, Walker. May be armed with 3 Soopaguns, or 2 Soopaguns &amp; 1 Mega Choppa, or 2 Soopaguns &amp; 1 Supa-Zzap Gun.</i>
<b>Great Gargant</b>	War Engine	15cm	4+	3+	3+	Gaze of Mork 2x Big Gunz 1x Soopagun 1-2x Twin Soopagun 0-1x Lifta Droppa	30cm 45cm 60cm 60cm 60cm (Base Contact)	MW4+, Titan Killer (1) AP5+ / AT5+ 2BP, Macro Weapon, Fixed Forward Arc 3BP, Macro Weapon, Fixed Forward Arc MW3+, Titan Killer (D3), Fixed Fwrds Arc <b>and</b> Assault Weapon, Titan Killer (D3), EA +1	<i>D6+6 Power Fields, DC12. Critical: A fire starts. Roll a D6 for each fire in the end phase. On a 1 a second fire starts, on a 5-6 the fire is put out. Any fire not put out causes a point of damage. Reinforced Armour, Fearless, Walker. May be armed with 2 Twin Soopaguns, or 1 Twin Soopagun &amp; 1 Lifta Droppa.</i>
<b>Fighta Bommer</b>	Aircraft	Fighter Bomber	6+	n/a	n/a	Heavy Shootas Tankbuster Rokkits	15cm 30cm	AP5+ / AA5+ AT4+	
<b>Landa</b>	War Engine, Aircraft	Bomber	5+	6+	4+	Gun Turrets 2x Tankbusta Rokkits	15cm 30cm	D6 + 3x AP5+ / AA6+ AT4+	<i>DC3, Critical: The Landa is destroyed, killing all aboard. Planetfall, Reinforced Armour, Transport (10 Boyz, Kommandos, Stormboyz, Nobz, Warbikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. All Light vehicles and Dreadnoughts take up 2 slots each. Plus 4 Grot units in addition to other units)</i>
<b>Kill Kroozer</b>	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1BP	<i>Transport (40 units, plus as many Drop Kans as are necessary to carry them).</i>
<b>Battlekroozer</b>	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3BP	<i>Transport (168 units, plus as many Drop Kans as are necessary to carry them, and also 12 Landas). Slow and Steady.</i>

## New Common Ork Units

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Bommer	War Engine, Aircraft	Bomber	6+	n/a	n/a	Bommer Turrets Bomms	15cm 15cm	D6x AP5+ / AT6+ / AA6+ D3+1BP, Fixed Forwards	Damage Capacity 3. Critical: Destroyed along with all aboard. Transport: 6 Stormboyz units. Stormboyz units may disembark after the Bommer has made a Ground Attack and count as having activated for that turn.
Mega Dread	Armoured Vehicle	15cm	4+	4+	4+	0-2 Big Gun 0-2 Rippa Klaw 2x Big Shoota	45cm (Base Contact) 30cm	AP5+ / AT5+ Assault Weapon, Macro-Weapon, EA (+1) AP6+ / AT6+	Walker, Reinforced Armour. May be armed with 2 Big Guns, 2 Rippa Klaws, or 1 of each (ie: No more than 2 arm weapons in total).
Kustom Stompa	War Engine	15cm	4+	4+	4+	Supa-Gattler Soopagun Supa-Rokkit Mega Choppa	45cm 60cm 90cm (Base Contact)	3x AP4+ / AT5+, Slow Firing, Forward Arc 2BP, Macro-Weapon, Forward Arc AT4+, Forward Arc Assault Weapon, EA (+1), Titan Killer (D3)	DC4. Critical: Suffer an extra point of damage (And roll again to see if that point of damage is also Critical) Fearless, Walker, Reinforced Armour. Transport (4 from: Boyz, Big Gunz, Kommandos, Nobz. Plus 2 Grot units in addition to other units)
Ork Warkopter	Light Vehicle	35cm	5+	6+	6+	2x Big Shoota	30cm	AP6+ / AT6+	Skimmer, Transport (2 from: Boyz, Kommandos or Nobz. Plus 1 Grot unit in addition to other units, May not carry Meganobz)
Bommer	War Engine, Aircraft	Bomber	6+	n/a	n/a	Bommer Turrets Bomms	15cm 15cm	D6x AP5+ / AT6+ / AA6+ D3+1BP, Fixed Forwards	Damage Capacity 3. Critical: Destroyed along with all aboard. Transport: 6 Stormboyz units. Stormboyz units may disembark after the Bommer has made a Ground Attack and count as having activated for that turn.

## Unique Units - Gutgrub Badfang's Stompy Onslaught

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Ork Meganobz	Infantry	10cm	4+	3+	4+	Shootas Big Choppas 3x Big Shootas	(15cm) (Base Contact) 30cm	Small Arms Assault Weapons, Extr Attacks +1, Macro Wpn AP6+ / AT6+	Leader, Reinforced Armour. Counts as two Nobz units for transport purposes.
Mekboy Stompa	War Engine	15cm	4+	4+	4+	Gaze of Mork Soopagun Lifta-Droppa Mega Choppa	30cm 60cm 60cm (Base Contact) 30cm (Base Contact)	MW4+, Macro-Weapon 2BP, Macro-Weapon, Fixed Forward Arc MW3+, Titan-Killer (D3), Forward Arc <b>and</b> Assault Weapon, Extra Attacks (+1), TK(D3) Assault Weapon, Extra Attacks (+1), TK(D3)	D3 Power Fields. DC4. Critical: As Kustom Stompa. Fearless, Walker, Reinforced Armour. Transport (4 from: Boyz, Big Gunz, Kommandos, Nobz. Plus 2 Grot units in addition to other units)
Flak Gunz	Inf	10cm	None	6+	5+	Flak Gun	30cm	2x AP6+ / AT6+ / AA6+	Counts-as a Big Gun for transport purposes.

## Unique Units - Sun-Tzork's Grotling Waaaaagh!

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Ork Mega Grot Warboss	Infantry	15cm	6+	4+	6+	Big Shoota	30cm	AP6+ / AT6+	Supreme Commander, Counts as an Ork Unit for the purposes of using the Grot's Blast Markers rule.
Grot Gunnerz	Infantry	10cm	None	7+	5+	Shootaz Feeble little fists	(15cm) (Base Contact)	Small Arms Assault Weapons	Formations that include at least one Ork unit don't receive Blast Markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.
Grot Stabberz	Infantry	15cm	None	5+	7+	Chippas Scavenged Pistolz	(Base Contact) (15cm)	Assault Weapons Small Arms	Formations that include at least one Ork unit don't receive Blast Markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.
Grot Bomb Launcher	Light Vehicle	25cm	None	7+	—	Grot Bomb	45cm	AP4+ / AT6+, One Shot	
Grot Tank	Light Vehicle	Special	5+	6+	5+	Twin Big Shoota	30cm	AP5+ / AT6+	For speed, Roll 4D6 after activating or being broken, all Grot Tanks & Mega Grot Tanks in a formation will move at that speed in centimetres for the subsequent action.
Grot Mega Tank	Armoured Vehicle	Special	5+	6+	4+	Boom Kannisters 2x Twin Big Shoota 3x Big Shoota	(15cm) 30cm 30cm	Small Arms AP5+ / AT6+ AP6+ / AT6+	For speed, Roll 4D6 after activating or being broken, all Grot Tanks & Mega Grot Tanks in a formation will move at that speed in centimetres for the subsequent action.

## Unique Units - Harley Orkison's Speed Freaks Clan

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Mekboy Bad Ork Bikerboy	Infantry	40cm	5+	4+	5+	Sawn-off Kustom Blasta Choppa Blades	15cm (15cm) (Base Contact)	MW5+ <b>and</b> Small Arms, Macro-Weapon, Extra Attacks +1 Assault Weapons, Macro-Weapon, EA +1	Mounted, Invulnerable Save, Supreme Commander
Ork Warbiker Nobz	Infantry	35cm	4+	3+	5+	2x Big Shootas Big Choppas	30cm Base Contact	AP6+ / AT6+ Assault Weapons, Extra Attacks +1	Mounted, Leader.
Mekboy Speedsta	Armoured Vehicle	35cm	5+	6+	5+	Kustom Kannon	45cm	MW4+	D3 Power Fields
Trukk	Light Vehicle	35cm	5+	6+	Na	None	—	—	Transport (1 from the following: Boyz, Nobz, Grots, Big Gun)

## Unique Units - Kolonel Sandorks' Blood Axe Clan

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
<b>Lobba</b>	Infantry	10cm	n/a	6+	6+	Lobba	45cm	1BP	
<b>Big Wagon</b>	Armoured Vehicle	25cm	4+	5+	4+	3x Big Guns	45cm	AP5+ / AT5+	<i>Reinforced Armour, Transport (1 from the following: Grots, Boyz, Kommandos, Nobz, Big Gun, may carry one Grots unit in addition to other units)</i>
<b>Lobbawagon</b>	Armoured Vehicle	25cm	6+	6+	6+	Lobba	45cm	1BP	
<b>Mega Warkopter</b>	War Engine	35cm	4+	5+	4+	3x Twin Big Shootas Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>DC3. Skimmer, Transport (6 from the following: Boyz, Kommandos, Nobz, Grots, 0-1 Big gun. May carry 4 Grots in addition to other units). Critical Hit Effect: The Mega Warkopta is destroyed and crashes, killing all aboard.</i>
<b>Drop Kan</b>	Drop Pod	n/a	n/a	n/a	n/a	None	—	—	<i>Planetfall, Transport (One Mob that includes only: Nobz, Boyz, Grots, Stormboyz, Kommandos, Killa Kanz, Dreadnoughts). Any troops carried in the Drop Kan must disembark within 5cm of the Drop Kan or within 5cm of another unit from the same formation, and all units must disembark within 15cm of the Drop Kan. Once the Drop Kan has disembarked its passengers, it is removed from play without generating a Blast Marker.</i>

## Unique Units - Albork Orkstein's Gargant Bigmob

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
<b>Mekboy Big Boss</b>	Character	-	-	-	-	Big 'Ammer Kustom Shoota	(base contact) (15cm)	Assault Weapon, Macro Weapon, EA (+1) Small Arms, Macro Weapon, EA (+1)	<i>Supreme Commander</i>
<b>Kustom Upgrade</b>	Character	-	-	-	-	-	-	-	<i>Replaces one of a Gargant or Supa Stompa's arm or belly weapons with a Kustom Upgrade</i>
<b>Big Kustom Upgrade</b>	Character	-	-	-	-	-	-	-	<i>Replaces one of a Gargant or Supa Stompa's arm or belly weapons with a Big Kustom Upgrade or a Kustom Upgrade</i>
<b>Drop Rok</b>	WE	Immobile	5+	6+	5+	2x Twin Big Shoota 2x Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>Damage Capacity 3, Reinforced Armour, Self-Planetfall, Transport (20 Infantry + 8 Grots. Dreadnoughts and Light Vehicles may be carried but take up 2 Infantry slots each (Killa Kans only take up 1 Infantry slot)</i>
<b>Mega Gargant</b>	WE	15cm	4+	3+	4+	Gaze of Mork 2x Supa Zzap Gun Soopagunz Mega Kannon 2x Grot Mega Missile 2x Kombat Arms Wyrdboy Tower	30cm 60cm 60cm 75cm Unlimited (base contact) 45cm	MW4+, Fixed Fwd MW3+, Titan Killer (D3), , Fixed Fwd 8BP, Macro Weapon, Fixed Fwd 2BP, Macro Weapon, Fixed Fwd MW3+, TK(D3), One Shot, Indirect, Fxd Fwd Assault Wpn, MW, EA (+1), TK(D6) AA5+, Macro Weapon	<i>Damage Capacity 16 D6+6 Power Fields Walker, Fearless. Critical Hit : Fires, as with Great Gargant.</i>