

5.0 BACKGROUND AND FORCES

"We stand at a junction, with roads leading to both abject defeat and glorious victory. In order to choose the right path to follow we need first to look back along the road that has led us to this point..."

Commissar Yarrick

Now that you know how the rules of Epic work it is time to introduce you to the history of the planet where the game is set and the forces under your command. In this section we provide an overview of the galaxy of the 41st Millennium, and then a detailed history of the cataclysmic conflict that is taking place on the Imperial hive world known as Armageddon. Finally, we provide details of the different Space Marine, Imperial Guard and Ork troops and vehicles that are fighting on the planet. Future Epic supplements will add new campaign settings to the Epic system and introduce new armies for you to use.

THE AGE OF THE IMPERIUM

"In the grim darkness of the far future there is only war!"

For 10,000 years, the galaxy-spanning Imperium of Mankind has been the bastion of the human race. With over a million worlds and a population running into countless thousands of billions, it is the largest empire in the galaxy of the 41st Millennium. For a hundred, the Imperium has endured, surviving disasters, heresies and invasions from alien races intent on the extinction of humanity. It has resisted all of this through its greatest strengths – the immortal Beneficent Emperor of Mankind and his vast armies and fleets.

Though the Emperor is a shattered, withered creature, he still watches over and guides humankind from the restorative essences, elixirs and billowing alchemical gases of the Golden Throne of Terra. Through his vast psychic powers, the Emperor directs the Imperium's warships through the nightmare realm of warp space. He foresees the possible futures of the human race, and steers humanity so that it may overcome the many trials and challenges ahead.

Without the Emperor, the Imperium would be unable to move its armies and fleets to combat its enemies and enforce its rule. The Imperium would degenerate into a hundred small empires clamouring for power while aliens and other monstrous creatures devoured and destroyed Mankind. The tide of the Emperor's enemies is only held back by the vigilance of the Imperial fleets and the weapons of humanity's armies. Millions of soldiers fight over a thousand worlds against every conceivable type of foe: from the all-consuming hive fleets of the Tyranids and the rampaging invasions of the warmongering Orks, to rebellion and insurrection from within.

Alongside the vast might of the Imperial Guard, the superhuman Space Marines of the Adeptus Astartes bring terror and death to the Emperor's foes. The elite Space Marines are the deadliest fighting force humanity can send to battle – just a few squads of these genetically engineered warriors can crush an army of foes many times their number. In the cold depths of space gigantic battleships, accompanied by armadas of other vessels, bring battle to raiding Eldar pirates and Ork hulks.

Internecine wars are commonplace and often Mankind faces its greatest threat from within. Rebel governors, corrupt commanders, alien-possessed officials and even the Primarchs of the Space Marines have all turned against their peers and spilt human blood in the Imperium's long, war-torn history.

The Imperium itself is inconceivably vast, spanning many thousands of light years that require months, even years, of travel to traverse it. A million worlds with a million different cultures make up humanity, and the discovery of new star systems and

new planets are forever expanding the Emperor's domains, fuelling Mankind's eternal hunger for more resources, more space.

Even to systems close to Earth, the Emperor and the Imperium he embodies are but names for distant, almost supernatural forces, that are revered and praised from afar. Many citizens labour their entire lives, overcoming strife and toiling hard to survive the adversity of life in the 41st Millennium, without even being aware of the Imperium except as a children's story. For others, the Imperium is very real, the iron fist of control tight around their lives, instilling the law and order Mankind must have to prevail.

Harsh discipline and little mercy are essential for survival in these turbulent times. It is an age of great upheaval for humanity. With every passing year more and more people display powerful psychic talents. If these rogue psykers are not controlled or purged, the erratic and awesome forces they can unwittingly unleash may destroy whole settlements, even worlds. Those with the necessary mental strength and fortitude can be trained by the forces of the Imperium to use their strange powers to benefit Mankind.

Those who lack this power of will must be cleansed. Citizens with psychic talents who are left free to roam will often become unwitting pawns of malevolent warp entities, who use the increased mental powers of untrained psykers to bridge the gap between their realm in warp space and the galaxy of Mankind. From here they spread their dominance, creating slaves of whole planetary populations and destroying the fabric of the Imperium from the inside.

Other mutations are becoming rife. A malignant epidemic of misshapen and evil creatures threatens to turn humanity into a race of degenerated beasts, unable to defend themselves from the forces that oppose them. The pogroms against mental and physical deviants cannot falter, lest Mankind be engulfed and consumed by the powerful evolutionary processes at work. These abhorrent elements must be crushed or somehow tamed if Mankind is to survive the transformation into a new era of spiritual and physical supremacy.

As powerful as it is, the Imperium does not rule the entire galaxy. Mankind's worlds are spread thin across the 200,000,000,000 stars that make up the galaxy. Within the Imperium's vague borders are rebellious enclaves of human worlds, domains ruled over by alien war leaders, colonies of creatures too aloof or basic to disturb Mankind or draw the attention of the war fleets. The Imperium is engulfed in a constant state of war, sometimes simply continuing its wars of expansion, other times fighting against foes who threaten the survival of the entire human race.

The vast size of the Imperium makes a mockery of any true form of governance above that of the Imperial Commanders. These

individuals are appointed by the Adeptus Terra to rule over a world or worlds in the Emperor's name. They are bound to co-operate with other servants of the Emperor and to control mutations and heresy in their domains, but on the whole they are free to implement Imperial Law in any way they see fit or necessary.

Above and beyond these planetary governors, vast organisations attempt to hold back the seething anarchy that constantly threatens to engulf the Imperium. The innumerable clerks, scribes, logisters and archivists of the Administratum attempt to instil some form of order to this haphazard empire, recording, requesting and analysing a torrent of information from the furthest corners of the galaxy.

Imperial Guard regiments, each numbering tens of thousands of soldiers and tanks, are raised and transported to distant war zones every day, their efforts supported by the millions of quartermasters and logisticians of the Departmento Munitorum. The Space Marines of the Adeptus Astartes send forth their elite warriors to do battle with alien monstrosities and treacherous humans, pursuing their wars and expanding their dominions in the name of the Emperor. The ancient Adeptus Mechanicus sends forth its Explorator fleets to investigate and explore, uncovering ancient technologies for their masters on Mars to study and decipher.

The Tech-Priests continue the search that began long before the Emperor ascended to power and began the Great Crusade of Reconquest. The religious leaders of the Ministorum of Earth, or Ecclesiarchy as it is more widely known, preach the Imperial Creed of fervent faith to the Emperor and unswerving sacrifice to humanity and the Imperium. Their Missionaries and Battle Sisters bring the light of the Emperor to worlds unheard of by Mankind for countless millennia, while the zealous Confessors stir up devout citizens to cast out the heretic and unbeliever, leading witch hunts through overcrowded hive cities and across barren wastelands.

This seemingly haphazard morass of wars and politics, faith and retribution is bound together by loyalty to the Emperor and the common goal of racial survival. Complex agreements of trade and protection bring these organisations to common ground, ancient loyalties and debts are exchanged for favours and goods. While the competition for power is strong, no one world or organisation

within the Imperium can truly stand on its own against the horrors that threaten humanity. Despite the intrigue and double-dealing, the clamouring for resources and the endless wars and battles to be fought, Mankind struggles on through history on some pre-destined course towards destruction or greatness.

Mankind's protection by the Emperor is not without sacrifice, he does not survive on praise alone. At the very founding of the Imperium, as the Emperor and his Space Marine legions brought order to the anarchy left after the Age of Strife, a treachery of the most loathsome kind was perpetrated. The Emperor's most trusted commander, Horus, turned his back on the teachings of the Emperor and embraced the power offered by the dark gods that strive to enslave Mankind.

Terror and death reigned, as the Imperium was torn apart by internecine war. Worlds were ravaged, whole armies slaughtered, and the forces of Horus advanced upon Terra until the Imperium was on the verge of defeat. At the very last, the Emperor destroyed the traitorous Warmaster in single combat, but was himself left mortally injured.

To sustain the Emperor's shattered body a great device called the Golden Throne was devised and built. Using arcane techniques and machines whose function have long passed from true understanding, the Golden Throne fulfils its grim purpose. The Golden Throne is unique in the way it fuels the Emperor's needs, for the Emperor cannot eat as a man eats, or drink fluids or breathe air. His life has passed the point where such mortal things can sustain him.

For the Emperor the only viable sustenance is human life force – souls – and he has a great and insatiable appetite. Nor will just any human suffice for this purpose, for the soul-donor must be a very special person in their own right, someone with psychic powers. Sacrificed into the bizarre and archaic machinery of the Golden Throne, their life essence is slowly, agonisingly, leeched from their body to feed the Master of Mankind. Every day, hundreds must be consecrated to the Emperor in this dire manner if he, and therefore the Imperium and humanity, are to survive.



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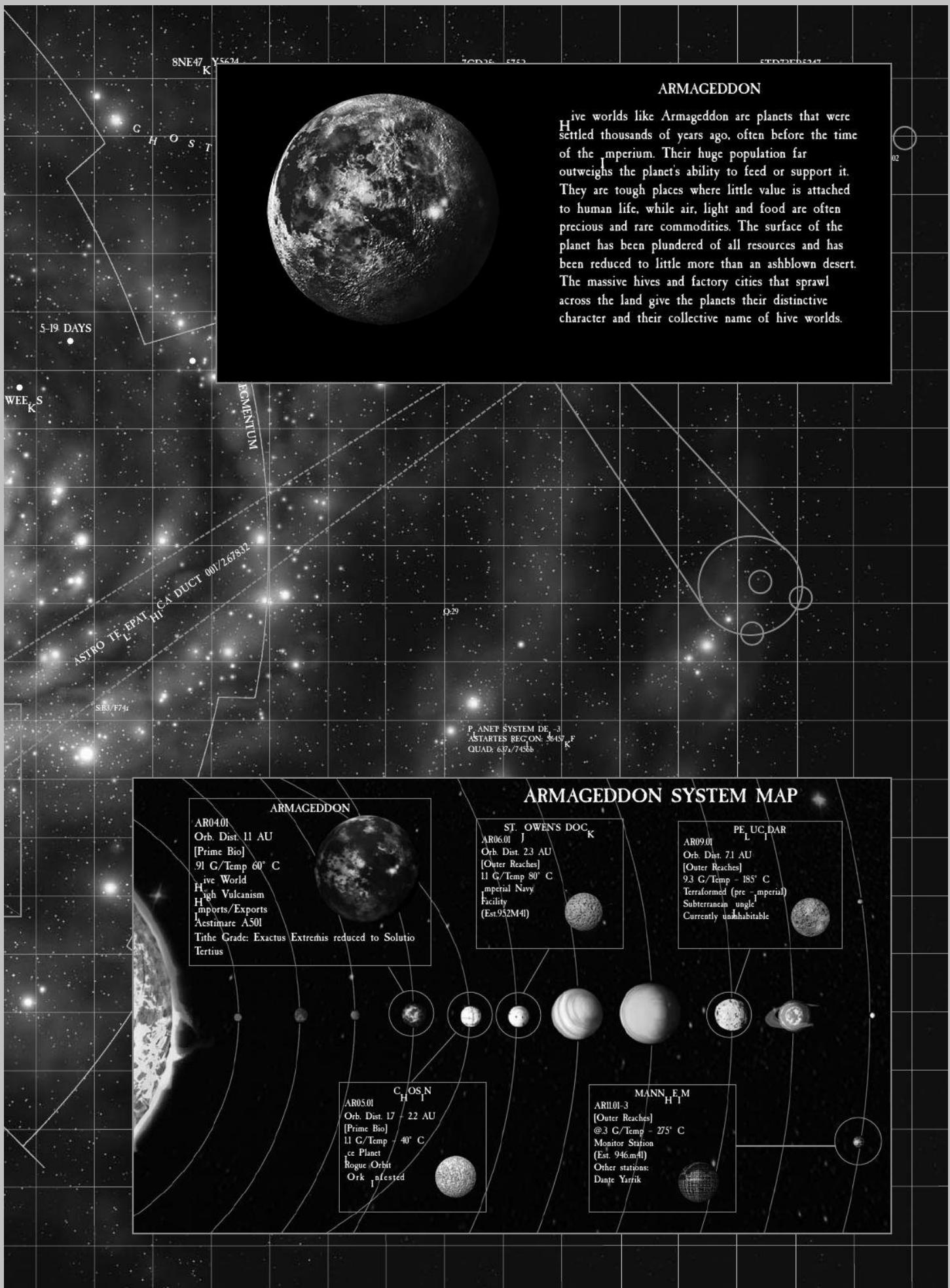
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GHAZGHKULL'S FIRST INVASION OF ARMAGEDDON

"Armageddon... a world whose name has become a byword for war and destruction..."

Lord Commander Solar Eugenian

In 941.M41, the Ork warlord Ghazghkull Thraka invaded Armageddon at the head of a massive Ork Waaagh. The hive world of Armageddon, the principle world in the Armageddon sector, lies roughly 10,000 light years to the galactic north east of Terra. It is a vital node at the centre of the Armageddon sector's navigational channels and its thousands of weapons shops supply arms to Imperial Guard regiments several thousand light years away.

The loss of Armageddon would pose a serious threat to the Imperium's power in this area of the galaxy, as was proved when a massive Chaos host invaded in the mid-41st Millennium. Although that titanic battle, known now as the First Battle for Armageddon, has long since passed into history, a more recent conflict has shown how vulnerable the Imperium's control is.

At the time of Ghazghkull's first invasion, Armageddon was under the command of Overlord Herman von Strab, who was once described by Princeps Prime Kurtiz Mannheim of the Legio Metalica as, "the greatest waste of flesh and bone born in the last five hundred years". It was von Strab's complete lack of preparation that cost the Imperium dearly.

Even when a hulk of massive size was sighted in the Armageddon system, von Strab did nothing to investigate or report its appearance to other Imperial authorities. When the Orks crashed onto the western continent of Armageddon Prime, von Strab sent out his planetary defence regiments piecemeal, and they were smashed to pieces by the vastly superior Ork armies.

Armageddon Prime quickly capitulated, its supply lines were cut and Ork warriors stormed through the tunnels of its hives. It was Commissar Yarrick who ordered the Astropaths to send a signal for aid, which earned him von Strab's displeasure and his subsequent exile to Hades Hive. However, it was this act which was to ultimately save Armageddon from falling to Ghazghkull.

Von Strab was not concerned with the loss of Armageddon Prime, declaring that the Orks would never be able to cross the thick jungles that separated them from Armageddon Secundus. He was wrong. Ghazghkull's forces swept out of the jungles and embarked on a massive conquest, crossing the Stygies and Diabolus rivers and marching on the hives of Armageddon Secundus.

Von Strab ordered Princeps Mannheim to lead his Titans into battle against the Ork armies, unsupported by other forces. Mannheim had little choice but to obey, though he knew that it would lead to the destruction of his forces. Although they inflicted heavy casualties on the Orks, the Legio Metalica were all but annihilated by the numerous Ork Gargants that opposed them. Everywhere the Imperial forces were being driven back in disarray.

The Orks swept onwards, storming Infernus Hive as the Season of Storms broke in full fury. Refugees numbering in tens of thousands marched across the inhospitable ash dunes, dying from exposure to the harsh environment or falling prey to the rampaging mobs of Ork Speed Freeks which constantly harried them in their flight.

As the Orks moved southwards they split, descending on the Hades and Helsreach hives. When the Orks besieged the massive cities, von Strab unleashed a secret weapon, a massive stock of virus bombs from his personal arsenals. However, the ancient devices frequently malfunctioned and although they took a heavy toll of the unprotected Orks, many humans were lost too as



missiles flew out of control and plunged into Imperium lines or exploded in the refugee camps. At Helsreach, converted supertankers took those unable to fight across the Tempest Ocean and, once the last ship had left, those who remained grimly swore to defend the city to the last man. Suicide teams charged into the Ork encampments and detonated home-made explosives, while the dockside loaders welded themselves into the armoured cabs of their cranes and fought with the gigantic Gargants rampaging across the city. The fighting was bitter, but in the end, Helsreach fell to the Orks.

Although the battle for Armageddon had been ferocious, it was at Hades Hive that the conflict entered a new level of savagery and fierceness. Led by Commissar Yarrick, the defenders of Hades Hive fought as though they were possessed. The Orks made so little headway against such stiff resistance that Ghazghkull himself joined the attack, leading his forces from the front. Thus the stage was set for the greatest contest of wills in the entire war.

For weeks, Ghazghkull tried every stratagem taught to him by Gork and Mork: making lightning assaults and feints, attacking in massive waves and trying to reduce the hive by bombardment. Yarrick countered every ploy: sending out sabotage parties to destroy the Ork Warlord's siege engines, counter-attacking along a flank when the Orks tried to storm the barricades, and falling back from diversionary attacks to draw the Orks into ambushes. When Ghazghkull mustered all of his Kommandos into a huge infiltration force, Yarrick assembled volunteer cadres of men who were once maintenance workers in the labyrinth of the hive's air and fuel ducts. A deadly battle was fought in the darkness between these drug-crazed psychopaths and the Ork Kommandos, and in the end it is said that not a single Kommando escaped alive.

As Yarrick and Ghazghkull fought over Hades, the remaining Ork columns rumbled southwards towards the only other surviving settlements – Acheron and Tartarus. At Acheron, as the Orks made their assault, the defenders swore to die rather than surrender. Such dedication was admirable but, in the end, unnecessary. The Orks were ripped asunder by the thunder of bombs and the crash of gigantic cannons as the sky overhead filled with the shapes of Space Marine Thunderhawk gunships. The Blood Angels led the reinforcements, the military commanders of Armageddon ignoring von Strab's authority to follow Dante's legendary leadership. Von Strab was arrested for his crimes against the Imperium, though he later escaped.

With the coming of the Ultramarines, Salamanders and Blood Angels, the tide began to turn on Armageddon. The factories of Acheron and Tartarus churned out weapons and vehicles by their thousands, whilst the Space Marines began to force the Orks to retreat from the south. If Ghazghkull had turned his attention southwards and made immediate plans to thwart this sudden counter-attack, Armageddon may have still fallen. However, the siege of Hades Hive had become something more than simply a military objective. Yarrick's uncompromising resistance challenged Ghazghkull's ability and reputation as a Warlord – a challenge he could not back down from. The Ork Warlord gathered every available warband to his army and, with this almighty force, fell upon Hades Hive with the hatred an Ork only reserves for his greatest enemy. Despite desperate rationing, supplies in Hades had all but run out, and seeing the mass of Orks preparing to attack, Yarrick decided that the city could no longer stand. Those who could be were evacuated by daring shuttle runs, risking the Ork anti-aircraft fire and interceptors to escape.

The Space Marines arrived too late to save Hades, attacking the Orks even as they smashed their way inside. Yarrick was almost slain, but his iron will stopped him succumbing to the near mortal



wounds he had suffered. Whilst the fate of Hades was being sealed, Ghazghkull revealed the true extent of his cunning. Masses of Ork reinforcements poured in from the west, intent upon Tartarus Hive in the south. If Tartarus was overrun, the industrial power in the south would be smashed and the Orks could easily consolidate their position while the Imperial armies were being moved down from the north.

As the Orks assaulted Tartarus, their vanguard already pushing into the streets of the hive city, Dante made his move. Transporting his Blood Angels back to their orbiting ships, he led a massive drop pod assault into the heart of the Orks. Though horrendously outnumbered, the Blood Angels set to massacring any Ork unlucky enough to be caught by them.

Fuelled by their righteous hatred, the Blood Angels slew nearly half of the entire Ork army, and it was rumoured that Ghazghkull himself had been felled, though this later proved to be false. Leaderless and assaulted on all sides by the Emperor's forces, the Orks refused to surrender. Some fought to the death, others slipped into the ash wastes and eventually made their way to the jungles between the two continents of Armageddon.

As is the way with Orks, the greenskins were never fully eradicated from Armageddon, and it is unlikely that they ever will be. In the depths of the jungles and in the ruins of fallen hives they continue to breed, only to be hunted down by Imperial kill-teams. Hades Hive still lies shattered, whilst the rebuilding of Tartarus and Infernus has only just begun. The legacies of the Second Battle of Armageddon are still plain to see.



GHAZGHKULL'S SECOND INVASION OF ARMAGEDDON

"I'll be back..."

Warlord Ghazghkull Thraka

Ghazghkull was not idle following his defeat on Armageddon. Retiring to his stronghold – a network of systems controlled by his forces in the Golgotha Sector – he carried on with the master plan that had been revealed to him by Gork and Mork years before. If the Imperium made one terrible mistake following the war it was to consider that Ghazghkull had been defeated. This was far from the truth. What the Ork gods had revealed to Ghazghkull, or rather what he said they had revealed to him, was that in order to destroy your foe you must first know him. For Ghazghkull, the war had been a way to learn how the Imperium would react and deal with a major invasion. In effect, Ghazghkull had been doing little more than testing the Imperium's defences.

In the decades that followed the war, Ghazghkull carried on with his master plan. Having learned all he needed to know about Imperial strategy, he began practising the tactics that he felt would lead to his enemies' defeat. As he did not want to draw undue attention to himself, these experiments were carried out on a much smaller scale than the invasion of Armageddon. From 945 to 959.M41 the Imperium received numerous reports of small raids and attacks against Imperial bases and outposts that were led by Ghazghkull Thraka personally.

Then, in 962.M41, an Imperial military base on Buca III was annihilated by missiles fired from an Ork base hidden on an asteroid. The asteroid entered the system from deep space and bypassed all the Imperial sensors undetected before unleashing its deadly missiles at the unsuspecting outpost. In 972.M41 the Imperial agri-world of Chigon 17 was overrun by a massive force of Orks allegedly under Ghazghkull's command. Despite the fact

that the Imperial Guard defenders were well-equipped with tanks and other vehicles, they were defeated by the Orks in a lengthy guerrilla campaign which rendered the Imperial defences utterly useless. In 986.M41 the Imperial Battlecruiser, the Radiant Way, along with its attending escorts were lost with all hands in a sudden attack by Ork pirates, again led by Ghazghkull. The Imperium responded in force, but discovered that the Orks had disappeared by the time they arrived.

Most recently, Ghazghkull allied with the Ork Warlord Nazdreg Ug Urdgrub to make a vicious assault on the Imperial planet Piscina IV. The Orks used a previously unknown type of teleportation device which enabled them to manoeuvre their troops directly onto the planet from a space hulk located a massive distance away from the planet. The Imperial garrison was taken completely by surprise and only the presence of Space Marines from the Dark Angels Chapter saved Piscina from being overrun by the alien hordes.

However, this second defeat was of little consequence to Ghazghkull, for, with the completion and testing of his new 'tellyporta', he was finally ready to unleash his full force against the Imperium. A plan that had been fifty years in the making was about to reach fruition...

Meanwhile on Armageddon, a lengthy investigation of the planet's readiness and defences was begun in 948.M41. In light of the strategic value of Armageddon to the Imperium, extensive works were ordered by the Adepts of Terra to secure the Armageddon system against future attacks. Sector Naval command was transferred to the Armageddon system and the Naval facility of St. Jowen's Dock was rebuilt and expanded to accommodate all classes of interstellar warship.

In addition, three permanently manned monitor stations were established in the outer reaches, named after three great heroes of the second war of Armageddon; Mannheim, Dante and Yarrick.

Ground based and orbital defences were rebuilt and heavily reinforced, minefields were seeded throughout the system and a substantial increase in the numbers of system ships and monitors was ordered.

On Armageddon itself, the long process of rebuilding the hives devastated by Ghazghkull's hordes was begun. A process which, despite massive application of resources and manpower, remained incomplete fifty years later. In part, this was due to the increased number of defence regiments which were raised over this period, despite a lowering of Armageddon's tithe of regiments destined for the Imperial Guard. A military council was appointed to rule over Armageddon, comprising high ranking representatives from the Imperial Guard, Navy, Departmento Munitorum and Adeptus Mechanicus, the Ecclesiarchy and the Governor of each of the major hives on Armageddon. The council was headed by General Kurov of the Imperial Guard, a respected veteran of the Bakkus Crusade. From 949.M41 to 978.M41, General Kurov coordinated a series of xenocidal campaigns conducted throughout the equatorial jungles between Armageddon Primus and Secundus and the ice-bound world of Chosin to eliminate Ork infestations which sprang up in the aftermath of Ghazghkull's invasion. Fifty years passed and Armageddon rose from the ashes, its defences stronger and more powerful than they had ever been before. Still it was not enough.

The first signs of the coming storm was a series of attacks on systems surrounding Armageddon and other worlds nearby. First the nearby world of Minerva suffered the depredations of Ork pirates, then the Agri-world of Ruis was likewise assailed. Over a period of months, in spite of the best efforts of the Imperial Navy, the number of merchant ships reaching Armageddon was cut by half. It was as though an unseen presence knew that the Imperial forces were bound by the need to guard the Armageddon system and were not free to patrol the sector as freely as they should. Almost overnight, the pirate raids grew into assaults on outposts and then into attacks against lightly-held colonies and satellites. Soon, the first full-scale planetary invasions began. Two dozen Imperial worlds came under attack in as many hours and the Astropaths of Armageddon received constant reports of yet more Ork assaults. Every consultation of the Emperor's Tarot showed bloodshed, destruction and the sign of the Beast Resurgent. Rumours spread that Ghazghkull was returning to wreak his vengeance, and soon even the most obstinate bureaucrat could no longer deny that an Ork Waaagh of gargantuan proportions was engulfing the Armageddon sector. After Task Force Trajan was presumed lost battling Orks in the Desdena system, General Kurov sent forth a call to nearby Imperial Guard regiments and Space Marine Chapters to muster in defence of Armageddon.

On the Day of the Feast of the Emperor's Ascension, fifty seven years to the day after the first Ork invasion, augur probes registered a massive disruption in the Immaterium as an Ork fleet tore its way back into reality and Ghazghkull's hordes descended on Armageddon once more. An alert from monitor station Dante was cut off in mid-transmission as the Ork ships swept past in their hundreds.

The monitor station's final reports indicated an Ork fleet moving into the system, comprising 50 Ork cruisers and over 300 escort vessels accompanying at least four space hulks. The forces of Armageddon were placed on full alert and seven Imperial cruiser squadrons, led by the Apocalypse class battleships His Will and Triumph, departed St. Jowen's Dock within twenty four hours. The Imperial fleet, under Admiral Parol, entered battle five days later, catching the lead elements of the Ork fleet in an ambush around the high-G world of Pelucidar.

Sixty Ork attack ships were blasted out of the void by Imperial fire in the initial engagement, without the loss of a single Imperial ship. Then Parol's ships were engaged by heavy squadrons of Ork kill kroozers and swarms of fighta-bommerz racing ahead of the main body of the Ork fleet. The Imperial ships fought valiantly, their weapon batteries pounding the crude Ork vessels into scrap, ravening lance beams incinerating wave after wave of fighta-bommerz.

Nonetheless, the Ork fleet outnumbered that of Armageddon by six to one and the Imperial ships were gradually battered back. The Orks made suicidal rushes against the Imperial gun-lines with unbounded ferocity, losing a dozen of their ships in exchange for a single Imperial vessel. At the height of the engagement, Admiral Parol received comm-bursts from the Yarrick and Mannheim monitor stations warning of three more Ork fleets entering the edges of the system. Almost simultaneously, the Triumph was bracketed by five Ork kill kroozers and crippled by their combined heavy gunfire and massed teleport attacks. Realising that his duty lay in preserving the fleet for a protracted conflict, Admiral Parol reluctantly gave the order for a general disengagement.

The doomed monitor stations were overwhelmed a few hours later. By their last count, the combined Ork fleets numbered in excess of 2,000 ships and at least twelve space hulks, the largest number of hulks ever to assail a world of the Imperium in its 10,000 year history. Admiral Parol, his command reduced to five squadrons of cruisers and a single operational battleship, could do little more than mount hit and run attacks against the massive Ork armadas as they moved in-system. Imperial reinforcements would arrive soon, and then Parol could hope that Ghazghkull's control of space could be challenged with some hope of success.

In the meantime, Parol's escorts and light cruisers harried the Orks as best as they could, distracting and drawing off their foes into baited traps and minefields, doing whatever was in their power to reduce the tidal wave of Ork machines arriving in-system. To their dismay, the Imperial Navy ships encountered dozens of crude asteroid fortresses, or 'Roks', in the normally vulnerable tail of the Ork fleets. These heavily armed weapons platforms proved difficult to attack directly, but the very presence of such unusual numbers of them seemed to indicate some more sinister design at work.

Surprisingly, the Orks did not turn aside to capture St. Jowen's Dock. Instead they subjected it to a six day long bombardment as the Ork fleets moved past, enlivened by repeated attacks from assault boat squadrons. Ork warriors succeeded in establishing themselves throughout the lower sections of the dock, and, although the facility remained in Imperial hands, it was rendered virtually useless by damage from the bombardment and constant Ork raids. Only the arrival of two Ordo Xenos Inquisitorial kill-teams later in the campaign succeeded in driving the Orks back to the isotope storage pits at the base of the station.

On Armageddon, the final weeks before the Ork fleet's arrival were occupied with frenzied preparations. Titan Legions fired up their ancient plasma reactors and took up defensive positions around the hives, their scanner-eyes scouring the skies. Imperial Guard regiments were mustered and dug in, Space Marines from over twenty Chapters dispersed into the wastelands and mountains to prepare to face the aliens. Imperial merchant vessels daily ran the tightening gauntlet of Ork ships to rush more reinforcements to the planet. The last transport to touch down carried a legend of a man, the famed Commissar Yarrick, the 'Old Man' himself, set foot on Armageddon for the first time in twenty years to the rapturous cheers of the populace.

The old commissar met with the military council that very night and advised them on Ghazghkull's most recent tactics and strategies, adding a dire warning against underestimating the Warlord's capabilities. Many said he had become old and weary, bowed down with the horrific prospect of the coming invasion. Those who knew him well could see the fierce determination that still burned in his single eye. General Kurov had always been renowned for his judgement of men in battle, and he was deeply impressed by Yarrick's drive and intelligence. He requested that Yarrick take over leadership of the military council for the duration of the current crisis and, to the relief of all, Yarrick agreed.

Six weeks after entering the Armageddon system, the vast armada of Ghazghkull's forces went into battle with the space stations and weapons platforms in high orbit over the planet. Those who had hoped that the powerful orbital defences of Armageddon would keep the Orks at bay were soon shown to be hopelessly deluded. The orbital battle raged for three days and two fiery nights, but, by dawn of the third day, the skies were filled with the vapour trails of Ork landing pods and the incandescent meteors of attack ships carving through the skies. Hades Hive, still a virtual ruin after the last war, was the first to die. In an act of terrible vengeance Ghazghkull chose not to fight again at Hades. Instead, the entire hive and its inhabitants were smashed asunder by giant asteroids dropped from orbiting space hulks. This act of wanton annihilation was but the prelude to the bloodshed which was to follow.

As the fires of Hades' destruction lit the eastern horizon, the first Ork drop legions clashed with Imperial forces near Volcanus, Acheron and Death Mire. Ground based defence lasers and missile silos took a terrible toll of the Orks as they landed, but the survivors regrouped and assailed the defences with such terrible ferocity that soon more and more of the horde was reaching the planet's surface unscathed. Feral Orks swept down from the Pallidus Mountains and out of the equatorial jungles to join the growing hordes. Where the defences proved too strong to be taken by direct assaults, huge mobs of Orks and their war machines were teleported directly into battle from the hulks above. As the ground defences fell silent on the third day of the landings, Yarrick ordered every remaining aircraft on Armageddon to be thrown into the battle in a desperate attempt to destroy as much of Ghazghkull's hordes as possible before they reached the ground.

The sulphur yellow skies over Armageddon became interwoven with twisting con-trails as thousands of Ork fighta-bommerz duelled with Imperial Thunderbolts and Furies. The Imperial craft had the advantage in that they could return to their armoured airbases to refuel and rearm, whereas the Orks had to reserve enough fuel to climb back up to their Terrorships and hulks in orbit. But soon the Orks secured ground bases and the battle turned against the brave Imperial pilots as the crushing numbers of the Orks was brought fully to bear.

As the aerial battles reached their height five days after the landings, Acheron Hive fell to the Orks without warning, captured by treachery from within. Garbled reports spoke of power grids sabotaged and the Orks boiling out from secret access tunnels at the very heart of the metropolis. The instigator of these foul crimes was soon revealed as none other than the infamous war-criminal Herman von Strab. He took over the hive as its new Overlord, announcing that it was his divine right to rule over Armageddon. Ork brute squads stood ready to silence any dissenters who doubted von Strab's determination.

Despicably, much of the old nobility in Acheron welcomed back von Strab as a long-lost prince, choosing to gently ignore the fact that he had thrown in his lot with some of the most dangerous aliens the galaxy had ever seen.

At Volcanus Hive, on the same day that Acheron fell, massed Ork infantry surged over the twenty square miles of defences atop Volcanus Mount just beyond the hive's outer suburbs. Seventeen garrison regiments of Armageddon Hive militia were routed and the Orks captured many weapons and fortifications intact. Volcanus itself was soon besieged, surrounded by a ring of Orkish steel and relentlessly pounded by captured macro cannon and barrage bombs. Outside Death Mire, the war went better. The Titans of Legios Tempestor and Victorum with their supporting regiments of Skitarii virtually annihilated the Ork Blackfire tribe in a three day running battle across the Plain of Anthrand. But the Ork landers fell from the skies like a relentless storm and fighting spread across Armageddon like a forest fire, until every hive and factory complex was embroiled. In many places, Ork attacks were beaten off, but again and again the Orks would regroup and attack within hours, stretching the defenders to their limit.

As Yarrick had predicted, Ghazghkull's strategies proved deadly. The Orks kept an iron grip on Armageddon's skies, orbital bombardments and fighta-bommerz pounded Imperial forces wherever they tried to form a battleline, pinning them in place while further landings were made to surround them. Where the Orks were outnumbered, they fought a guerrilla war, striking at their foes and withdrawing into the harsh wastelands before retribution could arrive. Ghazghkull had learned the lessons of Chigon 17 well, and deliberately prepared his plans so that the fighting was scattered and chaotic; precisely the conditions in which Ork warbands thrive and Imperial regiments were denied the support and coordination they needed to fight back effectively. The only force which consistently defeated the Orks was the Adeptus Astartes and the Space Marines tirelessly scoured the hinterlands of Armageddon on search and destroy missions to eliminate the greenskins at any opportunity.

As the battles raged on the planet, Ghazghkull unleashed another of his carefully prepared surprises. Incredibly, dozens of the great asteroid fortresses encountered by Admiral Parol's ships began to descend from orbit. Slowed by powerful force fields, rockets and modified traktor kannon, the Ork Roks made landings in the verdant equatorial jungles and across Armageddon Primus and Secundus. Many were lost to ground fire or accidents but each one that survived became a bastion for the Orks, a rallying point and a ready-made fortress.

As well as their huge guns and missile batteries, the Roks contained giant teleport arrays like those first used by Ghazghkull in his Piscina campaign. These were employed to teleport down Ork reinforcements, including Gargants and heavy artillery, in an endless stream. Commissar Yarrick personally led attacks by Cadian shock troops supported by the Titans of Legio Metallica and Legio Ignatum which destroyed several of the fortresses, but bloody battles around many others consumed whole regiments in hours. For the rest of the war, the Space Marines bore the brunt of eliminating the Ork fortresses where they could, the Salamanders Chapter winning particular acclaim for their successes against fortresses along Hemlock River.

Mysteriously, the Orks also made landings in the Fire Wastes and Dead Lands to the north and south of the main continent of Armageddon. Even Yarrick was surprised; these grim, forbidding lands had always been believed to be uninhabitable and utterly valueless. Their value to Ghazghkull became apparent when weeks later hundreds of tanker-sized Ork submersibles rose from



the polluted waters and made landings at Tempestora and Helsreach. Surprise was total, Tempestora fell within days and the dockyards of Helsreach were soon captured. Only a bitter defence by the Helsreach Hive gang militias, with supporting companies of Stormtroopers and Space Marines which had been rushed to the area, prevented the Orks overrunning the entire hive.

Fourteen days after the initial Ork landings, the first major confrontation between Ork and Imperial war engines occurred. A ten day battle raged over the Diabolus factory complex as the Gargant mobs of Warlord Burzuruk and Warlord Skarfang clashed with the Titans of Legio Crucis. Six Titans and eight Gargants were utterly destroyed in the fighting and many others needed months of repairs before they could fight again. The Diabolus complex was wrecked during the battle, its foundries and machine shops blasted apart or crushed underfoot by giant fighting machines. In the aftermath of the battle, Ork Speed Kults swiftly encircled Infernus Hive, cutting it off from all outside help. Mechanised counter-attacks into the ash wastes met with initial success, but when an entire regiment of Savlar Chem Dogs was surrounded and wiped out by the Speed Freeks, further attempts to break out were abandoned by those inside.

As the beleaguered defenders pondered how to lift the siege, reports came in of a vast Ork horde rounding the Pallidus Mountains from the north-east. Soon the horde was visible from the hive spire, a great sea of warriors which seemed to fill the empty expanse of the ash wastes to overflowing. Towering Gargants strode through the tide, like great ships rolling on a green sea. The guttural war chants of the Orks could be heard from over twenty miles away, the ground shaking with their progress. Worst of all, the countless bannerpoles swaying over the horde bore the personal glyph of the mighty Ghazghkull himself.

As the skies darkened beneath the shadow of Ork hulks high above and the first orbital bombardments crashed down, the citizens of Infernus knew that their doom was upon them. They made what preparations they could with preternatural calm, commanding their souls to the Emperor as they built barricades or distributed weapons and ammunition to the troops. They tried to take inspiration from the legends of Commissar Yarrick and how he made the Orks pay for every inch of ground at Hades Hive. Not all were brave enough to face their doom, thousands fled into the wastes to be killed or captured by Speed Kults which circled the hive like vultures over a carcass.

The Adeptus Arbites soon moved to secure the hive, turning back or executing any who failed in their duty to the Emperor. As Ghazghkull's horde came within range, the last great siege guns of Infernus pounded at them, lobbing thousand-pound shells into the mass of greenskins until return fire from the orbiting hulks smashed them apart. In the brief lull that followed, Ghazghkull delivered to the defenders of Infernus a messenger. It was Colonel Gortar of the Chem Dogs, horribly mutilated, and missing his eyes and hands. The message the Colonel bore was a simple one which would be heard many times across Armageddon in the months to come:

“Surrender or die!”

WARZONE ARMAGEDDON

'We hold them here or we fight them on the hallowed ground of Terra itself. I for one would rather see a million human lives lost here than allow a single Ork to set foot on Earth.'

General Pavlov, Armageddon Command Guard.

The scale of the war on Armageddon is difficult to imagine. Millions lost their lives, mighty war-machines clashed, mile high hive cities were razed to the ground and deeds both heroic and villainous were performed. The Imperium has committed troops from hundreds of lightyears around the Armageddon sector in response to one of the largest Ork invasions in its ten thousand year history.

The war involved millions of Imperial troops. At least twenty-three chapters of the Adeptus Astartes were on Armageddon at the height of the war, and most suffered serious losses. The Celestial Lions were all but obliterated, and the Blood Angels lost one of their mightiest heroes when Captain Tycho fell taking the breach at the siege of Hive Tempestora.

Imperial logicians can only estimate how many Imperial Guard took part in the war. It is known that twenty-four regiments were originally called upon to serve, but the Armageddon Command Guard have long since lost track of the number of men involved, and the numbers of casualties suffered amongst them.

The Orks too sustained enormous losses, although these only served to spur the invasion onwards. Towards the end of the first phase of the war, the Imperial Navy regained control of orbital space, stemming the tide of Orks landing on Armageddon. However, due to the Orks' unique reproductive cycle, the race is fated to occupy the planet for the foreseeable future.

After many months of incessant warfare, an uneasy stalemate was reached in most theatres, neither army able to gain significant advantage over the other. As the Season of Fire approached, both

sides attempted to consolidate their positions in order to weather the storms ahead. When the Season of Fire comes to Armageddon, fighting is the last thing on the mind of anyone caught in the open; even an Ork must look first to find shelter. The worst of the superheated ash-storms will kill an unprotected man in minutes, and foul the engines and tracks of any armoured vehicle.

As the first searing winds rose across the Fire Wastes and swept down through Tempestora and Death Mire, the Imperial troops stationed along hundred mile long trench lines began to dig in. Vast shelters were constructed along all fronts, fortified with heavy bunkers. The Orks, being of stronger constitution than their human enemy did not need to construct such heavy shelters, but even they were forced to dig in and seek a modicum of protection against the worst of the searing ash-storms.

The troops stationed along the enormous trench lines bore the very worst nature could throw at them. Many spent long months in cramped, poorly filtered shelters, the monotony only relieved during lulls in the storms when they would be ordered to make patrols and sorties across a hellish warscape. Visibility was seldom greater than three metres and death was as likely to come at the hands of the weather as from enemy infiltrators.

Along the Tempestor Victorum trench line, the Imperial Guard defenders of Death Mire were forced to request assistance from the Space Marines of the Storm Lords chapter during an Ork assault consisting of dreadnoughts and killer kans. The Space Marines were only able to fight outside of their Land Raiders and Rhinos for a few minutes at a time, and the guardsmen could only watch from their fortified shelters as the battle raged in the searing storm outside. Eventually the Orks were repulsed, and when the storm finally abated three days later some fifty Ork machines were discovered standing motionless in the wastes, the ash having clogged their engines and joints until they simply ground to a halt. Following this incident the Armageddon Command Guard requested the Storm Lords take permanent



station along the siege lines of Death Mire. The Storm Lords commander's reply was not suitable for official records, but illustrated the pride a Space Marine takes in an aggressive, rather than defensive, battlefield role.

The onset of the storms caused an increase in the fighting surrounding the cities, as forces attempted to consolidate their positions and gain the relative protection of the hives. The war spilled over the city walls and vicious cityfighting erupted, engulfing every square mile of every contested hive. Amidst this fighting hundreds of provisional companies were formed, consisting of hive-gangsters, house-guards and just ordinary civilians defending their homes.

Hive Hades was destroyed in the opening phases of the war when Ghazghkull ordered captured asteroids dropped from orbit. The impacts reduced much of the city to an enormous crater, and the outlying areas to ruins. Amidst these ruins, a brutal war was being fought for control of the scant shelter offered from the excesses of the Season of Fire.

The largest threat caused by the storms came from Orks seeking shelter amidst the jungle. The Imperial forces stationed in the jungle region were already sorely pressed, with their headquarters at Cerbera Base under constant siege from the surrounding hordes of Feral Orks. With the influx of Orks to the area came an increase in the reports of unexplained phenomena around the Angron's Monolith and Ancient Pyramid sectors. The Relictors Space Marines spent the entire season fighting in the vicinity of the Monolith, while the Kill-teams of the Ordo Xenos saw almost constant action near the pyramid. No official reports regarding the activities of either group have been logged.

Both sides took the opportunity to bring in fresh troops during the lull in the fighting. Orbital space is the only theatre truly dominated by the Imperium, and so the task of bringing in reinforcements has been far easier for them than for the Orks. The casualties sustained on Armageddon have stretched many Imperial forces to breaking point, and many regiments have been amalgamated with others to maintain cohesive formations. Other groups have departed, as in the case of the Blood Angels Space Marines returning to Baal bearing the body of their fallen hero Captain Tycho. The Armageddon Command Guard has requested, and been granted the aid of a clan of the infamous Skull Takers of Canak IV. This force is drawn from the natives of a night-shrouded deathworld known for its unstable volcanoes and choking ash clouds. The services of the clan have been invaluable in the depths of the Ash Wastes, where their unique skills have allowed them to raid into remote areas assumed by the Orks to be safe.

The Imperium has now cast its net wider than ever before in order to import fresh troops. A general call to arms has gone out, and planets as distant as Valhalla and Necromunda have answered. Those worlds closer to the war have been required to raise troops far in excess of their traditional obligations, and there is no end in sight to the largest muster in the region since the Age of Apostasy.

Finally, after months of blinding storms, the Season of Fire is drawing to a close and the cooler Season of Shadows is looming. Battle lines are once again being drawn and it is only a matter of time before the full destructive potential of both sides is once again brought to bear. Armageddon has become a world doomed to endless war. The Imperium simply will not relinquish its control of the world, as to do so would allow the endless tide of Orks to scatter before the Imperial military, to be washed up who knows where. Better that the tide is held back at Armageddon



than allowed to dissipate and reform elsewhere, perhaps even closer to sacred Terra than Armageddon. The cost of this endeavour is measured in human lives; and those lives are numbered in the millions.

For the Orks, Armageddon has become the ultimate testing ground, a warlord's playground where hundreds of thousands of boyz can be sent to their deaths in the name of Gork and Mork. Thanks to their unique reproductive cycle, and the fact that word of Armageddon has travelled to the most distant Ork empires, the Orks have a limitless supply of reinforcements with which to fight the Imperial defenders. Ghazghkull believed he had unleashed the Ragna-ork: the final confrontation in which the Ork race will rise as one and crush or enslave every race that stands before it. Only time will tell if Ghazghkull's departure will see another warlord rise and lead the Orks on towards the ultimate goal of Waaagh! Ghazghkull: the throne of the Imperium itself, Earth.

'We's stomped 'umies, we's blown up stuff and we's driven our traks from one end of da world to da uvva. We's gonna come back next year!'

Bugsplatta Defnik of the Red Wheelz Speed Freeks.

FORCE DISPOSITIONS AFTER THE FIRST SEASON OF FIRE

IMPERIAL GUARD

1st Div, ARCADIAN RIFLES	6 Regiments
ARM. ASH WASTE MILITIA	13 Regiments
ARM. COMMAND GUARD	5 Companies
ARM HIVE MILITIA	280 Regiments
ARM. ORK HUNTERS.....	11 Regiments
ARM. STEEL LEGION.....	56 Regiments
ARPHISTA PENAL LEGION	1 Demi-Legion
ASGARDIAN RANGERS	2 Regiments
CADIAN SHOCK TROOPS	19 Regiments
CANAK IV 'SKULL TAKERS'	1 Clan
CATACHAN JUNGLE TROOPS	3 Regiments
CITYFIGHTING PROVISIONAL COMPANIES.....	Est. 600 Companies
DEATH KORPS OF KRIEG	5 Regiments
ELYSIAN DROP TROOPS	12 Regiments
JOPALL INDENTURED SQDNS.....	12 Regiments
MINERVAN TANK LEGIONS.....	3 Legions
MONGLOR OGRYN AUXILIA.....	1 Regiments
MORDIAN IRON GUARD	8 Regiments
8th NECROMUNDAN 'SPIDERS'	3 Battalions
NOCTAN STRIKE FORCES.....	5 Regiments
NORDIAN BERZERKERS.....	4 Regiments
OCANON PHALANX TROOPS	8 Regiments
PYRAN DRAGOONS	8 Regiments
POLAX 41ST 'SHOCK'.....	1 Regiment
SAVLAR CHEM-DOGS	6 Regiments
SAVLAR CHEM-RIDERS	2 Regiments
SEBASTIN DEFENDERS.....	15 Regiments
SEMTEXIAN BOMBARDIERS.....	9 Batteries
STORM TROOPERS	18 Companies
TERRAN PRAEFECTS	10 Regiments
INQUISITORIAL INDUCTED COMPANIES.....	3 Companies
VALHALLAN ICE WARRIOR.....	8 Regiments
ZOUVAN SKIRMISHERS.....	3 Brigades
VORGARN LIGHT INFANTRY	12 Regiments
XENONIAN FREE COMPANIES	5 Companies

DEPARTAMENTO MUNITORUM

ENGINEER CORPS.....	5
PIONEER CORPS	2

ADEPTUS ARBITES

PRECINCTS.....	16
PUNITIVE BATTALIONS.....	41

OFFICIO ASSASSINORUM

AGENTS.....	CLASSIFIED INFORMATION
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OFFICIO SABATORUM

AGENTS	21
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ORDO XENOS

KILL TEAMS	3
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TEMPLARS PSYKOLOGIS

DISRUPTION SQUADS	20
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LEGIONES ASTARTES

ANGELS OF FIRE.....	2 Companies
ANGELS OF VIGILANCE	1 Company
ANGELS PORPHYR	3 Companies
BLACK DRAGONS	2 Companies
CELESTIAL LIONS.....	>1 Company
EXORCISTS	1 Company
FLESH TEARERS	4 Companies
HOWLING GRIFFONS.....	2 Companies
IMMORTAL HEARTS.....	1 Company
IRON KNIGHTS	1 Company
MARINES MALEVOLENT	2 Companies
MINOTAURS.....	1 Company
MORTIFACTORS.....	2 Companies
RAPTORS	2 Companies
RED SCORPIONS	1 Company
RELICTORS.....	10 Companies
SALAMANDERS	2 Companies
STORM GIANTS	2 Companies
SUBJUGATORS	1 Company
WHITE SCARS	1 Brotherhood
WIDOWMAKERS	1 Company

ADEPTA SORORITAS

ORDER OF OUR MARTYRED LADY	1 Commandery
ORDER OF THE ARGENT SHROUD	1 Preceptory
ORDER OF THE EBON CHALICE	1 Commandery
ORDER OF THE BLOODY ROSE.....	1 Commandery
LESSER ORDER OF THE WOUNDED HEART	1 Commandery

ADEPTUS MECHANICUS

CENTURIO ORDINATUS	4 Ordinatus
LEGIO CRUCIUS	Demi-Legio
LEGIO IGNATUM	>Quattro-Legio
LEGIO INVIGILATA	Legio
LEGIO MAGNA.....	Quattro-Legio
LEGIO METALICA	Demi-Legio
LEGIO TEMPESTOR.....	Legio
LEGIO VICTORUM.....	Legio
SKITARI.....	14 Regiments

IMPERIAL FLEET

GLORIOUS AGE.....	Retribution class battleship
TRIUMPH	Apocalypse class battleship
INOMINE VERITAS	Emperor class battleship
GREEN LAKE	Oberon class battleship
FIRST-LINE CRUISER SQUADRONS	6
SECOND-LINE CRUISER SQUADRONS.....	9
LIGHT CRUISER SQUADRONS.....	17
ESCORT SQUADRONS.....	21
BOMBER STRIKE WINGS	54
INTERCEPTOR STRIKE WINGS.....	81
SPACE MARINE BATTLEBARGES	8
SPACE MARINE STRIKE CRUISERS	38
THUNDERHAWK GUNSHIPS.....	numbers unknown

ARMAGEDDON PRIME

FORCES OF THE GREAT DESPOT OF DREGRUK

DESPOT GAZGRIM'S

WAR HORDE.....Estimated 200 warbands, 15 Gargants

WARLORD THOGFANG'S

GARGANT BIG MOBEstimated 3 warbands, 2 Gargants

WARLORD BADFANG'S

BATTLE FORTSEstimated 2 warbands, 12 Battle Fortresses

BLACK SLAYERS TRIBE....Estimated 30 warbands, 4 Gargants

FIREBELLIES TRIBEEstimated 15 warbands, 3 Gargants

VARGA'S DROP LEGIONEstimated 5 warbands

WARLORD GARSHAG'S

BIG GUNZ.....Estimated 7 'artillery' warbands

ARMAGEDDON SECUNDUS

FORCES OF THE ORK WARLORD

GHAZGHKULL MAG URUK THRAKA

GREAT OVERLORD GHAZGHKULL'S WAR HORDE

Remnants joined other warbands after Ghazghkull's departure.

WARLORD MORFANG'S

GARGANT BIG MOBEstimated 160 warbands, 15 Gargants

WARLORD SKARFANG'S

GARGANT BIG MOBEstimated 6 warbands, 7 Gargants

WARLORD BURZURUK'S

GARGANT BIG MOBEstimated 6 warbands, 7 Gargants

WARLORD KROKSNIK'S

DETH TRAKSEstimated 3 warbands, 15 Battle Fortresses

BLACKSKULL TRIBEEstimated 32 warbands, 5 Gargants

CROOKED MOON TRIBE ..Estimated 19 warbands, 3 Gargants

RED FIN TRIBEEstimated 30 warbands, 5 Gargants

RED WHEELZ

SPEED FREEKS.....Estimated 18 'Speed Kult' warbands

BURNING DEATH

SPEED FREEKS.....Estimated 2 'Speed Kult' warbands

WARLORD THUGSNIK'S

BIG GUNZEstimated 6 'artillery' warbands

WARLORD MORBAD'S

BIG GUNZEstimated 12 'artillery' warbands

THE FIRE WASTES

FORCES OF URGOK THE UNSTOPPABLE

GREAT SLAYER GRIMSKUL'S

WAR HORDE.....Estimated 60 warbands, 6 Gargants

WARLORD BLAGROT'S

GARGANT BIG MOBEstimated 4 warbands, 3 Gargants

WARLORD SKRAG'S

GARGANT BIG MOBEstimated 1 warbands, 1 Gargants

VULTURES TRIBE.....Estimated 8 warbands, 1 Gargant

STOMPERS TRIBE.....Estimated 4 warbands, 1 Gargant

SLASHERZ

SPEED FREEK.....Estimated 12 'Speed Kult' warbands

THE DEAD LANDS

FORCES OF OVER-FIEND OF OCTARIUS

GREAT FIEND GORSNIK MAGASH'S

WAR HORDEEstimated 350 warbands, 159 Battle Fortresses

WARLORD SKABSNIK'S

BLITZ BRIGADE.....Estimated 6 warbands, 8 Battle Fortresses

BLACK CLOUD

SPEED FREEKZ.....Estimated 45 'Speed Kult' warbands

WHITE LIGHTNING

SPEED FREEKS.....Estimated 38 'Speed Kult' warbands

ORBITAL SUPPORT

Ork space hulks.....4+

Fighta-Bommer squadrons1,500-2,000

Ork attack craft1,800+

Ork roks.....30+

Ork Kroozers200-300



5.1 SPACE MARINES

"Life is not measured in years, but in the deeds of men."

The Legions of Adeptus Astartes are more commonly known as the Space Marines – the most powerful and the most dreaded of all human warriors. In some respects they are not really human at all but superhuman – superior in almost every way to an ordinary man.

Compared to humanity's teeming billions, there are very few Space Marines indeed. They are far too few to form the sole fighting forces of the Imperium. The Space Marines are the Imperium's elite fighting troops, a core of highly mobile shock troops trained to fight on land and in space. On the battlefield they are expected to take part in the most dangerous and important attacks, and to hold their positions no matter how hopeless the situation.

Space Marines are entrusted with all sorts of dangerous missions, such as lightning raids behind enemy lines, infiltration attacks to capture vital positions, and tunnel fights in enemy-held cities. They also undertake long voyages of planetary exploration and conquest on behalf of the Imperium, ear-marking planets which are too well defended so that they can be attacked later with the support of the Imperial Guard.

Chapters

Space Marines are organised into small independent armies called Chapters. Each Chapter has its own ships, its own uniforms, and its own distinct identity and traditions. Most Chapters operate from a world owned by the Chapter, known as the Chapter Planet. Chapter Planets are part of the Imperium, but they are ruled by the Space Marine Chapter that has its base there. Some Chapters are not based on a planet at all: their base of operations can be a vast space fleet, an orbital asteroid, or a giant space station.

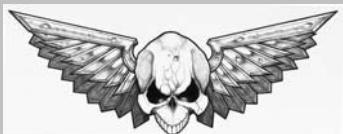


All the Space Marines in a Chapter belong to its warrior cult. In many cases, the warrior cults of the Space Marines preserve traditions and practices older even than the accepted ritual of the Ecclesiarchy. The details of these practices are rumoured to be barbaric and darkly sinister. Space Marines belonging to a Chapter are therefore spiritual brothers as well as brothers at arms. This dual role as physical and spiritual warriors is very important, and it is what makes the Space Marines such dedicated warriors.



Origins

The Space Marines were created at the very dawn of Imperial history, ten thousand years before the present day. Some Chapters can trace their history back to that time. These are the Chapters of the First Founding, created by the scientists of the Emperor to take part in the Great Crusade. Since that time many other Space Marine Chapters have been created, the most recent being those of the Twenty-Sixth Founding.



The First Founding

Originally there were only twenty Chapters. Many of these Chapters took part in the rebellion known as the Horus Heresy and were subsequently destroyed or exiled. Those that rebelled during the Horus Heresy and are no longer part of the Imperial Forces (some have survived as Chaos Renegades in the infernal regions of the Eye of Terror). The names and histories of Chapters 2 and 11 were deleted from Imperial records following the Horus Heresy. The name of Chapter 16, the Lunar Wolves, was changed to Sons of Horus prior to the Horus Heresy, and subsequently to the Black Legion, under which name it now serves the forces of Chaos.



Chapter Organisation

There are approximately a thousand chapters of Space Marines at the current time. The Chapters are distributed fairly evenly throughout the galaxy, some outside the confines of the Imperium, most concentrated around areas occupied by Orks or other dangerous races. At any one time approximately half the Space Marine chapters are engaged on exploratory missions, seeking out new worlds to conquer and and hounding hostile aliens to extinction.

Most Space Marine Chapters are organised using the rules laid down in a set of guidelines call the Codex Astartes. This book was written many thousands of years ago, and states that a Space Marine Chapter should consist of ten companies each of one hundred Space Marines. A company consists of ten squads each of ten men including a Sergeant. In addition to this basic fighting strength, each company has its own Captain, Standard Bearer, Chaplain and Apothecary.

A Chapter also includes a number of officers and specialists who stand aside from the company organisation. These individuals are known as the headquarters staff and they may be assigned to fight with a company in battle. Included amongst them are psychic Librarians from the Chapter's Librarius and Techmarines together with their Servitors.

The Master of each Space Marine Chapter is its leader and spiritual head. A Space Marine Master not only leads his troops in battle, but he also has to act as the figurehead for the whole Chapter. As some Chapters rule entire planets, a Space Marine Master may act as the head of government as well – effectively as the Imperial Commander of a whole planet.

A Space Marine Chapter includes a substantial organisation designed to provide everything needed by the Space Marine fighting units. This includes armouries and weapon shops, space fleet and vehicle construction and maintenance sites, research laboratories information repositories, communication offices and cult chapels. These organisations employ many more individuals than the fighting units, but only a small proportion are actually Space Marines. The majority are hereditary slaves of the Chapter. These slaves are born to serve the Chapter. They are well treated, receive a fine education, and fulfil a vital role within the Chapter. Slaves regard themselves as part of the Chapter, and their loyalty is beyond doubt.

Although the Codex describes a number of ranks and responsibilities within the headquarters staff, only a very few of these officers actually accompany the Chapter to war. Many are non-combatants of advanced years whose roles are to find and train recruits or administrate the Chapter. Some ranks described by the Codex include the Chapter's Ancient (or Standard Bearer), the Master's Secretarius, the Lord of the Household, the Chapter's Armourer, the Commander of the Fleet, Victuallers, the Commander of the Arsenal, Commander of Recruits and Commander of the Watch.

There are relatively few of these senior officers as most non-combatant roles within the Chapter are performed by the Chapter's human serfs. The two largest groups are the Librarians and the Techmarines. Consequently, these two are set aside from the other headquarters staff and considered separately.

Each of the ten companies that comprises a Chapter is led by a Space Marine Captain and includes supernumeraries such as the Company's Chaplain and Apothecary. The fighting strength of each company is made up of ten squads each of ten Space Marines led by a Sergeant.

Of the ten companies comprising a Chapter, the 1st Company consists of veteran troops and is invariably the most powerful.

The 1st Company is the only one able to use the rare and treasured Terminator armour.

All of the companies except the Scout company maintain Rhino transports for each of their squads and officers. The 1st Company also has a permanent establishment of Land Raiders for carrying Terminator squads. It is also customary for Dreadnoughts to remain a part of their company and their presence certainly bolsters the company's fighting strength.

The 2nd, 3rd, 4th and 5th are Battle companies, each consisting of six squads of tactical Space Marines, two of assault, and two of Devastators. These four Battle companies form the main battle lines and generally bear the brunt of the fighting. The Assault squads of the Battle company may be deployed as bike squadrons or land speeder crews.

Companies 6 and 7 are Tactical companies, each consisting of ten Tactical squads. These are intended to act as a reserve which may be used to bolster the main line, launch diversionary attacks, or stem enemy flanking moves. Company 6 is also trained to use the Space Marine bike and the entire company may be deployed as bike squadrons. Similarly, Company 7 squads are trained to fight with land speeders and the company acts as a light vehicle reserve formation.

The 8th Company is an Assault company consisting of ten Assault squads. This is the most mobile company and is often equipped with jump packs, bikes and land speeders. The 8th Company is used in the assault role and wherever a strong hand-to-hand fighting force is needed.

The 9th Company is a Devastator company, consisting of ten Devastator squads. It is the most powerfully equipped company in the Chapter and is used to bolster defence points and provide long range support.

The Chapter's 10th Company is its Scout company consisting of a number of Scout squads. Scouts are youths who have been recruited and partially transformed into Space Marines. Until their physical transformation and training is complete they fight as Scouts. There is no formal size for a Scout company as the rate of recruitment is not fixed.

Although most Chapters follow the guidelines in the Codex Astartes, this is not true of every single one. Some Chapters have a completely different Chapter organisation, such as the Great Companies used by the Space Wolves, while many others include unique formations and companies that are not described in the Codex Astartes such as the Ravenwing of the Dark Angels Chapter or the Death Company of the Blood Angels. The majority of Chapters, though, follow the teachings of the Codex Astartes and treat its words as holy writ that should be followed as closely as possible.

SPECIAL RULE

5.1.1 They Shall Know No Fear

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes two Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast markers).
- Space Marine formations are only broken if they have two Blast markers per unit in the formation.
- Space Marine formations only count half their number of blast markers in assault resolution (rounding down - note that assault resolution will not receive +1 for having no blast marker if the formation has 1 blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.
- When a broken Space Marine formation rallies then it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marine units with the Leader special ability remove 2 Blast markers instead of 1.



SPACE MARINE CHAPTER ORGANISATION

ARMOURY
Techmarines
Servitors

HEADQUARTERS STAFF

*Master of Chapter
Senior officers
Administrative staff
Support personnel*

LIBRARIUS
Chief Librarian
Epistolaries
Codiciers
Lexicaniums

VETERANS

1st (VETERAN) COMPANY
*Captain
Chaplain
Apothecary
Standard
Bearer
Squads:
20 Terminator
or
10 Veteran
Support:
Dreadnoughts
Rhinos
Land Raiders*

2nd COMPANY

*Captain
Chaplain
Apothecary
Standard
Bearer
Squads:
6 Tactical
2 Assault
2 Devastator
Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes*

BATTLE COMPANIES

3rd COMPANY

*Captain
Chaplain
Apothecary
Standard
Bearer
Squads:
6 Tactical
2 Assault
2 Devastator
Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes*

4th COMPANY

*Captain
Chaplain
Apothecary
Standard
Bearer
Squads:
6 Tactical
2 Assault
2 Devastator
Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes*

5th COMPANY

*Captain
Chaplain
Apothecary
Standard
Bearer
Squads:
6 Tactical
2 Assault
2 Devastator
Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes*

RESERVE COMPANIES

6th COMPANY

*Captain
Chaplain
Apothecary
Standard
Bearer
Squads:
10 Tactical
Support:
Dreadnoughts
Rhinos
Bikes*

7th COMPANY

*Captain
Chaplain
Apothecary
Standard
Bearer
Squads:
10 Tactical
Support:
Dreadnoughts
Rhinos
Land Speeders*

8th COMPANY

*Captain
Chaplain
Apothecary
Standard
Bearer
Squads:
10 Assault
Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes*

9th COMPANY

*Captain
Chaplain
Apothecary
Standard
Bearer
Squads:
10 Devastator
Support:
Dreadnoughts
Rhinos*

SCOUTS

10th (SCOUT) COMPANY

*Captain
Chaplain
Apothecary
Squads:
Scouts*

Note: The coloured borders around the various company boxes denote the company colours which are repeated on the Space Marines' armour and banners. In addition to the vehicles and war machines listed, the Chapter has access to a vast range of other military hardware. This includes entire companies of Land Raiders, Predators and the like as well as special artillery and weaponry. Individual armoured vehicles and support gear are supplied to the companies, in appropriate livery, by command of the various captains.

5.1.2 SPACE MARINE UNITS

The following section describes all of the different units used by the Space Marines, and provides all of the information you will need to use them in your games of Epic. Space Marine armies have a strategy rating of 5, and all Space Marine formations have an initiative rating of 1+ and use the ‘They Shall Know No Fear’ special rule.

The Space Marines of the Adeptus Astartes are an accurate, decisive fighting force. Each Space Marine represents the pinnacle of human genetic engineering. Their bodies are enhanced by various implants, making their senses far better than a normal man’s. This physical superiority is combined with extensive indoctrination and hypnotic therapy, ensuring each Space Marine is unswervingly loyal to his Chapter and the Emperor. Space Marines literally know no fear and when even the bravest human would run in terror, they will continue fighting at the forefront, blasting their foes with their rapid-firing boltguns.

Although exceptional warriors, Space Marines are comparatively few in number – each Chapter operates with around a thousand warriors at one time, and there are only about one thousand Chapters to help defend the whole of the Imperium. However, what the Space Marines may lack in numbers they more than make up for in bravery and skill. They fight with surgical precision, using their swift Rhinos and Thunderhawks to strike at the heart of the enemy, eradicating their high command and capturing vital installations. They are also excellent terror troops – the mere threat of a Space Marine assault has quelled rebellions in the past and few can withstand the fury of their attack. The Space Marines tanks and armoured fighting vehicles are geared towards this role also, with the rapid Predator and hulking Land Raider battle tanks making up the bulk of their armoured columns. Even their artillery, the Whirlwind, is rapid-moving, laying down a cover of supporting fire for the advancing Space Marines. As well as being terrifying shock troops, Space Marines excel in defensive situations too. Their heavy armour and special training allows them to withstand attack after attack against seemingly overwhelming odds, coming out at the end battered but victorious.



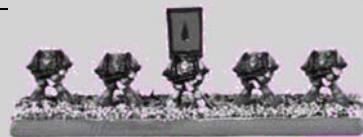
SPACE MARINE COMMANDER

The Commanders of the mighty Adeptus Astartes are numbered amongst the greatest warriors in the service of the Emperor, veterans of countless wars and resolute beyond measure. How leaders are chosen from within the ranks varies from Chapter to

Chapter as does their combat doctrine. The one constant is the ability for any Space Marine Commander, whether they are Chaplain, Captain or Librarian to forge the efforts of several squads into a single battle plan. A squad of Space Marines on their own is a force to be reckoned with, but when combined with other squads as part of an integrated plan they are virtually unstoppable. Renowned for their tenacity of purpose and iron will, Space Marine Commanders will inspire their brothers to press home an assault even after sustaining casualties that would have lesser troops fleeing in terror.

SPACE MARINE COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Name	Range	Firepower	Notes	
Power Weapon	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	
Smite	(15cm)	Small Arms	Macro-weapon, Extra Attack (+1)	



Notes: Space Marine Commanders can be one of four types: Captains, Librarians, Chaplains, or Supreme Commanders. All are Characters and have an Invulnerable Save and the Leader abilities. Captains also have the Commander special ability. Librarians have a Smite attack (listed in the weapon section above). Chaplains are Inspiring. Supreme Commanders have the Supreme Commander ability.



SPACE MARINE TERMINATORS

Terminators are heavily armed and equipped with immensely strong Terminator armour. The knowledge of how to produce Tactical Dreadnought or Terminator armour is long lost to the Imperium, its origins a jealously guarded secret of the Adeptus Astartes’ precious few full suits, each maintained with almost sacred reverence by the

Chapter’s Tech Priests. Terminator armour is only granted to the Chapter’s finest warriors and commanders, each suit bearing the mark of those that have fallen before them. Encased in layered ceramite armour and powerful servo systems, a Terminator Marine can withstand a direct hit from all bar the most powerful of weapons whilst delivering a brutal attack from the suit’s augmented combat systems. Out of all of the elite Space Marines, it is the power and skill of those wearing Terminator armour that is most feared by the enemies of the Imperium.

SPACE MARINE TERMINATORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Name	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms	-	
2 x Assault Cannon	30cm	AP5+/AT5+	-	
Power Weapon	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	



Notes: Reinforced Armour, Teleport, Thick Rear Armour.

SPACE MARINE TACTICAL SQUAD

Tactical squads make up the bulk of Space Marine forces on Armageddon and are at the heart of virtually all special operations staged during Ghazghkull's invasion. Equipped to serve a flexible battlefield role, they were often tasked with the hardest of all objectives to either assault or secure. Such was the fate of the Celestial Lions who were given the job of destroying the Gargant construction yards at Mannheim Gap. Tactical Squads from four Companies led the assault in Rhino transports only to discover the Gargants there were already fully operational. Massively outgunned the Celestial Lions

heroically engaged the Gargants, but lacking the firepower needed to penetrate their power fields were eventually surrounded and destroyed. Although a grievous loss to the Imperial forces on Armageddon, Tactical squads still fight at the centre of Space Marine operations in the Armageddon sector, winning back ground in lightning hit and run raids that suit the highly mobile nature of the Adeptus Astartes.



SPACE MARINE TACTICAL

Type	Speed	Armour	Close Combat	Firefight	
Infantry	15cm	4+	4+	4+	
Name	Range	Firepower	Notes		
Bolters	(15cm)	Small Arms	-		
Missile Launcher	45cm	AP5+/AT6+	-		

SPACE MARINE ASSAULT SQUAD

Assault squads are equipped with jump packs and close combat weapons. Known for their martial savagery, the Blood Angels played a prominent part in the Armageddon conflict under the leadership of Commander Dante. In particular, several of the Blood Angels assault squads reputedly retook the factory district and censorium at Hive Infernus from Ghazghkull's forces after a protracted and particularly bloody firefight against some of Ghazaghkull's own elite Nobz. Led by Dante himself and his Honour Guard, several Blood Angels assault squads stormed the complex in a bold aerial drop from Thunderhawk

Gunships taking the Orks completely by surprise. After securing the factory complex, Dante's force used their jump packs to literally leap from one building to another, effectively bypassing the entrenched Ork positions at street level. Using their speed and mobility to outflank the Orks, Dante's Assault Marines captured the factory complex and demonstrated precisely why the Assault squads of the Adeptus Astartes are rightly feared and respected.



SPACE MARINE ASSAULT

Type	Speed	Armour	Close Combat	Firefight	
Infantry	30cm	4+	3+	5+	
Name	Range	Firepower	Notes		
Bolters	(15cm)	Small Arms	-		
Chainswords	(base contact)	Assault weapon	-		

Notes: Jump Packs



SPACE MARINE DEVASTATOR SQUAD

Space Marine Devastator squads are equipped with additional heavy weapons and are used to provide support for Assault and Tactical squads. During the first days of Ghazghkull's assault several key communication and astropath facilities were overrun by the Orks. Realising that they would become isolated by the Orks advance, a task force from the Salamanders Chapter of Space Marines chose instead to make a stand at the Pyrian Deep promethium refinery. From positions high on the refineries' cooling towers, several Devastator squads engaged the advancing Orks at long range crippling over a dozen

armoured vehicles in the first salvo alone. Forced to mount an assault on the refinery, the Orks counterattacked over a period of three days, but each time were driven away from the complex by the combined firepower of the Devastators. Eventually, the refinery fell to heavy siege guns brought up from the assault on Infernus Hive, but not before the Salamanders had inflicted significant losses on Ghazghkull's forces.

SPACE MARINE DEVASTATOR

Type	Speed	Armour	Close Combat	Firefight	
Infantry	15cm	4+	5+	3+	
Name	Range	Firepower	Notes		
2 x Missile Launcher	45cm	AP5+/AT6+	-		





SPACE MARINE SCOUTS

In most Space Marine Chapters, Scouts are initiates, not yet fully in combat and yet to earn their place amongst their veteran power armoured brothers. Deployed ahead of the main force, Scouts are the Chapter's eyes and ears, able to infiltrate enemy positions or disrupt vital supply lines. They are usually lightly armed with close range weapons. The constant breaching of Ork lines laying

siege to Hive Tartarus was widely attributed to Space Marine Scout elements of the Angels Porphy Chapter. Their hit and run attacks opened up a front allowing vital supplies to reach General Kurov's besieged Imperial Guard forces within. Scout squads also saw action as part of the successful South Primus Front where their skills in infiltration were used to hunt out surviving pockets of the Orks Blackfire tribe. Aided by Titans from Legio Tempestor and Legio Victorum, the Orks were driven back into the equatorial jungles east of Anthrand pursued by scouts from the Space Wolves Chapter.

SPACE MARINE SCOUTS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	5+
Name	Range	Firepower	Notes	
Shotguns	(15cm)	Small Arms	-	
Heavy Bolter	30cm	AP5+	-	

Notes: Scouts, Infiltrators



SPACE MARINE DREADNOUGHT

When a Space Marine falls in combat, the loss is sorely felt within the Chapter, such is the bond between brother Marines. Not all fatally wounded Space Marines are destined to die however; those whose bodies are shattered beyond repair may yet fight on within the sarcophagus of a Space Marine Dreadnought. For a Space

Marine this is a great honour, and one only bestowed upon the Chapter's finest warriors after centuries of service. Sustained and kept alive within the sarcophagus, the link between their physical being and the Dreadnought's systems is absolute and for the remainder of their life. Only awakened from stasis at times of great need, the Chapter's Dreadnoughts fight alongside their former battle brothers, adding armoured might and heavy weapons to an already formidable fighting force.

SPACE MARINE DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+
Name	Range	Firepower	Notes	
Missile Launcher	45cm	AP5+/AT6+	-	
Twin Las Cannon	45cm	AT4+	-	
<u>OR</u>				
Power Fist	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	
Assault Cannon	30cm	AP5+/AT5+	-	



Notes: Walker. Note that a Dreadnought may be armed with either a Missile Launcher and Twin Lascannon or a Power Fist and Assault Cannon, not all four weapons!



SPACE MARINE BIKE SQUADRON

Space Marine Bike squadrons carry out vital reconnaissance and assault missions, often operating on their own well behind enemy lines. Vital to the Imperial war effort on Armageddon was the continued supply of fresh water pumped from the water purification plants at Phaedra River and St Capilene, both situated in the frozen wastes of the southern continent. Tasked with securing these facilities, Space Marines from the White Scars Chapter mounted raids against the Orks of Gorsnik Magash that were staged there, drawing them into a four week running engagement. Unable to catch the bike mounted

White Scars, the Orks were forced to fall back in frustration, but not before Suboden Khan's Tulwar Brotherhood had put the Orks' submersible shipyards to the torch. Defeated and demoralised, the Orks were eventually routed from the Deadlands by several bike formations of White Scars that mounted a daring raid on the Ork drop site, crippling their remaining defences and adding another battle honour to the Tulwar's Horsetail Banner.



SPACE MARINE BIKE

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	4+
Name	Range	Firepower	Notes	
Shotguns	(15cm)	Small Arms	-	
Chainswords	(base contact)	Assault weapon	-	



Notes: Mounted.

SPACE MARINE ATTACK BIKE

Attack Bikes bring much needed firepower to Space Marine bike squadrons and are often deployed in support of these fast moving units where their heavy bolters are used to provide long-range fire support, in much the same way that Devastators provide support for Tactical and Assault Marine squads. The incorporation of Attack Bikes into a highly mobile fighting force is particularly favoured by a number of Chapters, not least amongst them the White Scars who use them extensively within their 'Brotherhoods'. Several Chapters have also

used Attack Bike squadrons in their own right as outriders for larger armoured assault forces, as ably demonstrated by the Black Templars at Stygies Bridge where two squadrons of Attack Bikes punched a hole in the Ork lines allowing elements of the Templars Third Crusade Force to secure the northern highway and briefly stem the Ork advance towards Helsreach.²



SPACE MARINE ATTACK BIKE

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	4+	5+	5+
Name	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	





LAND SPEEDER

The discovery of design templates for anti-gravitic plates by the famed Technoarchaeologist Arkhan Land during his expedition of the Librarius Omnis on Mars is widely attributed to the eventual construction of the Land Speeder. Used by virtually every Space Marine Chapter in the Imperium, the Land Speeder's role as a fast reconnaissance and attack vehicle is not underestimated,

especially by the Ultramarines who use over a dozen such vehicles within the 7th and 8th reserve companies alone. The Land Speeder's greatest weakness however is in its thin armour. It was originally designed as an unarmed transport vehicle, and so sacrifices had to be made to the vehicle's ceramite plating in order to carry weapon systems and crewmembers wearing heavy power armour. Because the vehicle is lightly armoured, Land Speeder crews rely on its high manoeuvrability and terrain hugging abilities to evade enemy fire and survive.

SPACE MARINE LAND SPEEDER

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Name	Range	Firepower	Notes	
Multi-melta	15cm	MW5+ and Small Arms	-	Macro-weapon



Notes: Skimmer, Scout. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.



LAND SPEEDER TORNADO

The Tornado is a more heavily armed version of the Land Speeder designed to provide close support fire. Although not deployed on Armageddon during the early stages of the war, the Dark Angels Chapter is no stranger to the Ork Warlord Ghazghkull Thraka having faced his forces on Piscina IV. In the days that led up to the night assault on Koth Ridge, members of the Dark Angels

renowned Ravenwing struck Ghazghkull's camps in a bold daylight raid, cutting the Orks' supply lines and destroying several of their repair yards. Mounted in Tornado pattern Land Speeders, three squadrons evaded the Orks' northern pickets using the hills to mask their approach before descending on the camp strafing it with assault cannons and heavy bolters. Caught completely by surprise, the Orks were slow to react and sustained hundreds of casualties before they were able to return fire. The Speeders broke contact after making two further passes, having only suffered the loss of only a single Tornado to small arms fire.

SPACE MARINE LAND SPEEDER TORNADO

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Name	Range	Firepower	Notes	
Assault Cannon	30cm	AP5+/AT5+	-	
Heavy Bolter	30cm	AP5+	-	



Notes: Skimmer, Scout.



LAND SPEEDER TYPHOON

The Typhoon is another more heavily armed Land Speeder variant, in this case designed to provide long-range anti-tank fire. After several attempted uprisings on the agri-world of Angarius raised concerns of sedition, two regiments of Pyran Dragoons were sent to subdue the local populace and detain several political governors. Accompanied by the Strike Cruiser *Ebony Talon* of the Night Hawks Chapter, the task force spent several months

engaged in a bitter war against an increasingly hostile population. In an attempt to capture one of the local leaders, several platoons from the Dragoons 18th battalion found themselves trapped, encircled by Angarian Rebels and cut off from friendly forces. Whilst a rescue mission was mounted, Land Speeder Typhoons from the Night Hawks conducted non-stop sorties throughout the night, pounding the rebel positions with missile salvos and driving them back from the trapped Dragoons. Stopping only to rearm, the Night Hawks' Typhoons kept up the relentless barrage until in the face of the Chapter's furious assaults the rebels withdrew.

SPACE MARINE LAND SPEEDER TYPHOON

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Name	Range	Firepower	Notes	
Twin Typhoon Missile	45cm	AP3+/AT5+	-	
Heavy Bolter	30cm	AP5+	-	

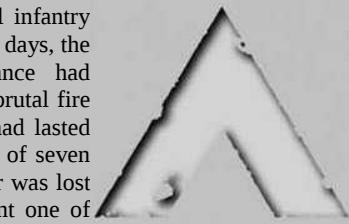


Notes: Skimmer, Scout.

SPACE MARINE VINDICATOR

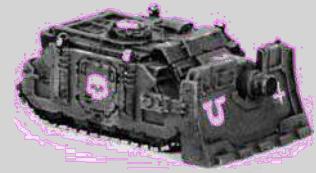
The Space Marine Vindicator is a heavy support vehicle. During the uprising of Sabien IV Imperial forces became, embroiled in a bitter siege for the manufacturing citadel of Van Valdt. After several failed assaults, the deadlock was eventually broken with the aid of Vindicators from the Iron Hands Chapter who used the tank's reinforced armour and powerful siege cannon to quite literally blast their way into the city. Working in small squadrons of three tanks, the Vindicators and supporting Tactical squads of the Iron Hands 7th company breached the rebel defences time and time again making

space for the supporting Imperial infantry to secure each district. Within five days, the final bastions of rebel resistance had collapsed under the Vindicators' brutal fire bringing to an end a siege that had lasted over three months. Out of a total of seven squadrons, not a single Vindicator was lost making the Van Valdt engagement one of the Iron Hands most successful campaigns to date and ensuring the Vindicators legendary status as 'siege breaker'.



SPACE MARINE VINDICATOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Name	Range	Firepower	Notes	
Demolisher	30cm	AP3+/AT4+	Ignore Cover	



SPACE MARINE WHIRLWIND

The Whirlwind turret provides long ranged fire support for Space Marine Chapters and is most often deployed when a target requires 'softening up' prior to a full scale assault. During the Kharmallan Fields campaign, Whirlwinds belonging to the Black Consuls Chapter conducted a fourteen hour long bombardment of rebel positions in preparation for the launch of the ground offensive. In total over six thousand missiles were launched by the three squadrons of Whirlwinds, resulting in a five mile front being opened up in the rebel lines and the destruction of several key defensive positions. Although

the Black Consuls offensive was deemed a huge success and the ensuing ground assault resulted in the total collapse of the rebel force in the southern continent, all of the Whirlwinds were lost to a surprise counter-strike by a rebel tank battalion. Unprotected and forward of the Consuls' main force the Whirlwinds provided an all too easy target for the enemy tanks. Their loss was a sad blow to the Chapter.

SPACE MARINE WHIRLWIND

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Name	Range	Firepower	Notes	
Whirlwind	45cm	1BP	Indirect Fire	



SPACE MARINE HUNTER

Until the Hunter Multi-Launcher STC template was unearthed, most Space Marine Chapters lacked any effective anti-air capability. Attempts to retro-fit the Whirlwind for an anti-air role proved to be disastrous, and after several modified Whirlwinds belonging to the Exorcists Chapter failed to engage incoming Ork Bommers most have been withdrawn from active service. Using a different set of targeting algorithms, the hunter missile is both faster and more maneuverable than those launched by the Whirlwind. The Hunter is mounted on the Rhino hull and uses a single launch platform with a side mounted sensor and precognitive targeting array. Missiles are fed onto the

launch rail by a cylindrical drum feed located on the opposite side to the targeters. After launch, fins extend from the body of the missile, allowing it to be guided towards its target. With a longer operational reach compared to the Whirlwind, the Hunter is finding favour with the Tech Adepts of the Adeptus Astartes, some have further modified the launcher to house paired launch units and a central sensor array in an effort to further improve its capabilities.

SPACE MARINE HUNTER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Name	Range	Firepower	Notes	
Hunter-Killer	60cm	AT4+/AA4+	-	



SPACE MARINE LAND RAIDER

The Land Raider is a heavily armoured battle tank and transport vehicle. The Land Raider's heritage predates even the Imperium, and it is still one of the most devastating tanks in the Adeptus Astartes' arsenal. It is protected by multiple layers of bonded ceramite and adamantium, making it impervious to all bar the most destructive weaponry. It is capable of operating within virtually

any environment, even a vacuum. With transport capacity for a full squad of Space Marines, their field supplies, munitions and medical facilities, the Land Raider is well suited for striking deep behind enemy lines and surviving long periods in the field. Equally impressive is the Land Raider's offensive capabilities, four lascannons and twinlinked heavy bolters allow it to deliver punishing supporting fire capable of smashing through enemy tanks and infantry alike. Although once produced in great numbers there are now few Forge Worlds still able to manufacture them, making the Land Raider one of the Space Marines' most valued artefacts.

SPACE MARINE LAND RAIDER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+
Name	Range	Firepower	Notes	
2 x Twin Las Cannon	45cm	AT4+	-	
Twin Heavy Bolter	30cm	AP4+	-	



Notes: Reinforced Armour, Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Space Marine Tactical, Devastator & Scout units)

SPACE MARINE RHINO

For ten millennia, the Rhino has served as the principal armoured transport of the Space Marines. Its versatility and reliability are much prized by the Tech Priests who manage and maintain them for each of the different Space Marine Chapters. The Rhino is capable of transporting up to ten fully equipped Space Marines within its hold, making it ideally suited for rapid deployment into rugged and hostile conditions

where its speed and reinforced ceramite armour are put to good use. Typically, Rhinos are only lightly armed with a single hatch-mounted storm bolter for close support. However the Rhino is a superbly adaptable vehicle, and it is not uncommon for Tech Priests to attach an additional storm bolter onto the spare pintle mount or even retro fit a single hunter killer missile depending upon the circumstances of the Chapter's deployment. Such is the Rhinos success that there are very few Space Marine Chapters that do not maintain a sizeable number of these venerable transports.

SPACE MARINE RHINO

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Name	Range	Firepower	Notes	
Stormbolter	(15cm)	Small Arms	-	



Notes: Transport (may carry two of the following units: Space Marine Tactical, Devastator & Scout units)

SPACE MARINE RAZORBACK

The combination of armoured transport and support weapon makes the Razorback one of the most versatile vehicles available to the Space Marines, but not necessarily one of the most popular. Viewed by some Chapters as a poor trade off between transport and a fully fledged fighting vehicle, the Razorback nevertheless boasts an impressive tally of

campaign victories. Used extensively by the Space Wolves Chapter for their veteran Grey Hunters, the Razorback's turret mounted heavy weapon system makes up for the often reduced number of members in a Grey Hunter pack as proved during the Mamontov Incursion. Mounted in Razorbacks six Grey Hunter packs from Bjorn Stormwolf's Great Company retook the planet's valuable mineral reprocessing facility using the Razorback's lascannons to knock out the refinery's heavy weapon batteries prior to the assault. Once inside, the Razorbacks defended the perimeter until the Space Wolves' own Predator tanks could be brought in.

SPACE MARINE RAZORBACK

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Name	Range	Firepower	Notes	
Twin Heavy Bolter	30cm	AP4+	-	
OR Twin Las Cannon	45cm	AT4+	-	



Notes: Transport (may carry one of the following units: Space Marine Tactical, Devastator & Scout units). Note that a Razorback may be armed with either a Twin Heavy Bolter or Twin Lascannon, not both!

PREDATOR ANNIHILATOR

Unusually, the design for the ‘Annihilator’ variant of the Predator is attributed to the Iron Priests of the Space Wolves Chapter rather than a rediscovered fragment of Dark Age technology. Finding themselves besieged by Traitor armour during the Skarath Crusade and without the support of their Land Raiders, the Space Wolves ingeniously refitted their Predators to carry lascannons normally used by their Long Fang packs. Drawing energy directly from the Predator’s thermic power plant, the Annihilator’s lascannons were easily a match for the traitor tanks, enabling the Space Wolves to break out from the ring of

armour encircling them. Although the Space Wolves actions were viewed as blasphemy and desecration by the Adeptus Mechanicus, they grudgingly concluded that the design of the ‘Annihilator’ was successful and two centuries later proclaimed it had the blessing of the Machine God. Favoured by some Chapters and detested by others, the Predator Annihilator is nevertheless manufactured by more than just the Space Wolves.

SPACE MARINE PREDATOR ANNIHILATOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Name	Range	Firepower	Notes	
2 x Las Cannon	45cm	AT5+	-	
Twin Las Cannon	45cm	AT4+	-	



PREDATOR DESTRUCTOR

In what was possibly the largest deployment of Space Marine heavy armour on Armageddon, Predators from the Salamanders Chapter clashed with Kroksnik’s Deth Traks in the ash wastes north of Hive Acheron. Divided into three formations, the Salamander Predators drove an armoured wedge between Kroksnik’s forces and the traitor Von Strab, effectively cutting off the Orks from reinforcing Von Strab’s supporters within the Hive. Relocating after each assault, the Salamanders harassed the Orks in running engagements for over two days until confronted by Kroksnik’s Battle Fortresses where they were

forced to withdraw. Returning to the Hemlock Cordon, the Predators were eventually redeployed as part of the Salamanders’ offensive against the Ork Roks to the north-east of Acheron. Aided by Legio Metallica Titans, the Salamanders Predators were pivotal in the destruction of two out of the three gigantic asteroid fortresses there.

SPACE MARINE PREDATOR DESTRUCTOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Name	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+	-	
Heavy Bolter	30cm	AP5+	-	





SPACE MARINE

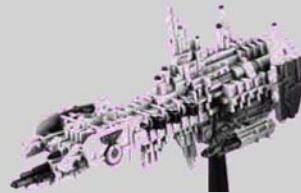
SPACECRAFT

Space Marine Chapters include their own fleet of Battle Barges and Strike Cruisers that are specifically designed to transport the Chapter's troops to battlefields located anywhere in the galaxy. During Ghazghkull's invasion of Armageddon, Battle Barges and Strike Cruisers from over two dozen Adeptus Astartes Chapters were called to the sector to assist in the planet's defence, their huge bombardment cannons, normally used for

planetary assaults instead turned against the massive Ork invasion fleets. Under the command of the Black Templars High Marshal Helbrecht, the Space Marine fleet, consisting of over one hundred Space Marine craft was pivotal in the destruction of the Ork hulks Rumbledeth and Rokdroppa. With all of their ground forces committed to the surface of Armageddon, the fleet was then free to assist the remnants of the Imperial Navy for most of the remainder of the war. Those Battle Barges and Strike Cruisers that remained in orbit around Armageddon provided vital support for the Chapter's troops on the ground, either re-supplying them or conducting fire missions with the ship's huge gun batteries, or landing reserve troops straight into battle in drop pods and landing craft.

SPACE MARINE STRIKE CRUISER

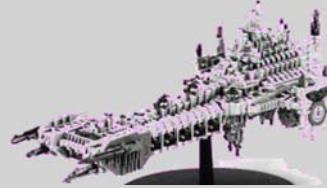
Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Name	Range	Firepower	Notes	
Orbital Bombardment	n/a	5BP	Macro-weapon	



Notes: Transport (may carry twenty of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus twenty of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus six Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board).

SPACE MARINE BATTLE BARGE

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Name	Range	Firepower	Notes	
Orbital Bombardment	n/a	8BP	Macro-weapon	



Notes: Transport (may carry sixty of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus sixty of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus nine Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board). Slow and steady – may not be used on the first two turns of a battle unless the scenario specifically says otherwise.



SPACE MARINE

LANDING CRAFT

Space Marine Landing Craft are assault vehicles designed to quickly deliver troops to a planet's surface. Like Space Marine Drop Pods they are launched from orbiting spacecraft, the main difference being that a Landing Craft can carry whole detachments of Space Marines plus their supporting vehicles. After the Landing Craft leaves its parent ship, powerful thrusters quickly accelerate it to speeds of several thousands of kilometres an hour,

making it next to impossible for defence batteries to target as it plummets through a planet's atmosphere. Then, seconds before the Landing Craft is about to hit the ground, ballistic charges blow away the disposable heat shields protecting the landing craft and the vehicles transported upon it, and secondary engines and antigrav devices are employed to rapidly slow down and level out the craft's descent, allowing it to touch down safely. Even before it stops, gun turrets swing into action and hatches slam down to allow the troops inside to deploy. Within twenty or thirty seconds of leaving their spacecraft, any troops and vehicles will be on the ground and in action, supported by the gun batteries mounted on the Landing Craft itself.

SPACE MARINE LANDING CRAFT

Type	Speed	Armour	Close Combat	Firefight
War Engine	Bomber	4+	5+	3+
Name	Range	Firepower	Notes	
2 x Twin Las Cannon	45cm	AT4+	-	
3 x Twin Heavy Bolter	30cm	AP4+/AA5+	-	
Storm Bolters	(15cm)	Small Arms	-	



Damage Capacity 4. Critical Hit Effect: The Drop Ship's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cms of the Drop Ship suffer one hit.

Notes: Planetfall, Reinforced Armour. Fearless. Transport (may carry twelve of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units. Terminators and Dreadnoughts take up two spaces each. In addition the Landing Craft can carry four Land Raiders or six of the following units: Rhino, Razorback, Hunter, Whirlwind, Predator, Vindicator).

SPACE MARINE THUNDERHAWK GUNSHIP

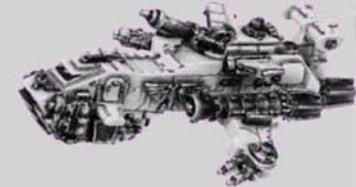
Thunderhawks are heavily armed transport aircraft, used to airlift Space Marines to the battlezone and then provide them with supporting fire. Close to the equatorial jungles on Armageddon, the critically strategic port of Mire Anchorage came close to being overwhelmed by a force of feral Orks hundreds of thousands strong. Massively outnumbered, the five regiments of Hive Militia garrisoned there would have been swept away if not for the timely arrival of two companies from the Storm Lords Chapter. Launched from the orbiting

Battle Barge Dominatus Furio, three pairs of Thunderhawk Gunships carrying one hundred and eighty Space Marines descended on Mire Anchorage in one of the boldest aerial drops of the entire campaign. Running the gauntlet of Ork Fighta Bommas, the six Thunderhawks successfully touched down to the west of the port delivering its cargo before immediately lifting off to conduct close support operations for the ground forces. Over the course of the following days and months, the Storm Lords Thunderhawks conducted over



SPACE MARINE THUNDERHAWK

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	4+	-	-
Name	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc	
2 x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc	
Twin Heavy Bolter	15cm	AP4+/AA5+	Fixed Forward Arc	
Twin Heavy Bolter	15cm	AP4+/AA5+	Fixed Forward Arc	



Damage Capacity 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.

Notes: *Planetfall, Reinforced Armour, Transport (may carry eight of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units. Terminators and Dreadnoughts take up two spaces each.)*

SPACE MARINE DROP POD

Drop pods are launched from low orbit by the Chapter's Strike Cruisers and Battle Barges, and have been used by the Space Marines for thousands of years as a way of deploying their forces rapidly to a planet's surface. Powered by a single main engine in the pod's core and several small attitude adjustment thrusters, the Drop Pod plummets through the atmosphere before small braking thrusters located underneath the pod arrest its velocity prior to landing. Capable of holding five power armoured Space Marines and their equipment, thick ceramite plating around the base of the pod protects the Space

Marines from the fierce temperatures of re-entry as well as providing an armoured platform from which to fight from. Once on the ground, locking clamps release the side doors and restraining bars, allowing the Space Marines to deploy quickly from the pod and straight into combat. Although not confirmed, it is rumoured that the elapsed time between touch down and deployment is under four seconds.



SPACE MARINE DROP POD

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	Immobile	5+	None	None
Name	Range	Firepower	Notes	
Deathwind	15cm	AP5+	-	



Notes: *Planetfall, Transport (may carry one formation that includes only Tactical, Devastator and Dreadnought units). After the drop pod lands, its Deathwind attacks all enemy units within 15cms. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cms of the drop pod or within 5cms of another unit from the same formation that has already landed, so long as all units are placed within 15cms of the drop pod. Drop pods may not be used to claim a crossfire.*

Design Concept: In reality, each Space Marine unit in the formation will be carried in a separate drop pod. The drop pods are all fired off together in a tight pattern so that they land near to each other. Each such pattern of drop pods will be accompanied by one or two Deathwind pods, which are fired slightly ahead of the transport pods and which use automated weapon-systems to shoot at enemy units in the landing area. The special rule above captures this well, without requiring players to use lots of drop pod models.

5.2 IMPERIAL GUARD

"For every battle honour, a thousand heroes die alone, unsung, and unremembered."

The Imperial Guard is the largest and most important fighting force of the Imperium. It is divided into innumerable armies and scattered throughout the galaxy across hundreds of war zones. Its administration and provisioning occupies the entire efforts of the Departmento Munitorium, the munitions and supply department of the Administratum. Even this colossal organisation has no real idea of exactly how many troops are under arms, as the continuous toll of casualties and influx of recruits may run to millions in a single day.

The vast size of the Imperial Guard is some indication of the scale of humanity's struggle. Aliens are everywhere, rebellious humans await their chance to strike at vulnerable worlds, even supposedly loyal Imperial Commanders may be prepared to risk war in order to further their personal fortunes and ambitions.

Recruitment

Every planet in the Imperium has its own independent army, recruited and controlled by its Imperial Commander. These local armies are huge but they are confined to a defensive role within their home system. Apart from seeing off aliens and human bandits based on nearby worlds, these local defence forces are often involved in internal struggles on their homeworld. It is a rare planet where the Imperial Governor rules completely unchallenged! The Adeptus Terra cares little for such petty affairs, and is quite content to let Imperial Commanders fight amongst themselves and with their subjects.

The Imperial Guard is recruited from these independent planetary forces from worlds throughout the Imperium. According to an ancient law, Imperial Commanders must provide a portion of their best troops for Imperial service.

The Departmento Munitorium supervises the recruitment of new Imperial Guard regiments. Each regiment numbers between 2,000 and 6,000 men, and is named after the planet where it was recruited. Troops regard themselves as belonging first and foremost to their regiment, which consists of their comrades from the same world, who speak the same dialect, and practise the same social customs.

Many Imperial Guard regiments are recruited from the savage urban environments of hive worlds, planets where family or corporate-based warfare is more or less endemic. Such troops are battle-hardened long before they are recruited into the Imperial Guard, and are regarded as the best raw material for a fighting regiment. Other favourite recruiting grounds are the feral and medieval planets as these tend to have a natural warrior caste. These primitive warriors must be thoroughly trained to use modern weapons, but they are not discouraged from native practices such as head-hunting and the taking of scalps and other trophies. Similarly, the wearing of warpaint and barbarous battlegear is regarded as perfectly acceptable because such customs serve to encourage the troops and frighten the enemy.

Regiments

The galaxy is a diverse place with many strange and barbarous customs. Imperial Guard regiments come from many different planets and their native cultures, style of dress, technological background and warrior traditions differ too. The Imperial Guard



does not even try to impose uniform standards of dress or armament, preferring to exploit the unique strengths of each regiment, whatever they may be. Regiments therefore wear their native style of dress, although the issue of standard equipment and armour lead to a certain unity of appearance.

For example, the planet Attilea is renowned for the skill and courage of the warrior horsemen who rule the huge, grassy plains of their native world. When Attilean regiments are recruited into the Imperial Guard they become mounted regiments of Rough Riders. Although it may seem strange that horsemen have a place amongst the arcane technology of the Imperium, there are many worlds where these warriors prove their worth. The Attileans' ability to move rapidly and subsist from the land makes them ideal for infiltrating enemy lines and scouting ahead of advancing armies.

Initial Deployment

Once a regiment has been raised it is immediately shipped to its posting. While in transit the regiment receives further training as necessary. Some hive world regiments need little or no training as they will be familiar with most of the weapons they are likely to use. Other regiments may need longer or more intensive instruction. By the time the regiment arrives at its posting, it should be thoroughly trained and itching for battle.

A regiment can be posted straight into the heart of a conflict, but it will more likely be posted on a world that borders a warzone. The addition of an Imperial Guard regiment to the planet's forces is welcomed, especially if the world is under threat from attack, as is often the case.



A regiment can also be posted to a newly conquered or liberated planet to serve as a garrison. Garrison duties are not entirely without excitement, as newly reconquered worlds will still harbour pockets of resistance. In many instances a garrison must consolidate a planet from little more than an initial beachhead.

Commissars

Guard regiments come from all across the galaxy, from worlds which are often primitive or anarchic. Until their recruitment, troopers have little notion of their true place in the great Empire of Mankind. Imperial Commissars are appointed to Imperial Guard regiments to ensure that the troopers receive the right kind of leadership.

Commissars are important leaders in the Imperial Guard because regiments are often ill-disciplined and barbaric. Many come from savage worlds where warriors respect only strength and fighting prowess. Commissars exemplify both of these characteristics and are natural commanders.

The Organisation of an Imperial Guard Regiment

Organisationaly, all Guard regiments are similar but not identical. A regiment will be divided into a number of Companies. The number of Companies is highly variable but ten to twenty is commonplace. If Companies are depleted by combat, it is more normal to reorganise them into a smaller number of full strength Companies than to maintain all of the original Companies. A Regiment is led by a Colonel, a Company, typically by a Captain. There are several other commissioned ranks however. Where several regiments are raised on a world they will commonly have a limited number of senior officers, some holding the rank of General. When such regiments join an Imperial Guard army, the senior officers are welcomed into the Departmento Munitorum's general staff where their detailed knowledge of the troops is extremely useful. Between Colonel and Captain there exists a range of ranks intended to establish a seniority of command within the Regiment. Across the Imperium there are almost as many titles for ranks as there are regiments, consequently Colonel, Captain and Lieutenant insignia may be worn by men whose rank name could be either Herzog, Chevalier, Centurion or Hetman.

A Company consists of a number of Platoons, if it is an infantry regiment. An armoured company will normally consist of a number of Squadrons, artillery companies will consist of a number of Batteries. Again, the terms vary enormously. To take infantry companies as the example however, a Company will have a Command Platoon, which will include any additional support units such as anti-tank squads or special weapons teams as well as containing the Company commander and his personal guard. There are then up to six platoons each made up of a HQ squad and up to six squads of ten men. At full strength therefore a Company could number almost four hundred men, though such large unwieldy organisations are the exception rather than the rule. More typically a full strength Company will number about 150-200 men.

Regiments will often 'pick up' remnants or detachments from other formations. A temporary field assignment can easily become permanent and it is commonplace for Reconnaissance, Cavalry, Artillery and Armoured units to have part of their complement detached and assigned to Infantry formations. Similarly, infantry platoons or armoured fist squads are attached to more specialised formations to provide close support. This practice is inconsistent at best and confined to those regiments that are well-trained enough to benefit from combined arms tactics. It is the closest the Imperium comes to all-arms battle groups. Normally, these measures will be for the duration of a

single campaign only, although there is a tradition that some highly specialist units such as Ogryns and Rough Riders can become a permanent part of the unit they are seconded to. This is largely because entire regiments of such specialists can prove unwieldy.

A regiment has a pool of officers approximately double the number it needs to command each company and each platoon. When it is called up, some will remain to form a cadre for the next regiment to be raised on that world, the others will be adopted into the army staff as part of the Departmento Munitorum. There would in addition be Commissars and other products of the Schola Progenium available to the Departmento Munitorum for command duties.

In battle, orders for an attack or operation will usually come down from army level, and will assign the regiment any support elements it requires. Because of their large size, regiments are usually called upon to carry out a number of operations or attacks simultaneously, and assaults involving all of the troops in an entire regiment are extremely rare, though by no means unheard of. The individual operations or assaults would be led by the most senior Company commander present. Usually the officer will be a member of the regiment's headquarters staff, and might be the

Colonel of the regiment if the operation is of particular importance. If multiple regiments are co-operating then a member of the Lord General's staff would be ideal as leader but often the senior regimental commander would be in charge.

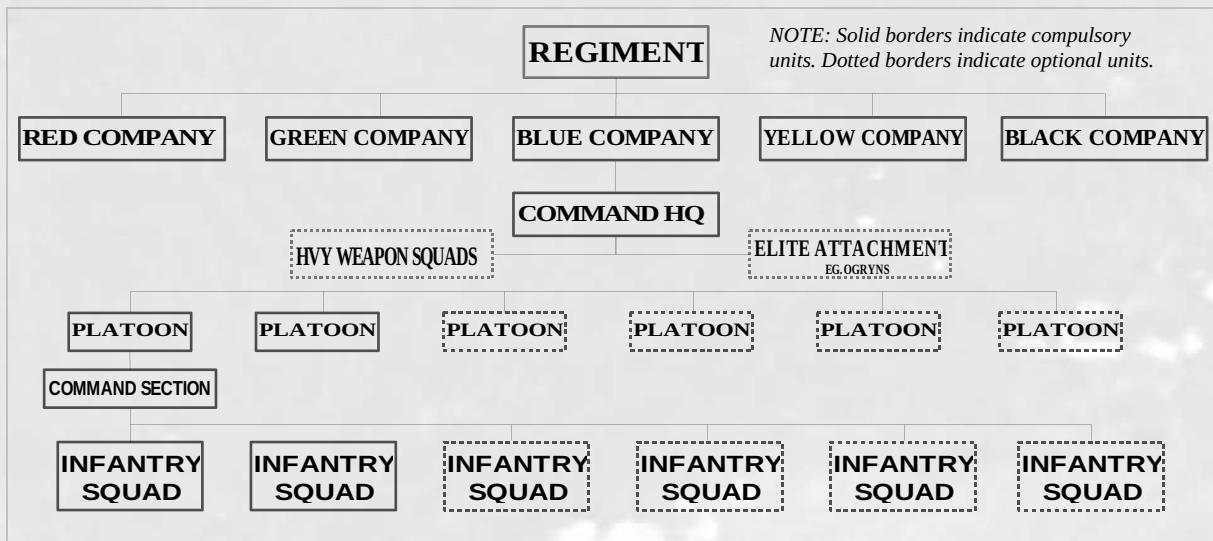
Imperial Guard Vehicle Patterns

Imperial Guard vehicles all have a specific pattern. This is simply the Forge World where the vehicle was built. For example, a Leman Russ Demolisher (Ryza Pattern) will have been built on the Forge World of Ryza. Vehicles of the same type that are built of different Forge Worlds often have slightly different weapon combinations, and may also vary slightly in appearance. Ryza is noted for its proficiency with plasma weapons, for example, and because of this the Ryza pattern Demolisher has plasma cannon fitted in its sidesponsons rather than the heavy flamers commonly used in other Demolisher patterns.



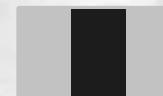
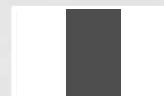
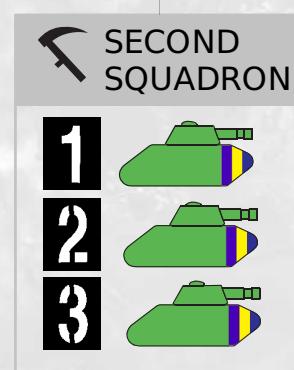
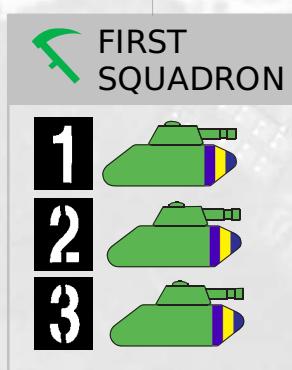
IMPERIAL GUARD REGIMENTAL ORGANISATION

The charts below shows a typical example of the way Imperial Guard units are organised. You can choose to represent this organisation on your models if you want and there are lots of different ways of doing this. Vehicles especially benefit from some kind of marking and you can see lots of examples in the rest of this book.



TANK COMPANY

Individual tank companies are distinguished by coloured bands painted in a convenient position.



Example of Tank company markings



Every company has its own distinctive badge, which is carried by every tank. Each squadron displays the badge in a different colour.

5.2.1 IMPERIAL GUARD UNITS

The following section describes all of the different units used by the Imperial Guard, and provides all of the information you will need to use them in your games of Epic. Imperial Guard armies have a strategy rating of 2, and all Imperial Guard formations have an initiative rating of 2+.

The Imperial Guard is often likened to a sledgehammer – a huge and brutal weapon to use in battle. The Imperial Guard are not a swift, decisive army like the Space Marines, instead they are used to bludgeon a foe into oblivion in bloody campaigns taking months or even years. The might of the Imperial Guard can be turned to many specialised tasks, from sieges and siege-breaking to trench battles over hundreds of miles of battle front and huge armoured thrusts by whole regiments of tanks. Although one Imperial Guardsman can never be the equal of a Space Marine, there are thousands of men in each regiment, and it is in these huge numbers that the greatest strength of the Imperial Guard lies.

Although the numerous tomes of the *Tactica Imperium* lay down organisational and strategic doctrines, each Imperial Guard regiment has its own particular character depending upon the world of its raising and the campaign in which it is fighting. Some of these traits are purely aesthetic: uniforms, minor organisational details and so on. Others go much deeper and influence the style of fighting and the very character of the individual troopers. For instance, the Jungle Fighters of Catachan are spirited veterans used to hardship and fighting in close terrain, as their home planet is the lethal death world of Catachan. In contrast are the Mordian Iron Guard: rigid disciplinarians with an unswerving faith in their officers and the might of the Emperor. The Rough Riders of Attila are an extreme example – feral hunters who go to war on horseback, specialising in scouting out the enemy and launching swift and daring raids on enemy supply lines and reserves.



IMPERIAL GUARD SUPREME COMMANDER

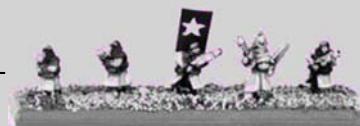
The notional title of ‘Supreme Commander’ is one that is generally awarded to a single individual who has been assigned responsibility either for an entire battle front, or possibly even a campaign itself. During the Third Armageddon War, several key

commanders held the position of supreme commander, most notable amongst them Commissar Yarrick and General Nikita Kurov, though

several other battlefield commanders were awarded the title also. Kurov, had fought as a young Lieutenant in the defence of Hive Tartarus during the first Ork invasion, only to return decades later as the Supreme Commander of all Imperial Guard land forces on Armageddon. Yarrick’s role as ‘Defender of Armageddon’ placed him in control of the Imperium’s defences of the Armageddon system as a whole. With the fate of millions quite often in their hands, Supreme Commanders do not have the luxury of being able to afford to make mistakes, for them and them alone the burden of command is almost unimaginable.

IMPERIAL GUARD SUPREME COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms		
Autocannon	45cm	AP5+/AT6+		
Power Weapon	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	



Notes: Supreme Commander



IMPERIAL GUARD COMMANDER

Raised on thousands of worlds, the command structure and title rank of officers in the Imperial Guard varies immensely from regiment to regiment; some are schooled through specialised academies, others drawn only from noble families or known Imperial blood lines. Regardless of rank or title, Imperial Guard Commanders

all share the same ideology of duty to the Emperor and defence of the Imperium. Aided by senior staff, advisors and sometimes even members of the Ecclesiarchy, Guard Commanders turn the grand battle plans received from the Regional Commanders and war planners into detailed orders which are communicated through Junior Officers to the troops. Leading often by example, Imperial Guard Commanders rarely have the luxury of fighting the war from a secure bunker miles behind the lines, for them and their men the battle is fought at the sharp end behind a lasgun or the hatch of a Leman Russ command tank.

IMPERIAL GUARD COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Chainswords	(base contact)	Assault Weapons	-	
Autocannon	45cm	AP5+/AT6+	-	



Notes: Commander

IMPERIAL GUARD COMMISSAR

Within a body of troops as large as that of the Imperial Guard, the necessity for maintaining discipline not to mention law and order is paramount. Ensuring that officers are held accountable for their soldiers' actions and don't waver from their duty are the Commissariats. Schooled in Imperial politics and law at the Schola Progenium, Commissars are the political voice of the Imperium and are regularly called upon as judge and executioner for those officers and troops found wanting in the eyes of the Emperor. In any campaign, Commissars will be found at the frontline urging on their comrades

and exhorting greater deeds with stories of courage and heroism, their black greatcoats and gleaming cap an inspiration to those that fear them. Loathed by many Guard regiments for their puritanical fanaticism, Commissars are nevertheless one of the most effective forms of motivation in the Imperial Guard command hierarchy. Their loyalty to the Emperor is unquestioned, and their presence on the battlefield has often spelt the difference between an ignominious defeat and a glorious victory.



IMPERIAL GUARD COMMISSAR

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Power Weapon	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	

Notes: Character, Leader, Fearless, Inspiring



IMPERIAL GUARD INFANTRY

The foot troops of the Imperial Guard are as diverse as they are numerous. Founded and raised on Armageddon itself, the 'Steel Legion' is Armageddon's contribution to the Imperial war machine. Steel Legion troopers are equipped with standard issue re-breathers and thick tunics as protection against the polluted atmosphere of the ash wastes on their home planet. Most Steel Legion regiments raised on Armageddon are destined for Imperial crusades and task forces elsewhere in the sector; however large contingents are retained as part

of a standing planetary defence force. Supplied with Chimera armoured transports, the Steel Legion Planetary Defence Regiments are a highly mobile fighting force and were at the centre of virtually all operations during the war, fighting desperately to ensure that Armageddon would not fall to Ghazghkull's hordes. Armed with little more than a standard pattern Imperial lasgun, the infantrymen of the Steel Legion have made the Ork invaders pay for every inch of Armageddon with their own lives.



IMPERIAL GUARD INFANTRY

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Autocannon	45cm	AP5+/AT6+	-	



Notes: Only one unit in every two has an autocannon. Count up the number of infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.

IMPERIAL GUARD SUPPORT SQUAD

Virtually all Imperial Guard Regiments across the galaxy include some form of mobile heavy weapon or close infantry support, especially those with limited access to armoured fighting vehicles. Fire support squads are armed with far more heavy weapons than an ordinary Imperial Guard squad, and as a result can lay down considerably more long range firepower. Often these support weapon teams are distributed within the force at squad or platoon level. However, it is not uncommon for groups of heavy weapon teams to be organised into specialist fire support units. Tasked with eliminating enemy armour or

providing close infantry support, these teams will most often be deployed as part of a specific infantry platoon or area of operations, their ability to quickly relocate being invaluable where the battlefield is fluid or constantly changing. At the Battle for Infernus Hive, the massed fire of the 27th Steel Legions fire support teams was responsible for stalling numerous Ork attacks.



IMPERIAL GUARD SUPPORT SQUAD

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	6+	4+
Weapon	Range	Firepower	Notes	
2 x Autocannon	45cm	AP5+/AT6+	-	





IMPERIAL GUARD STORM TROOPERS

Often referred to as ‘Glory Boys’ by regular Guardsmen, Stormtroopers are nevertheless the elite troops of the Imperial Guard. They are tasked with missions best suited to their advanced training by the Schola Progenium in infiltration and covert operations. With access to the best equipment including Valkyrie Gunships, Stormtrooper

squads are used to spearhead assaults on fortified enemy positions and key installations. During the counter-attack at Hive Tempestora, Stormtrooper elements of the Cadian 271st led the offensive against the Orks, driving them back into the Hive and buying time for Steel Legion and Cadian armoured forces to establish the Morpheon Line. With the Orks at Tempestora effectively penned in, the Stormtrooper companies were then free to withdraw and be relocated to other areas of operation. Of the five Stormtrooper companies that took part in the assault, two have since remained to conduct raids into the Hive to sabotage ongoing Ork manufacturing.

IMPERIAL GUARD STORM TROOPERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cm)	Small Arms	-	
Plasma guns	15cm	AP5+/AT5+	-	

Notes: Scouts



IMPERIAL GUARD OGRYNS

Strong, loyal, but not particularly bright is how Commissar Pyotr Zukhov described the Ogrynes attached to the 9th Rygannite Rifles during the Moloch Point uprising. Well known for their brute strength, Ogrynes are widely indentured into Imperial Guard regiments as shock troops and bodyguards, their intellectual shortcomings more than made up for by their

unshakeable faith in the Emperor and determination to please their human officers. Ogryn units are closely monitored by members of the Commissariat for signs of stigma or mutation, however in the history of the Imperium remarkably few cases of corruption have been recorded by the Departmento Munitorum. Armed with nothing more sophisticated than a Ripper Gun and various close combat weapons, Ogryn units are attached to Imperial companies that are destined for assaulting enemy strongholds, their size and strength a even more imposing in the close confines of an enemy bunker.

IMPERIAL GUARD OGRYNS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	5+
Weapon	Range	Firepower	Notes	
Ripper Guns	(15cm)	Small Arms	-	
Ogryn Combat Weapons	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	



IMPERIAL GUARD SNIPERS

Imperial Guard Snipers are armed with highly accurate sniper rifles and trained to eliminate enemy officers and other important targets. It is a peculiarity of conflict that even amongst the vast Imperial Guard, it is sometimes the smallest thing that can make a difference. During the decade long siege of Ansasus, a single Cadian Sniper by the name of Tuvala Zaban unwittingly became the focus of attention after reaching an unprecedented total of two

hundred enemy kills. With reports of Zaban’s successes being broadcast daily by the commissariat across the vox to boost morale, the lone sniper continued racking up kills as part of ‘Operation Steel Cordon’. Given the task of eliminating the rebel leadership on Ansasus, Zaban and his fellow snipers ranged undetected ahead of the main Guard armoured force, clearing rebel watch posts wherever they encountered them. Unfortunately Zaban never completed his final mission and after the operation was posthumously awarded the ‘Order of Terra’, the first time that so high a decoration had been awarded to a regular Guardsman.

IMPERIAL GUARD SNIPERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	6+	5+
Weapon	Range	Firepower	Notes	
Sniper Rifles	30cm	AP5+	-	

Notes: Sniper, Scouts



IMPERIAL GUARD ROUGH RIDERS

Rough Riders is a generic term assigned to virtually all Imperial Guard cavalry regiments, and to the platoons of mounted troops attached to many other sorts of regiment as scouts. The name was made famous by the skilled Attilan horse guard, whose Rough Riders have taken part in countless wars across the Imperium, not least Armageddon. In conditions not ideally suited for the Rough Riders' equine mounts, special atmosphere filtration hoods and heavy fibremesh barding was used extensively by the Steel Legion and Krieg Korps to protect the horse's head and flanks from Armageddon's polluted conditions. Able

to penetrate deep into the mountains and forests of the equatorial region, small companies of Imperial Guard Rough Riders worked successfully in keeping the region clear of Ork camps and the roads open to Imperial supply convoys. Their ability to remain virtually completely self-sufficient in the field for long periods of time have made the Rough Riders an archaic yet vital part of the Imperial war effort on Armageddon.



IMPERIAL GUARD ROUGH RIDERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Laspistol	(15cm)	Small Arms	-	
Chainswords	(base contact)	Assault Weapons	-	
Power lance	(base contact)	Assault Weapons	First Strike, Extra Attack (+1)	

Notes: Mounted, Scouts, Infiltrators



IMPERIAL GUARD VALKYRIE

The Valkyrie is a twin-engine attack skimmer used almost exclusively by the Imperial Guard for aerial insertions and covert drops. With a crew of five, including two door gunners and a crew chief, the Valkyrie can carry up to ten fully equipped Storm Troopers with all necessary ancillary supplies and deploy them straight into the thick of the action. Using Valkyries, five units of Imperial Guard Stormtroopers retook the geothermal processing plant in Kasr Holm after a splinter heretic cult seized the facility. The traitors claimed to

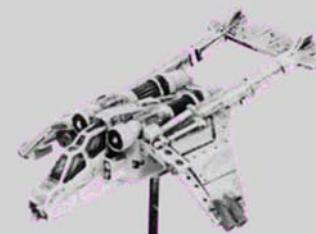
have rigged the deep core geothermal shafts with explosives and so it was vital that they be taken down quickly and efficiently. Under cover of darkness, five Valkyries transported the Stormtrooper teams so they could attack the complex from the seaward side of the peninsula, taking the traitors completely by surprise. The Valkyries then provided fire support for the rest of the operation, ensuring no other hidden groups gained access to the complex until it was back in Imperial hands.



IMPERIAL GUARD VALKYRIE (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+	-	
2 x Heavy Bolter	30cm	AP5+	-	
2 x Rocket Pod	30cm	1BP	Disrupt	

Notes: Skimmer, Scout, Transport (may carry two Stormtrooper units)



IMPERIAL GUARD VULTURE

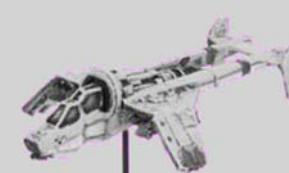
The Vulture is closely related to the Valkyrie. Whilst the Valkyrie is a transport craft designed for carrying troops and equipment into the battlezone, the Vulture is a gunship, replacing the transport compartment in favour of a large weapons load. Vultures usually fly in support of Valkyrie operations, providing heavy firepower as the airbourne troops go in. A flight of Valkyries will often be supported by a single Vulture, whose task is to engage the enemy with its full firepower at the moment of insertion, when the infantry are at their

most vulnerable. The Vulture can also provide heavy hitting power for lightly equipped drop trooper regiments, who lack artillery and tank support. The Vulture's variable weapons configuration means that it can fulfil any role required, from providing anti-tank fire with its Hellstrike Missiles, to strafing infantry with its autocannon and heavy bolters.



IMPERIAL GUARD VALKYRIE (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+	-	
2 x Heavy Bolter	30cm	AP5+	-	
2 x Rocket Pod	30cm	1BP	Disrupt	



Notes: Skimmer, Scout, Transport (may carry two Stormtrooper units)



IMPERIAL GUARD CHIMERA

Manufactured in vast quantities in the factories of Armageddon, the Chimera is the Imperial Guard's most highly valued armoured transport vehicle. Capable of fording water up to ten metres deep, the Chimera can easily accommodate ten fully equipped guardsmen and all their necessary supplies within its ceremite armoured hold. Although the Chimera's standard pattern includes a small turret mounted multilaser for close

support, a number of Forge Worlds have successfully refitted the mount to take linked heavy bolters, heavy flamers and even an autocannon, making the Chimera one of the Imperial Guard's most versatile armoured vehicles. The Chimera's greatest strength however is in its ultra-reliable powerplant. Originally manufactured for the heavier A-50 Armoured Transport, the heavy duty turbine engine pre-dates the Chimera by several hundred years. Although considered old even by Imperial standards, the Chimera's A-50 turbine has proven to be so robust that the Adepts Mechanicus have declared it sacrosanct and forbidden its replacement.

IMPERIAL GUARD CHIMERA (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+	-	
Heavy Bolter	30cm	AP5+	-	



Notes: Transport (may carry one Ogron unit OR any two of the following units: Imperial Guard units: Supreme Commander, Commander, Infantry, Stormtroopers, Fire Support, Snipers).



IMPERIAL GUARD HELLHOUND

Produced in vast quantities by the factories on Armageddon, the Chimera chassis is widely refitted as Hellhound Assault Tanks. Modified to accommodate the Inferno heavy flamer turret and large promethium tanks, the Steel Legion use large numbers of Hellhounds in their armoured companies when assaulting entrenched enemy positions.

With its ability to douse a target in gallons of burning fuel, there is very little protection against an attack that incinerates troops and cooks crews inside their vehicles. The Hellhound's greatest weakness is in its own arsenal of highly volatile promethium. One unfortunate penetrating shot and a Hellhound's crew are in danger of being victims of their own vehicle's catastrophic demise. Although most tank crews are wary of the dubious honour of being assigned to a Hellhound Company, there is nevertheless no shortage of volunteers for the task.

IMPERIAL GUARD HELLHOUND (Gryphon IV Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	3+
Weapon	Range	Firepower	Notes	
Inferno cannon	30cm	AP3+	Ignore Cover	
Heavy Bolter	30cm	AP5+	-	



IMPERIAL GUARD SENTINEL

Employed for reconnaissance and light infantry support, the Sentinel is used by many Imperial Guard Regiments, not least amongst them the Armageddon Steel Legion. Refitted with a fully enclosed and sealed cockpit against the polluted conditions prevalent on Armageddon, the Sentinel saw action on virtually every battlefield during the war.

Across the Fire Wastes, Sentinels were extensively used to scout out pockets of Ork resistance prior to calling in artillery fire missions. In the equatorial jungles, Sentinels were used by companies of Ork Hunters to clear a path through the thick undergrowth and set up highly mobile ambushes. Cheap and easy to manufacture, the Sentinel's flexibility made it one of the most praised light vehicles of the entire conflict as well as a popular choice amongst those Guardsmen with both a flair for its unusual control characteristics and a maverick attitude.

IMPERIAL GUARD SENTINEL (Voss Prime Pattern)

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+	-	



Notes: Walker, Scout

IMPERIAL GUARD LEMAN RUSS

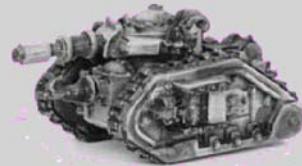
For over a thousand years, the Imperial Guard's Leman Russ main battle tank has been an enduring symbol of the Golden Throne's power and protection across countless worlds in the Imperium. Standing 3.25 metres tall from ground to the upper track rail, the Leman Russ is instantly recognisable, and its silhouette is cited by Lord Solar Macharius himself as the "single greatest inspiration for him serving the Imperium, boy and man!" Fitted with a gyrostabilised main gun, the Leman Russ can accurately engage its target both on the move and hull

down, making it one of the most advanced armoured fighting vehicles in the Imperial Guard arsenal. With a water-cooled jacket surrounding the main gun and a transverse turbine engine, the Leman Russ 'Mars' pattern is the most widely manufactured Imperial Guard tank and is second in numbers only to the ubiquitous Chimera transport. In a one-on-one armoured duel there are few tanks that can match the Leman Russ for firepower and resilience.



IMPERIAL GUARD LEMAN RUSS (Mars Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	-	
Lascannon	45cm	AT5+	-	
2 x Heavy Bolter	30cm	AP5+	-	



Notes: Reinforced Armour

LEMAN RUSS DEMOLISHER

Unlike its sister tank the Leman Russ, the Demolisher was devised for but one task: line breaking. With a shorter ranged main gun, the Demolisher uses high explosive concussion shells to smash through enemy infantry lines and shatter fortifications. The Demolisher's sponsons have been refitted to accommodate either Plasma Cannons or Heavy Flamers, making it particularly adept at trench clearing. During the Helican Sub-Sector crusade, Demolishers from the 23rd Molokovian Lancers used their dozer blades to great effect in clearing

minefields seeded by heretics around the planet's main grain processing plants. Once clear of the antipersonnel devices, the Demolishers and supporting infantry swept the network of trenches and bunkers in a brutal armoured assault. Unable to stand in the face of the Demolisher's devastating close-ranged firepower, the enemy swiftly capitulated.



IMPERIAL GUARD LEMAN RUSS (Mars Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Demolisher	30cm	AP3+/AT4+	Ignore Cover	
Lascannon	45cm	AT5+	-	
2 x Plasma Cannon	30cm	AP4+/AT4+	Slow Firing	



Notes: Reinforced Armour

LEMAN RUSS VANQUISHER

Once manufactured in vast numbers, the ability to produce a Vanquisher is virtually lost to the Imperium bar a handful of factories on Stygies and Gryphonne IV. The long-barrelled main gun was devised as a way of providing more advanced anti-tank capabilities, the Vanquisher cannon being able to fire adamantium core 'penetrator' shells in addition to its normal complement of high-explosive rounds. Unfortunately, the complexity involved in manufacturing the multi-layered barrel for the Vanquisher meant that only a small number of

Forge Worlds had the materials and expertise to produce them, this number dwindling even further after several key manufacturing sectors were overrun during the Skarath uprising. With parts for the Vanquisher restricted and in very short supply, the once common sight of its trademark long barrel is now often only seen in larger tank companies where a single variant is used as the company's command tank.



IMPERIAL GUARD LEMAN RUSS VANQUISHER (Stygies Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Vanquisher	75cm	AP4+/AT2+	-	
Lascannon	45cm	AT5+	-	
2 x Heavy Bolter	30cm	AP5+	-	



Notes: Reinforced Armour

IMPERIAL GUARD

GRIFFON

The Griffon is a short-range support vehicle, designed to provide Imperial Guard infantry company's with their own organic self-propelled artillery. The Griffon has fallen out of favour with many Imperial Guard regiments in recent years, due to its comparatively short range when compared to other dedicated motorised artillery units. None the less, the Griffon still has its

supporters, and it remains popular as a cheap infantry support unit. The Griffon heavy mortar is most often found attached to mechanised infantry companies where its short operational range is an advantage to the highly mobile nature of 'Armoured Fist' platoons. Although still widely used in the Imperium, the Griffon's reputation was irrevocably tarnished when several formations were over-run by Eldar pirates on the Ramalian Shrine World, the crews slaughtered as they fled their vehicles. Without the aid of the Griffon's fire support, the Imperial southern flank collapsed, precipitating a total rout of Imperial forces and the loss of thousands of lives.

IMPERIAL GUARD GRIFFON (Styges VIII Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Mortar	30cm	1BP	-	
2 x Heavy Bolter	30cm	AP5+	-	



IMPERIAL GUARD

BASILISK

The Basilisk is the most commonly used artillery piece in the Imperial Guard army. In what was reputed to be one of the longest artillery duels during the Third Armageddon War over two hundred Basilisks engaged Ghazghkull's Gargant construction yards deep in the Blackfire Mountains for three weeks.

Constantly under fire from the Orks' own heavy batteries, the three battalions of Steel Legion 7th Artillery kept up a persistent exchange of shells day and night for the entire duration of the assault. With Trojan gun carriers and Mag-rail trains maintaining a continuous supply of parts and munitions, the two hundred Basilisks reduced the Gargant construction yards to a complete ruin, whilst sustaining less than twenty percent casualties. Sadly, the constant operation of the Earthshaker main guns for such a protracted period had a profound effect on the gun crews operating them, virtually all suffering permanent hearing loss or perforated eardrums.

IMPERIAL GUARD BASILISK (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Earthshaker	120cm	AT4+ or 1BP	Indirect Fire	
Heavy Bolter	30cm	AP5+	-	



Notes: May either shoot normally or fire a barrage. May only use indirect fire ability when firing barrages.

IMPERIAL GUARD

BOMBARD

The Bombard is one of the Imperium's most ancient and renowned siege artillery pieces. It is rarely seen except during campaigns where its super-heavy siege cannon is required to penetrate fortified enemy positions. The Bombard cannon does not boast the same kind of range as the more common

Earthshaker gun, but what it lacks in range it more than makes up for in destructive power. Most Bombard shells are high explosive concussion munitions, which rely on the detonation shockwave to breach defence lines, shatter buildings and crush enemy infantry and tanks. In more unusual circumstances, the Bombard cannon can be used to deliver promethium vapour shells which seed the air with promethium just prior to impact. The resulting detonation ignites the fuel, resulting in a catastrophic airburst that can crush bones, shatters rock and suck the air from the lungs of those who escape the blast. In its delivery of ordinance, the Bombard is brutally uncompromising.

IMPERIAL GUARD BOMBARD (Triplex Phall Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Siege Mortar	45cm	2BP	Ignore Cover, Slow Firing, Indirect Fire	
Heavy Bolter	30cm	AP5+	-	



IMPERIAL GUARD MANTICORE

When General Kurov saw an opportunity to counter-attack the Rok sites at Infernus and Hades South, his first request was to the Manticore batteries attached to the 17th Cadian Expeditionary Force. Knowing that the Orks would immediately know of the attack and strengthen their defences around the site if any of the Infernus Basilisk Companies were to be relocated, Kurov opted instead for a surprise assault from the port of Van'Mir. With the Hades Rok site less than thirty kilometres from the port, the Manticores were right at the edge

of their operational range, however they did offer one vital advantage over the Basilisk. Where the Earthshaker gun could keep up a steady barrage of shells, the Manticore delivered its entire payload in a single devastating missile salvo. The combined strike of several batteries at once proved to be more than enough to breach the Orks' defences, opening up a gap for Kurov's armoured counter-offensive and the Silver Skulls capture of the Rok.



IMPERIAL GUARD MANTICORE (Triplex Phall Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Rocket Launcher	150cm	2BP	Disrupt, Slow Firing, Indirect Fire	
Heavy Bolter	30cm	AP5+	-	



IMPERIAL GUARD DEATHSTRIKE

Deathstrike batteries have become an increasingly rare sight on Imperial battlefields; the size and logistics of their deployment often seeing them overlooked in favour of more mobile units such as the Manticore. The one edge that the Deathstrike has over its smaller brethren is its extreme range and payload size. The Deathstrike missile is a oneshot inter-continental solid fuel vehicle, which has an operational range measured in thousands of kilometres. Due to their size Deathstrike batteries are only deployed when a large strike is required on a key target beyond the range of conventional artillery.

Able to carry a range of payloads from plasma and vortex warheads to biological pathogens, the Deathstrike has a reach unparalleled by any other Imperial Guard unit. On Armageddon, Deathstrike batteries located at Helsreach Hive were able to provide support for the defenders of Volcanus Hive, even though Volcanus was on the other side of the planet!



IMPERIAL GUARD DEATHSTRIKE (Triplex Phall Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Vanquisher	Unlimited	MW2+	One Shot, Titan Killer (D6)	
Heavy Bolter	30cm	AP5+	-	



Notes: No line of fire is required to fire a Deathstrike missile.

IMPERIAL GUARD HYDRA

The Hydra Anti-Air battery, or 'Flak Tank' as it is affectionately referred to, is one of the Imperial Guard's most common weapons systems. Manufactured on hundreds of Forge Worlds, the Hydra is armed with four long-barrelled autocannons linked to a predictive sensor array and tracking turret. Capable of firing up to six hundred explosive rounds per minute, the Hydra is the Imperial Guard's primary defence against enemy ground attack aircraft and is frequently deployed in support of armoured columns and fixed artillery

companies. When the threat of attack from the air is not immediate, Hydra crews have also been known to put the quad autocannons to good use against enemy infantry and light vehicles. This is a role that suits the Hydra just as effectively, although it is frowned on by more traditional Imperial Guard commanders and rigid followers of the 'Treatise Tactica'



IMPERIAL GUARD HYDRA (Metalicus Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	-	
Heavy Bolter	30cm	AP5+	-	



IMPERIAL GUARD

BANEBLADE

The Baneblade is a huge battle tank, capable of bludgeoning its way through any foe with its massed batteries of battle cannon and heavy bolters. One of the Imperium's greatest losses was tragically also the Baneblade's most historic victory.

Outnumbered and outgunned, the Imperial forces on the Shrine world of Hyperia were driven back into the heart of the capital city by the forces of the Arch Heritor Benule Lesk. As the city was overrun, three

Baneblades of the Hyperian Centurions made a last stand on the shell blasted steps of the Great Cathedral. Under the command of Major Drenner, the three tanks held off virtually the entire enemy force for over three hours before eventually falling to a counter assault by Chaos Marines of the World Eaters Legion. Although all three Baneblades were eventually overwhelmed and Hyperia itself lost, the final transmissions of Major Drenner were studiously recorded and archived by the orbiting Imperial Navy battlegroup before it was forced to withdraw. The names of all three Baneblades have since been returned to Mars to be recorded in the Adepts Mechanicus honoured accords.

IMPERIAL GUARD BANEBLADE (Stygies VI Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engines	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	-	
Autocannon	45cm	AP5+/AT6+	-	
Demolisher	30cm	AP3+/AT4+	Ignore Cover, Fixed Forward Arc	
Heavy Bolter	30cm	AP5+	-	
2 x Lascannon	45cm	AT5+	-	



Damage Capacity 3. Critical Hit Effect: The Baneblade's magazine explodes. The Baneblade is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6

Notes: Reinforced Armour

IMPERIAL GUARD

SHADOWSWORD

The Shadowsword is often manufactured at the same Forge World as the Baneblade, however it is there that all similarities end. In place of the Baneblade's fearsome array of weapons, the Shadowsword is armed with a single 'Volcano Cannon'. Powered

by the Shadowsword's massive turbine engines, the Volcano Cannon draws so much power from the power plant that they must be first de-

coupled from the main drive train in order to fire. More than a match for virtually any armoured target, the Shadowsword's primary prey are war engines, as even their prodigiously thick armour offers virtually no protection against the Volcano Cannon. A single squadron of Shadowswords nicknamed the 'Steel Cobras' was pivotal in turning the Ork tide at Tempestora. The Steel Cobras had positioned themselves in a hidden gully, from where they were able to enfilade the Gargant Big Mob attempting to breach the Morpheon Line. By the time the Orks had located their position, two Gargants had been reduced to blazing wrecks, and after two more Gargants were destroyed, the Orks were forced to withdraw.

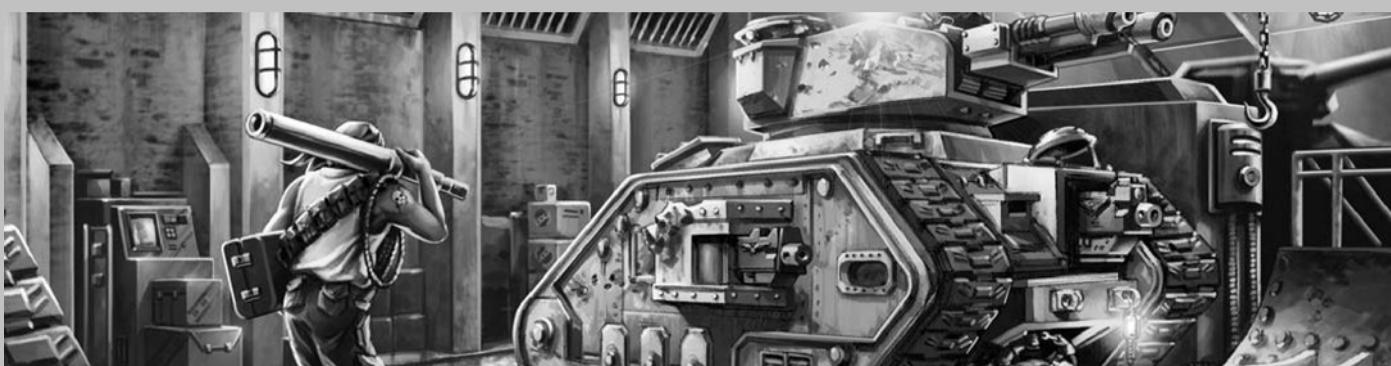
IMPERIAL GUARD SHADOWSWORD (Stygies VI Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engines	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Volcano Cannon	90cm	MW2+	Titan Killer (D3), Fixed Forward Arc	
2 x Heavy Bolter	30cm	AP5+	-	



Damage Capacity 3. Critical Hit Effect: The Volcano cannon's energy coils explode. The Shadowsword is destroyed, and any units within 5cm of the model suffer a hit on a roll of 6.

Notes: Reinforced Armour



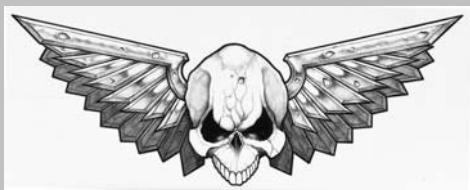
IMPERIAL GUARD CAMOUFLAGE SCHEMES

Each Imperial Guard regiment is raised for a particular campaign and at the time of its founding is assigned specific uniforms and colour schemes. Camouflage techniques have long been studied by the military leaders of the Imperium and their wisdom is collected in whole sections of the *Tactica Imperium*. When a regiment goes to war, all of its tanks and uniforms will be coloured with appropriate schemes to reflect the terrain the campaign will be fought over. They are also assigned unit designations, regimental insignia and army and campaign badges.

To survive in the hostile environments of the 41st Millennium, terrain camouflage is essential. In the cruel sub-zero temperatures of ice planets, winter camouflage is used. Planets covered with dense jungles containing many weird plant species require a whole host of differing camouflage designs. Specially adapted patterns are created for arid desert conditions and volcanic primaeval worlds. All of these terrain types offer Imperial Guard collectors with many options when designing camouflage schemes. Plenty of reference for camouflage can be found in the *Warhammer 40,000 Imperial Guard Codex* or in books on historic military vehicles. The examples below show just a few examples of the camouflage patterns we've used for our own Imperial Guard infantry and tanks.

JUNGLE

Separating Armageddon Prime from Armageddon Secundus is an enormous area of equatorial jungle. Formations operating in this terrain make extensive use of mottled green camouflage schemes, like those shown below.



HIVE CITY & ASH WASTES

The Hive Cities of Armageddon are surrounded by vast ash wastes, produced by industrial dumping that turns the planet's surface into a grey, toxic desert. Troops use grey and black camouflage patterns in these regions.



ICE FIELDS

The southern pole of Armageddon is a frozen tundra known as the Deadlands. Troops operating in this icy wilderness use white 'winter' camouflage schemes, often achieved by applying a quick coat of white paint on top of their standard camouflage pattern.



WASTE LANDS

Most of Armageddon is a barren wasteland, produced by the millennia long exploitation of the planet's natural mineral deposits. Only hardy lichens and scrub can survive in this harsh wilderness. Troops operating in the wastelands use khaki camouflage schemes, which blend in well with the drab and inhospitable environment.



5.3 IMPERIAL NAVY

The following section provides information that will allow you to use Imperial Navy spacecraft and aircraft in your games of Epic. Imperial Navy units can be used in support of Space Marine and Imperial Guard armies, and will have the same strategy rating as the army they are supporting. All Imperial Navy formations have an initiative rating of 2+.

The Imperial Fleet is a vital factor in the maintenance of the Imperium; without it human worlds would be isolated from each other and the protection of the Imperium. All shipping within the Imperium, apart from a few ships belonging to the Space Marines and Adeptus organisations, falls under the jurisdiction of the Fleet.

Part of the massive upheaval that followed the Horus Heresy was the ascendancy gained by the Imperial Navy. No longer would one commander have the ability to lead his forces between the stars. Instead, the regiments of the Imperial Guard rely on the Imperial fleet to transport them to the war zone, and then to provide them supporting fire from orbit above the planet.

DESIGN CONCEPT

Battlefleet Gothic

There is not the time or space (no pun intended) to go into detail about the Imperial Navy in this book. Players that are interested in knowing more about the Imperial fleet and the ships that make it up are directed towards Epic's sister game Battlefleet Gothic. This game includes rules and background allowing players to fight out full-sized fleet actions. By combining Epic and Battlefleet Gothic, it is possible to fight campaigns that rage over an entire sector of the galaxy!

In addition, both Imperial Guard and Space Marine formations rely on Imperial Navy Thunderbolt fighters and Marauder bombers to provide their ground troops with the bulk of their air support.

IMPERIAL NAVY LUNAR CLASS CRUISER

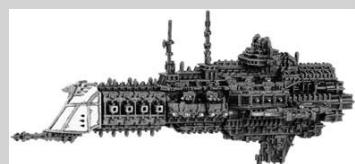


The straightforward and uncomplicated design of the Lunar Class Cruiser means that it is easy to build and maintain, and this has made it one of the most numerous capital ships in the battlefleets of the Imperial Navy. With a mix of torpedo bays, lances and heavy weapon batteries, the Lunar class is equally capable of both escort and

assault operations. Of the fifteen squadrons that made up Admiral Parol's battlegroup, over a third of the ships were of the Lunar class, including the Sceptre of Hagia and the Renown, both ships responsible for the successful ambush and destruction of the Ork Kroozer 'Hamma'. Reinforced by Endeavour class Light Cruisers and Falchion class Escorts from the Voss shipyards, the Lunar class Cruiser has taken the lead in the offensive against the Ork fleets assaulting Armageddon.

IMPERIAL NAVY LUNAR CLASS CRUISER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Name	Range	Firepower	Notes	
Orbital Bombardment	n/a	3BP	Macro-weapon	
Pin-point attack	n/a	MW2+	Titan Killer (D3)	



IMPERIAL NAVY EMPEROR CLASS BATTLESHIP

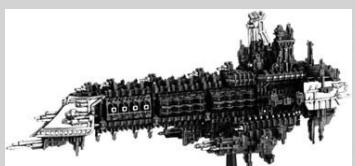


The Emperor Class is a flagship of the Imperial Navy with a heritage that spans millennia. Originally part of Battlefleet Obscuras, the Gryphonne Probatii saw action during the Gothic War as part of Operation Fell Hand to retake the Blackstone Fortress at Shindlegeist, but it was crippled during the three day battle against Abaddon's fleet. Docked for repairs that took

close to a decade, the *Probatii* was returned to Obscuras where it served out under several generations of captain as the flagship for the Iderion Worlds Crusade force, leading the Imperial forces to victory forty years later. Refitted with new launch bays and a further two complements of bombers the Gryphonne *Probatii* was despatched two hundred years later along with her sister ship *In nomine Veritas* to lead a strike force against Ghazghkull's fleet at Armageddon. Arriving eighty days after the initial invasion, both the *Probatii* and the *Veritas* formed the backbone of Admiral Parol's defence of the Armageddon sector.

IMPERIAL NAVY EMPEROR CLASS BATTLESHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Name	Range	Firepower	Notes	
Orbital Bombardment	n/a	8BP	Macro-weapon	



Notes: Slow and steady – may not be used on turns one and two of a battle unless the scenario specifically states otherwise.

IMPERIAL THUNDERBOLT CLASS INTERCEPTOR

Thunderbolts are useful both as interceptors and as ground attack aircraft. When Ghazghkull launched his attack on Armageddon, it was the squadrons of the Imperial Navy that bore the initial brunt and suffered ruinous losses. Of the one hundred and eighteen Thunderbolt squadrons launched by the Navy, less than thirty returned after their initial sorties. Well trained and armed, the Thunderbolt pilots were simply no match for the sheer number of craft launched by the Ork fleet who were able to put out swarms of flyers. Realising that they

were involved in a war of attrition that could not be won by the Imperium, Admiral Parol was forced to withdraw the fleet and re-assign as many of the surviving squadrons as he could spare to ground airbases and airfields on Armageddon itself. Throughout the war, Thunderbolt squadrons continued to maul the Ork air assaults and were often the only thing stopping the Orks achieving complete air dominance.



IMPERIAL NAVY THUNDERBOLT FIGHTER (Bakka Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter-bomber	6+	n/a	n/a
Name	Range	Firepower	Notes	
Storm Bolters	15cm	AP4+/AA5+	Fixed Forward Arc	
Multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
Underwing Rockets	30cm	AT4+	Fixed Forward Arc	



IMPERIAL MARAUDER CLASS BOMBER

Having faced almost complete destruction by the Ork Fighta Squadrons during the Armageddon air war, the shattered remains of the Imperial Navy's Bomber Wings were salvaged and reformed into several operational ground attack formations. Facing death on a daily basis, the surviving Marauder crews displayed a spirit of grim determination that won the admiration of their brothers on the ground. Operating mainly without the benefit of fighter support and flying at night, the Marauder squadrons punished the Orks hard for their earlier

victories. With a life expectancy measured in weeks at best, the bombers nevertheless kept flying and at the turn of the war they were finally given the opportunity for revenge. As the news of Ghazghkull's fleet breaking orbit reached Admiral Parol, permission was finally granted for an all-out air offensive on the Netheria Peninsula and the capture of the infamous "Orkwick Airfield".



IMPERIAL NAVY MARAUDER BOMBER (Cypra Mundi Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	n/a	n/a
Name	Range	Firepower	Notes	
2 x Twin Heavy Bolters	15cm	AA5+	-	
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	
Bomb racks	15cm	2BP	Fixed Forward Arc	



5.4 THE TITAN LEGIONS

The following section provides information that will allow you to use Imperial Titans in your games of Epic. Titans can be used in support of Space Marine and Imperial Guard armies, and will have the same strategy rating as the army they are supporting. All Titan formations have an initiative rating of 1+.

A Titan is a gargantuan land-battleship powered by advanced technology. Its armoured carapace is capable of withstanding heavy damage, whilst its armaments can level whole cities. The Titans are one of the most potent weapons in the arsenal of the Imperium. When the Emperor led Mankind on the Great Crusade, the Titan Legions of the Adeptus Mechanicus marched alongside the Space Marines. As the Imperium expanded, the Adeptus Mechanicus took many worlds for themselves, planets which they settled and turned into the Mechanicus Forge Worlds. These became the bases for the Titan Legions throughout the galaxy.

Titans are manufactured on almost all of the Forge Worlds in the Imperium. Most are built to a standard design that is known as a class. For example, the Warlord and Reaver are both classes of Battle Titan. Over the millennia, each Forge World has slightly modified the design of the Titans they build to suit local conditions and design facilities. Thus a Reaver class Titan built in the workshops of Mars will be slightly different to that built on the Forge World of Lucius, and so on. Because of this, each Titan has a ‘pattern’ that defines the Forge World where it was built. A Lucius Pattern Reaver class Battle Titan would have been built on the Forge World of Lucius, for example.

The different patterns of Titan are armed with different pre-determined combinations of weapons. This combination is known as the Titan’s weapon configuration. Titans normally have multi-configuration weapon mounts that allow them to



WARLORD CLASS BATTLE TITAN

Warlord Princeps and their crews have such an unswerving faith in their gigantic war machines and the Emperor that they stride out unafraid onto the battlefield in the belief that nothing can stand against them. In most respects they are correct for there are few war engines with the exception of

WARLORD CLASS BATTLE TITAN
Mars pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Name	Range	Firepower	Notes	
2 x Turbolaser	60cm	4 x AP5+/AT3+	Fixed Forward Arc	
Gatling Blaster	60cm	4 x AP4+/AT4+	Forward Arc	
Volcano Cannon	90cm	MW2+	Titan Killer (D3), Forward Arc	

Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord’s plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.

Notes: *Fearless, Reinforced Armour, Thick Rear Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan’s knees and up to 2cm wide.

SPECIAL RULE

5.4.1 Imperial Void Shields

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan’s datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (eg, if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

interchange weaponry easily. This theoretically allows a Titan to arm itself with the ideal weapon combination for every terrain type and opponent. However, this is rarely the case as most Titan crew quickly develop a taste for a specific weapon configuration and then stick with it.

those of the alien Eldar and the Traitor Titan Legions that can project as much power as that of the Warlord. Lords of the battlefield though they may be, on Armageddon the Titan Legions suffered casualties not seen since the Horus Heresy and the Siege of the Emperor’s Palace. However, when Princeps Kurt Mannheim detonated the reactor of his Warlord Steel Hammer killing himself and a half dozen Gargants, he delivered a powerful message to Ghazghkull that the Titan Legions would never rest whilst a single Ork lived to taint Armageddon’s soil.



REAVER CLASS BATTLE TITAN

The Reaver class Battle Titan pre-dates even the mighty Warlord, the date of its original manufacture only known in the deepest sealed archives on Mars and to a handful of Techno Magos in the Titan Legions. More lightly armed and slightly smaller than the Warlord, the Reaver is better suited to supporting armoured assaults and breaching enemy strongholds. With a carapace mounted multi-launcher, the Mars pattern Reaver sends salvos of heavy missiles streaming at the distant enemy before pinpointing their armour with powerful turbo-lasers.

Having only slightly fewer void shields than the Warlord, it is usual for Titan Battlegroups to field a number of both classes. Due to its age and heritage, the Reaver is slowly becoming a testimony to the power and grandeur that the Imperium of Mankind once held. Because of this each Reaver is an ancient artefact valued beyond measure, the loss of which is a sore blow to the followers of the Machine God.



REAVER CLASS BATTLE TITAN Mars pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Name	Range	Firepower	Notes	
2 x Turbolaser	60cm	4 x AP5+/AT3+	Forward Arc	
Rocket Launcher	60cm	3BP	Fixed Forward Arc	

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.

Notes: *Fearless, Reinforced Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.



WARHOUND CLASS SCOUT TITAN

Amongst the ruins and burned out shells of once great buildings is the hunting territory of the Warhound Scout Titan. Smaller than either of the two Battle Titans, the Warhound is both faster and more agile, traits ideally suited to urban warfare. Hive Infernus, shattered and open has been a contested no-man's-land since the start of the war and although the Imperium once again holds the Hive City, the outer factory districts and habs have remained a dangerous habitat of hidden ambushes and entrenched armour. Vigilantly patrolling these sectors are the Warhound

Titans of Legio Ignatum and Legio Tempestor. Their patrols have managed to keep the Orks at bay and supply routes into the north of the Hive free from attack. With the risk of Ork forces growing in the region for a counter-offensive, the Warhounds are currently the only loyal forces standing between Infernus and a renewed siege.



WARHOUND CLASS SCOUT TITAN Mars pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Name	Range	Firepower	Notes	
Vulcan Mega-Bolter	45cm	4 x AP3+/AT5+	Forward Arc	
Plasma Blastgun	45cm	2 x MW2+	Slow Firing, Forward Arc	

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

Notes: *Fearless, Reinforced Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. 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.



5.5 THE ORKS

"Ere we go, ere we go, ere we go..."

Orks live for war. It's that simple – if Orks aren't in battle they're not really happy. There is something about the din of war, the blazing explosions and the feel of a bolter kicking in their hands which stimulates their nervous systems and makes them feel more alive than at any other time. Even when they're not in battle, Orks amuse themselves with various psychotic leisure activities such as vicious pit fights, racing bikes and buggies at lethal speeds, and generally scrapping amongst themselves.

Although the Orks constantly raid neighbouring worlds, this is a minor threat when compared to the devastating ferocity of an Ork Waaagh! Occasionally an Ork Warlord will rise above the infighting and squabbling and weld together a vast army to rampage across the galaxy. As the Waaagh begins the Ork gods, Gork and Mork, begin to stir their children, instilling them with an even greater desire for battle. Things start slowly, the incidence of raids increases, the Orks start selecting their war leaders and the Mekboyz begin construction of strange weapons and vehicles without really knowing why, or where the ideas come from.

As the Waaagh gathers pace, the Orks become more and more agitated, seeking out fresh enemies, using their traktor beams to latch onto the space hulks which occasionally drift through Ork space. The Orks from a particular area, which may be a single planet or a whole group of star systems depending on the power of the Waaagh, start to gather, coalescing in one place like a swarm. The Mekboyz start constructing ever larger war machines – Battle Fortresses and Gargants. The Orks' slaves churn out masses of weapons and armour, arming the Orks' massive mobz with bolters and stikk bomz. Then the green-skinned horde erupts into a war-frenzy, pouring forth across the galaxy like a green tide of destruction. Whole planets are razed, millions of captives are

put to work in crude factories building ever more weapons and vehicles, fuelling the massive Ork thirst for domination.

Luckily, the billions of Orks spread through the galaxy spend so much time fighting each other that their desire for battle is generally sated unless they find themselves faced with an obvious threat. If all the Orks were ever to band together in a single Waaagh, nothing in the galaxy would have the power to stop them.

The Origins Of The Orks

The records of the Imperium portray a long history of contact between Man and Ork but reveal few details of Orkish origins. What has become clear is that the Orks are the remnants of a once diverse race of green-skinned creatures whose colonies extended over most of the galaxy. This ancient Ork race appears to have been divided into three distinct physical castes: the slave caste called Grots, the warrior caste called Orks, and the master or ruling caste known to the Orks as Brain Boyz. The Brain Boyz were the driving force behind the civilisation, developing technology and directing the other castes. The Orks and Grots may well have been specialised mutants created deliberately by the Brain Boyz to perform restricted tasks, but it will probably never be known for certain.

Whatever the truth of the matter, the Brain Boyz died out long ago, leaving the Orks to inherit the remains of their civilisation. If Ork legends are anything to go by, the Brain Boyz died out in a great plague that lasted for many centuries, causing them to dwindle in numbers and eventually to die out altogether. Fortunately for the Orks, the Brain Boyz evidently predicted what would happen and took steps to preserve what they could of their knowledge by engineering it into the genetic structure of their slaves. It is as a result of the Brain Boyz' efforts that Orks have such a relatively high level of technology today.



The Ork Race

Orks are a savage, brutal race who love war. They are the dominant element of a race of Orkoids that includes Orks and their smaller cousins, Grots and Snotlings. The Orks are in charge because they are the biggest, toughest, meanest and most warlike of their kind.

A typical Ork stands about the same height as a man, but would be taller if he stood up straight. They have robust and muscular frames, with strong, long arms that end in clumsy fingers capable of a vice-like grip. Their skulls are thick with heavy protruding brow-ridges shading their savage red eyes. The jaw is elongated, and lined with an impressive array of long canine fangs. Orks' heads are naturally hairless, and they have to use special creatures called squigs for hair or beards. Their hide is tough and green, and bears the scars of many a fight.

The Ork mind is curiously specialised: it is devoted wholly to the pursuit of power and war. Orks are brave and tough, and their bodies have a natural resilience which allows them to survive traumatic injuries and the most primitive surgery. They feel very little pain and can keep fighting even if they lose a limb or sustain a major body wound. Their blood carries a symbiotic algae through their veins, digesting and reconstituting damaged body tissue and even rebuilding major organs. This unusual physique is common to both Orks and their smaller cousins, the Grots. In the case of Orks the ability to survive damage is more highly developed than amongst Grots. A Grot's instincts will tend to carry him away from danger – usually as fast as his legs will carry him!

Grots

Grots are much like Orks, though not as brutal, strong or tough as their larger cousins. Though smaller, Grots are more clever and cunning. Orks are lazy and forgetful, and organisation is not their strong point. Only the preparation for war and the excitement of battle really bring out an Ork's innate talents. Because of this, most of the day-to-day running of Ork society – finding and preparing food, taking messages, handling information, fetching and carrying things, organising belongings and so on are left to Grots.

The Oddboyz

If all Orks were nothing more than single-minded killing machines they would be dangerous enough, but they would be unable to sustain a significant level of technology. Grots, although obedient if beaten with sufficient regularity, are neither inventive nor intelligent enough to maintain the spaceships and advanced weaponry that Orks possess, and these highly technical demands are met by a group of Orks called Oddboyz.

There are many types of Oddboyz. The most important are Mekboyz, Painboyz, Runtherdz and Weirdboyz, each of which is described in detail later. Others include Brewboyz, Diggerz, Sumboyz and Yellerz, all of which have their own specialised role in Ork society.

Although it may seem very strange to humans, these Oddboyz all possess an intuitive understanding of complex technical matters. For example, a Mekboy knows how to create engines and generators even though he has never been taught to do so. If asked where his knowledge comes from he might say that engineering and mechanics were in his blood. If the Imperium's scientists are correct then this would be almost literally true! If appears that bound up within an Ork's genetic structure are artificial DNA strands that carry knowledge. Possibly these DNA strands were implanted into the Ork metabolism by the Brain Boyz to enable the Orks to survive without their masters. As an



Ork matures, any latent knowledge inherent in his genetic structure starts to make itself felt, and he assumes a role in society to which he is best suited.

Warbands and Tribes

The basic Ork fighting unit is the warband, an organisation roughly equivalent to a company in human military terms. A warband can comprise anywhere between thirty and three hundred Boyz plus their associated war machines and is commanded by a large and aggressive Ork chieftain called the Warboss and his personal retinue of Ork Nobz. Warbands can be independent, but are usually organised into larger groupings called tribes that are led by powerful Orks known as Warlords. A tribe is roughly analogous to an army or the inhabitants of a planet, but because Orks don't always settle in one place for very long, tribes are more important than planets to Ork society. Tribes are constantly growing and conquering other tribes, or else being conquered by them, so Ork society is one of constant strife and change. The Orks thrive on this conflict: the strongest rise to the top while the weak become subservient and thereby benefit from the superior leadership of their conquerors. To an Ork, this state of affairs is perfectly satisfactory. If an Ork tribe is beaten by another, stronger tribe, it welcomes the opportunity to be led into battle by a Warlord of such power!

A tribe can comprise anything from several hundred to tens of thousands of Orks and will usually control an entire continent or world. More commonly, a vaguely habitable world will sustain several Ork tribes in a more or less perpetual state of war with each other until they join in a Waaargh against non Orks. During a Waaargh, especially potent Ork Warlords may succeed in forging an empire from their conquests. The largest and most stable of these is undoubtedly the Ork Empire of Charadon, which has survived for several thousand years under a succession of Warlords. Warlords commanding empires usually select their own title. Hence the empire of Charadon is ruled over by the Arch-Arsonist, Octarius by the Over-Fiend, Jagga by the Great Tyrant and so forth.

Da Clanz

Olk society revolves around its clanz, which form the basic structure of Olk culture. Each clan has its own specific traits and values and an Olk raised in a particular clan will adopt its virtues and vices as well as its styles of clothing and reputation. There are many clanz, of which six predominate. Foremost amongst the clanz are the Goffs, who reckon they're the hardest of the Olk clanz. Goffs prefer to smash their enemies at close range, finishing them off in vicious hand-to-hand fighting. The Bad Moons are the richest of the Olk clanz and buy lots of snazzy equipment and guns. This is because Olks use teef (their own teeth!) as currency and Olks of the Bad Moon clan grow their teeth faster than anybody else! The Snakebites are known as traditionalists, preaching the benefits of ancient Olk beliefs, relying on more natural forms of transport such as war boars and Squiggoths. Snakebites are known as ferocious fighters, the equal of any opponent in close combat.

In contrast are the Evil Sunz who seem to produce more Olk engineers and mechanics (known as Mekboyz or Mekaniaks) than any of the other clanz. They have lots of Warbikes and Buggies and many Evil Sunz end up joining the Cult of Speed Freeks, spending their lives trying to go as fast as possible on the most outrageous vehicles imaginable. Then there are the Deathskulls, notorious thieves and looterz, who construct large, highly unreliable but potent weapons known as kustom combi-weapons. These are cobbled together from scraps and remnants left on

battlefields, gathered up by their Snotling and Grot servants as booty of war. Lastly, there are the Blood Axes. Blood Axes see themselves as the most forward-thinking of the Olks. They unashamedly mimic the Imperium, wearing camouflage uniforms and re-fitting captured Imperial tanks. Many Blood Axes end up in the Stormboyz Korps, preferring a life of (fairly) rigid discipline, shiny boots and the chest-swelling tramp of feet as they march proudly to war.

The Olk Gods

Olk and the Olk Way are strong and powerful forces in the universe. Olks are a highly successful race; they seem able to survive, expand and prosper almost effortlessly in comparison to struggling humanity. The Olk character, which is strong and virtually invulnerable, has its reflection in the warp in the form of the mighty, belligerent and boisterous Olk gods known as Mork and Gork. Gork and Mork are never defeated, they simply shrug off the blows of the other gods and laugh at them. Gork grins, bears his teeth, and lands a mighty blow on the head of his adversary with his gigantic club. Or Mork, master of low cunning, waits until his foe isn't looking and then clobbers him with a low blow.

An idea of the appearance of the Olk gods can be gained simply by looking at an Olk Gargant, which are constructed in the image of the Olk gods. The Mekboyz who build them try to create something that represents the essence of Orkishnesss in

DESIGN CONCEPT Olk Weapons

Olk weapons are hand made by Olk mekaniaks, and while many share broadly similar capabilities, no two are ever identical. Because of this, in Epic most Olk weapons are divided into different categories, rather than having a specific name for each one. Doing anything else would create quite the wrong impression about how the Olks make things, and would mean that an Olk army ended up with a huge variety of weapons all with very similar (if not identical) effects. The categories we have used are listed below, along with some of the more commonly encountered weapon types that fall into the category. The most important thing to remember, though, is that no two Olk weapons are ever exactly the same!

Shootas: The term shoota covers a wide variety of crude machine guns and cannons which spit out a hail of bullets with accompanying bone-breaking recoil and loud explosions.

Big Shootas: This includes all the different sorts of Olk-portable heavy weapons the Olks use, like big shootas (who'd have thought it!), rokit launchas, kustom shootas, skorchas and mega blastas.

Big Guns: This category includes all of the big guns Olks mount on their vehicles and gun carriages. Sub-categories include the hop-splat gun, the Braincrusha cannon, Olk battlecannons, kustom kannons, Squiggoth bombards, pulsa rokkits, Squig katapults, and Grot bomb launchas.

Soopaguns: This category includes all of the very large cannons built by Olk mekaniaks. They are usually only built and mounted on Gargants, but are also built for sieges using scrap looted from the battlefield. They come in all shapes and sizes, from traktor beam slingshots to huge kannons made from pipelines. Examples include the gut-buster, deth kannon, magnum mega cannon, cluster busta and numerous others.

Supa-Zzap-Guns: This category includes the more esoteric weapons devised by Olk mekaniaks to deal with armoured targets. Examples include shokk attack guns, supa-lifta-droppas and bubble chuckers. They are usually only mounted on Gargants, but will sometimes be built for siege work in the same manner as a soopa gun.

Choppas: Olks call anything that is sharp and used for hand-to-hand fighting a 'choppa'. The term covers all kinds of close combat weapons, including knives, axes, cleavers, axes, chainsaws and clubs, and dozens of others far too numerous to list here!

Big Choppas: This category covers all of the especially large and dangerous close combat weapons used by Olks, especially Olk Nobz and Warbosses. It includes weapons like power claws, kombat klaws, and 'uge choppas, as well as numerous others.

Mega-Choppa: The mega-choppa is the name given to the wide variety of large close combat weapon fitted to Olk Stompas and Gargants. Examples include the ripper fist, slash attack gun, 'ammerer, snapper, and krusher arm.

mechanical form. A Gargant is consequently both the ultimate war machine and a religious idol. These great machines behave very much like Ork gods – they lumber about, leaving a trail of devastation in their wake. They go exactly where they please, striding from planet to planet, and they never shun a fight.

Bikes, Buggies and The Kult Of Speed

Orks like to go fast. Speed fulfils some deep need in the Orkish temperament, just like the thunder of guns, the clank of tracks and the din of battle. They like to feel the wind on their faces, see the dust rising behind them in a big cloud, and to hear the roar of powerful engines. This being the case it is hardly surprising that bikes and buggies of all kinds are highly popular with the Orks. They may not be all that heavily armoured, but they are cheap, shooty, and most important of all, they go dead fast!

Vehicles that go really fast have great prestige value, and Orks will hoard teeth for years to afford a really fast vehicle. Whenever an Ork takes his buggy or bike to a Mek for repairs, he always asks “Can yer make it go faster?”. This usually necessitates a fresh coat of red paint, as well as a bit of noisy tinkering with the engine. For, as every Ork knows, red ones go faster! Rivalries among Nobz and Warlords as to who has the fastest machines leads to reckless racing around the perimeter of the Ork settlements.

The Orks’ love of fast vehicles – known by the Orks as ‘da Kult of Speed’ – accounts for the vast array of customised buggies, bikes and ramshackle vehicles that can be mustered by an Ork warband. Most are in a constant state of disrepair, with bits falling off every few miles or so. A lot of these vehicles are owned by Meks, who have been known to attempt repairs while the vehicle is in motion! Orks suffering from extreme speed addiction find it difficult to stop once they’ve revved up to full speed.

Ork Weapons

Orks make all kinds of weapons including types based roughly on those used by Imperial forces and the Eldar. This means the Orks have their own versions of boltguns, flamers, missile launchers and so on. Although Orks understand laser technology, they don’t really care very much for lasguns and lascannons, which are not nearly noisy enough for Orky tastes!

Ork weapons are manufactured by Mekaniaks, which means that their shape, size and appearance can vary greatly depending on which Mekboy made them and what was going on in his head at the time. Sometimes (quite often in fact) a Mekaniak will have a good idea that he happily imagines will vastly improve an ordinary weapon, giving it extra range, extra power, or several shots at the same time instead of just one. The enthused Mekaniak will disappear into his workshop for hours or even days, only re-emerging when he has completed his magnificent new invention. Occasionally this process results in a Mekaniak producing an incredibly effective weapon, but more often than not the weapon will be flawed in some small but vital way.

Regardless of the actual effectiveness of the weapon, a Mekaniak will be so enthusiastic about his invention that he will be quite unable to admit to any shortcomings it may have. A Mekaniak is only too pleased to sell his weapon once it is finished. These special ‘kustom weapons’, as they are called, are much sought after by Ork Nobz who are always eager to obtain the best and newest examples of Orky workmanship. Even though a kustom weapon may malfunction at any moment, especially in the heat of battle, many Orks consider it well worth the risk. After all, if the weapon functions all right on the day it may do incredible damage to the great satisfaction of the owner.

SPECIAL RULE

5.5.1 Mob Rule

Orks believe that as long as there’s a bunch of them still 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 Gretchin or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule war engine’s count each point of starting damage capacity as a unit.

SPECIAL RULE

5.5.2 Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanise 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 (see 4.0).

The Waaagh!

Orks are evolved primarily for fighting, and this sometimes leads to rivalry and even outright war between the different tribes. Although this gives the impression that Orks are disorganised and rebellious, they are actually capable of a high degree of co-operation. The Techno-magi of the Adeptus Mechanicus have identified low levels of background psychic energy in the minds of Orks and Grots, and this seems to act like a hormonal stimulus, establishing territories and who is who in the hierarchy of Orkdom.

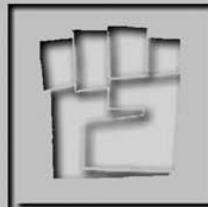
As a particular Ork Warlord grows in power, other Orks are attracted to his armies, and clamour to assume subordinate positions under his command. This means that Ork armies can assemble very quickly, growing into massive hordes, appearing out of nowhere and attacking unsuspecting planets.

This process is controlled in some way by the Ork psyche. When massive Ork armies embark upon wars of conquest, this psychic stimulus gives rise to what the Orks call a Waaagh! The Waaagh takes hold in the minds of every Ork and Grot, driving them towards fresh conquests upon a wave of bloodthirsty euphoria. A Waaagh will last until the Orks are defeated or until they run out of enemies, after which the armies will dissipate and the various Ork factions divide into mutually antagonistic tribes once more.

5.5.3 ORK UNITS

The following section describes all of the different units used by the Orks, and provides all of the information you will need to use them in your games of Epic. Ork armies have a strategy rating of 3, and all Ork formations have an initiative rating of 3+ and use the “Power Of The Waaagh!” and “Mob Rule” special rules.

The hierarchy of the Orks is defined by size, strength and ferocity rather than charisma or intelligence (though some Ork Bosses display a certain amount of low cunning). The overall commander of the force is generally known as the Warlord and his direct subordinates (the mobz’ commanders) are the Warbosses. Each Warboss has his retinue of Nobz who bellow orders at the Boyz. Promotion can be achieved in a number of ways. Generally it is done in battle, with the superior taking an unlucky shot to the head and the Warboss noticing a particularly burly Ork nearby who could bash heads together and get the ladz to do what they’re told. When not at war, most disputes and advances of this nature are settled by a ritual pit fight. These can be to first blood or a knockout, but generally the two combatants fight to the death, usually using nothing more than their claws and fangs. The victor’s scars will be a subject of pride and respect, and his authority will be unquestioned until someone else is brave enough to face him in the pit.



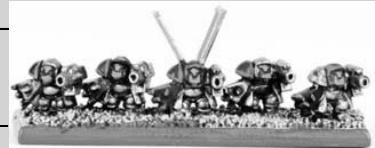
ORK WARLORD

All Ork warbands are led by an Ork Warlord. These Warlords achieve their status as leader of their warband by quite simply being the biggest, most cunning Ork in the group. A loud voice for bellowing at the Boyz is also useful, but more importantly is the strength and savagery to survive the many fights and challenges that are all part of the Ork’s rise to power, and of

maintaining power once it has been gained! As leader of a warband, Ork Warlords rarely see eye to eye with another Warlord except where it suits both to combine their forces if there is the slightest chance of a good fight. Mustering his forces for Armageddon, Ghazghkull pulled off the seemingly impossible by uniting over a dozen of the sector’s most notorious Warlords with the promise of a great and glorious fight in the name of Gork and Mork. With a force numbering into the millions, Ghazghkull’s rise to a Warlord of such stature has been nothing short of meteoric.

ORK WARLORD

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Big Choppa	(base contact)	Assault weapon	Macro-weapon, Extra Attack (+1)	



Notes: Character, Supreme Commander



ORK ODDBOYZ

Oddboyz is a generic term for those Orks who show an aptitude for a particularly valued skill other than fighting. Big Meks are quite possibly the most prized and command a sizeable respect in their own right. Blessed with orky know how for anything mechanical, they are responsible for overseeing the manufacture and operation of the Orks’ numerous war machines; whether they be simple Shoota or

Trukk, to Gargant and Traktor Beam. Painboyz or ‘Doks’ see to patching up various injuries or more often augmenting missing limbs and organs with mechanical ones provided by the Meks. Last, but not least are the Slavers. These brutish Orks keep the Grot followers of a warband in check and ensure they are always at the front of the fight where they can “catch da bullets”. All are numerous within the clans and warbands and it is unlikely that the Orks would be able to function as such an effective fighting force without their skills.

ORK ODDBOYZ

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Supa-Zzap-Gun OR Soopagun	60cm 60cm	MW3+ 2BP	Titan Killer (D3) Macro-weapon	



Notes: Ork Oddboyz can be one of two types: Big Meks or Slavers. Both are Characters. A Big Mek can be added to a gunwagon or gunfortress and upgrades one of the big gunz on the vehicle into a Soopagun or Supa-Zzap-Gun with the characteristics shown above. A Slaver may added to a big gun and upgrades the weapons on the unit into a Soopagun or Supa-Zzap-Gun with the characteristics above.

ORK NOBZ

Nobz are the biggest, toughest and best armed warriors in a warband. In a race where size matters, leadership is determined by physical strength and intimidation. Those Orks fortunate or devious enough to survive longer than a few years will reach a physical stature that dwarfs their kin. These massive brutes, known as Nobz are the closest thing the Orks have to any kind of command hierarchy. Equipped in the best armour and with the best weapons the warband can muster the

Nobz lead the Boyz into battle and are most often found where the fighting is at its most intense. Their powerful physical frame encased in mega-armour is almost a match for a Space Marine Terminator, a fact not lost amongst those Guardsmen that survived the slaughter by Ghazghkull's elite Nobz at Hive Tartarus and the Mannheim Gap.



ORK NOBZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	Small arms	-	
2 x Big shootas	30cm	AP6+/AT6+	-	
Big Choppas	(base contact)	Assault weapon	Extra Attack (+1)	

Notes: Leader



ORK BOYZ

Ork Boyz are by far the most numerous type of Ork found in a mob and, although lightly armoured in comparison to the largest of their kind, are nevertheless tough enough to withstand all but the most direct killing blow. Armed with various kinds of shoota and savagely brutal close combat choppas, Ork Boyz overwhelm their enemies in wave after wave of frenzied attacks, their size and strength a match even for the elite Adeptus Astartes. Although normally fiercely

territorial and as hostile to Orks outside of their own tribe as they are towards other races, Ghazaghkull's invasion of Armageddon provided an opportunity for a war on such a magnitude as to eclipse any petty tribal rivalries. United under Ghazghkull's personal banner, the number of Ork Boyz on Armageddon numbers in the tens of millions.



ORK BOYZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	Small arms	-	
Choppas	(base contact)	Assault weapon	-	
Big shootas	30cm	AP6+/AT6+	-	



ORK GROTTZ

Grots are a physically smaller sub-species of the Ork race. Destined for a life of servitude by their larger cousins, Grots are viewed as little more than cannon-fodder and are pressed into service by Herders and Slavers. Armed only with an assortment of primitive weapons and small firearms, Grots will be forced ahead of the Ork mobs to overwhelm defenders and distract them. Those Grots that make the

mistake of showing any signs of their higher intellect are quickly rounded up and put to work as riggers or repair gangs on some of the larger Gargants and Battle Fortresses, their diminutive size being ideal for squeezing in between the gaps in the machinery in order to affect running repairs.



ORK BOYZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	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 STORMBOYZ

Although often mistakenly perceived as unintelligent savage creatures, Orks posses a natural cunning that can make them crude but effective tacticians in combat. Seeing how effective the humans were at using jump packs to rapidly negotiate the battlefield, the Orks

stole the idea and created the Stormboyz mob. Considerably cruder, noisier and a lot more dangerous, the Stormboyz use nothing more sophisticated than a small rocket and harness to propel themselves haphazardly over obstacles and towards the enemy. Quite naturally those Boyz chosen for the task think that it is the best thing ever and aside from the very real chance of them literally detonating mid-flight are viewed with a kind of awe by their more down to earth kin.

ORK STORMBOYZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	Small arms	-	
Choppas	(base contact)	Assault weapon	-	

Notes: Jump Packs, Scouts



ORK KOMMANDOS

Carved into solid rock two thousand feet up in the Messnier Mountains, the Vox-Relay Station "Eagle's Reach" was considered to be one of the most secure and impregnable facilities on Armageddon. Two weeks into the Third War, this was dramatically proven wrong when a force of Ork Kommandos from the infamous Blood Axe clan not only scaled the razor sharp peaks, but also took the

station completely by surprise, securing it intact. Showing a remarkable grasp of discipline and squad level tactics, traits not generally associated with Orks, the Kommandos took the station virtually without a fight. Under the Orks' control, Ghazghkull used the station not only to disrupt communications in the southern hemisphere, but also to broadcast directly to the Imperial forces in the field. Ghazghkull's grasp of propaganda and the effect on morale was not lost on the Southern Imperial Commander who was forced to make arrangements for the elimination of the station.

ORK KOMMANDOS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	Small arms	-	
Choppas	(base contact)	Assault weapon	-	
Big Shootas	30cm	AP6+/AT6+	-	

Notes: Scouts, Infiltrators



ORK WARBIKES

Ork Warbikes bring together two of an Ork's favorite things – the chance to drive fast and shoot things! During the early days of Ghazghkull's invasion of Armageddon, it was clear that speed was a factor that Ghazghkull had carefully considered. In the past, Ork invasions had been slow lumbering affairs, the Orks relying on sheer weight of numbers to overwhelm their enemies, their ability to sustain huge numbers of casualties and still fight on a

real danger to those that faced them in battle. After studying the tactics used by the Imperium's Space Marines during the second war for Armageddon, Ghazghkull made sure his force not only consisted of an overwhelming number of troops, but the ability to strike quickly. Mounted on warbikes, large groups of Orks quickly assaulted Imperial lines and within a matter of days after the Ork Roks initially touched down on Armageddon, several key Imperial supply routes were dangerously close to being severed. If not for the timely intervention of several Space Marine Chapters, the tactic would have been a complete success.

ORK WARBIKES

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5+	4+	6+
Weapon	Range	Firepower	Notes	
Twin sawn off Big Shootas	15cm	AP5+/AT5+	-	

Notes: Mounted



ORK WARBUGGIES/WARTRAKS

In addition to two-wheeled warbikes, the Orks employ numerous four-wheeled light and tracked light vehicles. The Orks' surprising mobility drove much of the early stages of the Armageddon conflict. Huge swarms of light vehicles such as Buggies and Wartraks engaged the Imperial lines in running battles ahead of Ghazghkull's main force. Constantly attacked and harassed by these fast moving formations, the Imperial Guard defenders had very few opportunities to repel the Orks' giving Ghazghkull plenty of time to deploy his Gargants and heavy siege guns. These 'Speed Freak' formations were one of the

most successful forces Ghazghkull employed during the campaign. Equipped with a range of weapons from Big Shootas to Rokkits and Zzap Gunz, the Buggies were as much a threat to Imperial armour as they were to the Guard's light infantry. Their only true weakness was their thin armour, which provided their two-Ork crew with virtually no protection, leaving them vulnerable to both heavy weapons and small arms alike.



ORK WARBUGGIES/WARTRAKS

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Twin Big Shootas	30cm	AP5+/AT6+	-	



ORK SKORCHA

Burna Boyz are Orks with an almost unhealthy obsession with fire and anything flammable, and for them the best thing that can ever happen is to be given a Skorcha to drive around. The Skorcha is an Ork flamethrower, which is mounted in a turret on the back of a wartrak, and fed by a small reservoir of fuel towed behind the vehicle. The devastating effect of the weapon on infantry and soft-skin vehicles, coupled with the Wartrak's speed make the Skorcha a very potent part of an Ork assault and rightfully feared by the Imperial Guard. The weak armour around a Skorcha does however make it a tempting

target and on more than one occasion quick thinking Imperial heavy weapon crews have managed to knock them out at a safe distance. The resulting explosion from the vehicles volatile mixture almost always immolates the Skorcha's crew and any Orks unfortunate enough to be too close. Understandably, most Orks learn to maintain a healthy distance from the vehicle.



ORK SKORCHA

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Skorcha	15cm	AP4+	Ignore Cover	



ORK DETH KOPTA

The Deth Kopta is yet another example of Ork ingenuity and an almost pre-natural affinity with any kind of technology or machinery. Built for speed, the Deth Kopta can carry only a single Ork and is generally armed with a Big Shoota or Kustom Shoota. With its twin rotors keeping it aloft, the Deth Kopta has proven to be a considerable menace to the Imperial war effort on Armageddon. Although not generally capable of taking out Imperial armour on its own, the distraction and harassment caused to infantry by the constant low-level

attacks favoured by their pilots have resulted in several defensive lines being overwhelmed by the lightning attack of a squadron of Deth Koptas. Too small and agile to be engaged by conventional strike aircraft, the Deth Kopta occupies a niche battlefield role that once again underlines Ghazghkull's innate grasp of military tactics.



ORK DETH KOPTA

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Big Shootas	30cm	AP5+/AT6+	-	



Notes: Skimmer



ORK BATTLEWAGONZ

Unlike the Imperium, Orks don't use any kind of fixed template for vehicle design, each instead being built from whatever salvage and materials are to hand. This can result in a rather ramshackle, but no less effective combination. Because of this, Ork battlewagons cover a massively diverse array of different Ork vehicles, including trukks, 'aulers, wartrukks and wagonz. What all

these vehicles have in common is being able to carry at least ten Ork Boyz, and an armament of one or more (usually more!) big shootas. Battlewagonz were at the centre of Ghazghkull's blitzkrieg towards Hive Volcanus. With so many vehicles at his disposal, Ghazghkull was able to move the bulk of his forces, some fifteen thousand Orks across the plains and in sight of Volcanus in under three days. Using their battlewagonz as mobile bunkers, the Orks used their mobility to great effect in keeping the Imperial defenders at Volcanus hemmed in whilst heavy siege artillery was brought up.

ORK BATTLEWAGONZ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Big Shootas	30cm	AP5+/AT6+	-	



Notes: Transport (may carry any two of the following units: Boyz, Kommandos, Nobz, Warlord. Alternatively, one of the two units transported may be a Big Gun. May carry one Grot in addition to any other units).



ORK GUNWAGONZ

At the heart of the Ork's armoured offensives on Armageddon were hundreds of gunwagons. What differentiates a gunwagon from a battlewagon is that the gunwagon is designed to carry as big a gun as possible, while a battlewagon is primarily an armoured transport. Although no match for the Leman Russ, Land Raider or Predator, the sheer number of gunwagons present in

Ghazghkull's invasion force made them a potent threat and more than capable of breaking the Imperial defences by weight of numbers alone. Each gunwagon is as individual as its crew; some are fitted with Kannon's, others with energy weapons such as the Zzap Gun. The greatest threat that these vehicles represent is the ease with which they can be manufactured. Ghazghkull's mekaniaks seem to be able to produce an endless line gunwagons. Eliminating the Ork's production facilities has become one of the Imperial force's most urgent tasks

ORK GUNWAGONZ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Big gun	45cm	AP5+/AT5+	-	



Notes: Transport (may carry any one of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun).



ORK FLAKWAGONZ

There is little doubt that the Ork idea for the Flakwagon came from seeing an Imperial Hydra. What Ork could possibly resist the idea of a four barreled weapon capable of pumping out hundreds of shells per minute! Never one to let a good idea go to waste, the Orks duplicated the Hydra's quad-autocannon design and then mounted it onto a spare wagon to produce a reasonably effective anti-air battery. With just a single Ork gunner in charge of the weapons

controls, the Flakwagon does not boast the same degree of automated or accurate target tracking systems that the Hydra has. Nevertheless a particularly skilled or experienced Ork is more than capable of predicting the movements of ground attack aircraft and unleash hundreds of rounds of heavy slugs a minute in their direction. For unwary Imperial pilots, the Flakwagon is a very real threat and only ignored at their own peril. Like their human counterparts, Flakwagon crews have no problem in using the vehicle's heavy projectiles with equal enthusiasm at ground based targets.

ORK FLAKWAGONZ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Flak Gun	30cm	2 x AP6+/AT6+/AA6+	-	



Notes: Transport (may carry any one of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun).

BATTLEFORTRESS AND GUNFORTRESS

The Battlefortress, and its closely related counterpart, the Gunfortress, are huge versions of Ork battlewagons and gunwagons respectively. With additional weaponry and the benefit of more armour plating, these super heavy vehicles are usually only seen in engagements where one or more Ork Warlords are present or a large proportion of the force is made up of more influential Nobz. Their increase in firepower turns what were already effective fighting vehicles into a truly formidable ones, putting them close on a par with the Imperium's Baneblade. During the assault on Hive Infernus, no fewer than thirty

Battlefortresses and Gunfortresses were counted by Salamander reconnaissance teams, each displaying banners and glyphs pertaining to one or more Warlords. The force was eventually driven off by the combined might of Titans from Legio Metallica and Legio Ignatum, but not before the loss of three Warlord Class Titans and a single Warhound Scout Titan made the victory a costly one for the Imperium.



ORK BATTLEFORTRESS

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
2 x Twin Big Shootas	30cm	AP5+/AT6+	-	
Big gun	45cm	AP5+/AT5+	-	

Damage Capacity 3. Critical Hit Effect: The attack hits the Battlefortress's running gear and it flips over. The Battlefortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Battlefortress is destroyed and any units on board will only survive on a roll of 6.

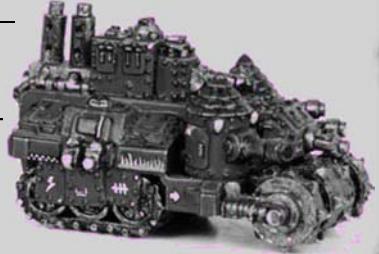
Notes: Transport (may carry any eight of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gun. May carry four Grots in addition to any other units).

ORK GUNFORTRESS

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
5 x Twin Big Shootas	30cm	AP5+/AT6+	-	
3 x Big gun	45cm	AP5+/AT5+	-	

Damage Capacity 3. Critical Hit Effect: The attack hits the Battlefortress's running gear and it flips over. The Battlefortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Battlefortress is destroyed and any units on board will only survive on a roll of 6.

Notes: Notes: Transport (may carry any four of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gun. May carry four Grots in addition to any other units).





ORK KILLA KAN

The Killa Kan is smaller and more lightly armed than a Dreadnought, but are none the less a dangerous foe in close combat. They are equipped with a deadly power claw and big shoota. Killa Kans accompany Ork mobs in small groups, the Killa Kan's armour providing reasonable protection against most small arms fire. Although they have a rolling gait that can appear quite peculiar

and ungainly at first sight, Killa Kans can produce a surprising turn of speed when their Ork pilot is sufficiently frenzied, a fact not always appreciated by the average Guardsmen until they have found themselves suddenly face to claw with one! The Imperial Infantryman's Uplifting Primer recommends the best tactic to use against a Killa Kan is either to ram it with the armoured dozer blade of a Chimera knocking it over, or wedge a grenade into the leg actuators. It is not recorded who discovered the latter technique or whether they survived the encounter.

ORK KILLA KAN

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	5+	5+	6+
Weapon	Range	Firepower	Notes	
Big Shootas	30cm	AP6+/AT6+	-	
Kombat Klaws	(base contact)	Assault weapon	Macro-weapon, Extra Attack (+1)	
Notes: Walker				



ORK DREADNOUGHT

In a sickening parody of the rituals used by the Adeptus Astartes to entomb a mortally wounded brother within the sarcophagus of a Dreadnought, Ork Dokks and Meks sometimes perform the same task on Boyz to wire them into the controls of an Ork Dreadnought. Fortunately, for most Ork Dreadnought pilots this is not always the case and most Ork Dreadnoughts are controlled through a confusing array of levers and buttons, although the end

effect is much the same. With a pair of savage close combat weapons at their disposal and a couple of heavy weapons, Ork Dreadnoughts are virtually unstoppable once they get into close combat. During the assault on the Helsreach shipyards, three Dreadnought Mobs descended on the Ironside Docks, their thickly armoured hides and heavy shootas easily outshooting the lightly armed Hive Militia. The predictable result was a massacre of the Imperial defenders, resulting in the Orks holding the shipyards for several weeks until Space Marine and Stormtrooper reinforcements drove them back out.

ORK DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
2 x Big Shootas	30cm	AP6+/AT6+	-	
Kombat Klaws	(base contact)	Assault weapon	Macro-weapon, Extra Attack (+1)	
Notes: Walker				



ORK BIG GUNZ

Ork Mekaniaks constantly create a plethora of bizarre weapons and tanks. Many of these are battlefield support weapons which move forward with the boyz to lend some heavy firepower to the fight. They take all manner of shape and design, from the crude but effective Squig Katapult to the strange and ungainly

Traktor Cannons, Smasha Guns, Splatta Cannons, Pulsa Rokkits and Shokk Attack Guns. All are used to pound the enemy into submission from afar, before the weight of the Ork Boyz close in to crush the enemy in a final brutal assault. Unfortunately, very few Ork Boys are capable of holding themselves back from a good scrap in order to man the supporting artillery, and because of this Big Guns are usually crewed by Grots, who are kept in line by a Slaver or the Ork meknaik that built the gunz being used.

ORK BIG GUNZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Big gun	45cm	AP5+/AT5+	-	
Notes: Walker				



ORK SUPA-STOMPA

Supa-Stompas occupy a middle ground between the smaller Stompa and a fully fledged Gargant. With an impressive array of weapons, Supa-Stompas are most often commanded by Boss Meks who have built one for themselves from the spare scrap left over from a Gargant construction. Supa-Stompas are deadly tank killers and more than capable of taking on an Imperial Titan far greater in size if they have to. Rated by General Kurov as one of the deadliest war engines at the Orks' disposal, Supa-Stompas are thankfully a rare sight on the

battlefield. Although it is uncertain how many were landed on Armageddon as part of the Orks 'Stompa Mobs', the sheer number of heavy weapons available at a Supa-Stompa's disposal have made them a primary target to both Shadowsword and Titan commanders alike.



ORK SUPA-STOMPA

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Gaze of Mork	30cm	MW4+	Titan Killer	
2-3 x Soopaguns	60cm	2BP	Macro-weapon, Fixed Forward Arc	
0-1 x Mega-choppa	45cm (base contact)	AP5+/AT5+ and Assault weapon	Fixed Forward Arc Titan Killer (D3), Extra Attacks (+1)	

D3 Power Fields. Damage Capacity 4. Critical Hit Effect: The Supa-Stompa's head is blown clean off, killing the Kaptain. It suffers a -1 to hit modifier from now on. Any subsequent critical hits will cause an extra point of damage instead.

Notes: Reinforced Armour, Fearless, Walker. May be armed with 3 soopaguns or 2 soopaguns and 1 mega-choppa. The mega-choppa may shoot and be used as an assault weapon. The mega-choppa's Titan Killer and Extra Attack abilities may only be used in an assault.

ORK STOMPA

Not all Ork Warlords can afford to have something built as grand as a Gargant, and settle instead for a Stompa. Although considerably smaller than the behemoth Gargants, Stompas are still a well armed and armoured walker and a fitting platform for a Warlord to bellow orders at his Boyz from. It is not uncommon for lesser Warlords and Meks to combine their forces prior to a battle into Stompa Mobs; petty rivalries are set aside temporarily for the greater opportunity of a good

fight against a common foe. Such was the case on Armageddon where Ghazghkull persuaded an unthinkable number of Warlords that the Armageddon system was ripe for conquest and rule under a united Ork Waaagh. With Stompas easily produced by the Ork Meks, they are almost as common a sight in Ghazghkull's combined forces as Battlefortresses.



ORK STOMPA

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
2-3 x Big gun	45cm	AP5+/AT5+	-	
0-1 x Kombat 'Ammer	30cm (base contact)	AP5+/AT6+ and Assault weapon	Fixed Forward Arc Macro-weapon, Extra Attacks (+1)	

Notes: Reinforced Armour, Walker. May be armed with 3 big guns or 2 big guns and 1 Kombat 'Ammer. The Kombat 'Ammer may shoot and be used as an assault weapon. It only has the Macro-weapon and Extra Attack abilities when used in an assault.



ORK GARGANT

Standing the height of a four storey building and bristling with guns and kustom force fields, the Gargant is the most prominent War Engine constructed by the Orks. Gargants are built in the approximate image of the Orks' patron deities Gork and Mork, and are the pride of every Warboss who has managed to bully, coerce or otherwise persuade a gang of Mekboyzz into building one for him. Although not as technologically advanced as the Titans and other

great war machines of the Adeptus Mechanicus, Gargants are nevertheless lumbering bastions of destruction, more than capable of obliterating entire companies of infantry and tanks. In Ghazghkull's war horde alone no fewer than eighteen Gargants were counted, this number rising to forty when combined with the forces of Ork Warlords Morfang, Skarfang and Burzuruk. The threat of such a large number of powerful war engines was quickly realised by the Imperial defenders of Armageddon, and the Adeptus Mechanicus tasked the Titan Legios Invigilata, Magna and Victorum with the destruction of the Orks gargantuan machines, a task not easily completed without great loss to the Imperium's Titan Legions.

ORK GARGANT

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Gaze of Mork	30cm	MW4+	Titan Killer	
2-3 x Soopaguns	60cm	2BP	Macro-weapon, Fixed Forward Arc	
0-1 x Supa-Zzap-Gun	60cm	MW3+	Titan Killer(D3), Fixed Forward Arc	
0-1 x Mega-choppa	45cm (base contact)	AP5+/AT5+ and Assault weapon	Fixed Forward Arc Titan Killer (D3), Extra Attacks (+1)	



D3+3 Power Fields. Damage Capacity 8. Critical Hit Effect: The Gargant catches fires. 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: Reinforced Armour, Fearless, Walker. May be armed with 3 soopaguns or 2 soopaguns and either 1 mega-choppa or 1 supa-zzap-gun. The mega-choppa may shoot and be used as an assault weapon. The mega-choppa's Titan Killer and Extra Attack abilities may only be used in an assault.

ORK GREAT GARGANT

Ork Great Gargants are more powerful even than the massive Gargants of Ghazghkull's horde. Fortunately for the Empire of Mankind they are very rare, and the few Great Gargants that have been seen on Armageddon were reserved for Ghazghkull himself and those warlords in Ghazghkull's army that wielded the most power. In the Fire Wastes, Urgok the Unstoppable's Great

Gargant *Skullsmasha* led the assault on the 'Iron Line' defences surrounding the Chaya Ranas Ore facility. Likewise in the Mannheim Gap, Warlord Thogfang's Great Gargant *Da Pain Hamma* was instrumental in the massacre of the Celestial Lions' assault on the construction yards. Although the *Skullsmasha* was eventually crippled and destroyed by the Adeptus Mechanicus Ordinatus used to help defend the Imperial outpost at Sreya Rock, many Great Gargants are still at large on Armageddon and represent a potent threat to Imperial forces on the planet.

ORK GREAT GARGANT

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Gaze of Mork	30cm	MW4+	Titan Killer	
2 x Big gun	45cm	AP5+/AT5+	-	
Soopagun	60cm	2BP	Macro-weapon, Fixed Forward Arc	
1-2 x Twin Soopaguns	60cm	2BP	Macro-weapon, Fixed Forward Arc	
0-1 x Lifta -Droppa	60cm (base contact)	MW3+ and Assault weapon	Titan Killer(D3), Fixed Forward Arc Extra Attacks (+1)	



D6+6 Power Fields. Damage Capacity 12. Critical Hit Effect: The Gargant catches fires. 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: Reinforced Armour, Fearless, Walker. May be armed with 2 twin soopaguns or 1 twin soopagun and 1 Lifta-Droppa. The Lifta-Droppa may shoot and be used as an assault weapon. The Lifta-Droppa's Extra Attack abilities may only be used in an assault.

ORK FIGHTA BOMMERS

Neither elegant or attractive, the Ork Fighta Bommer wings on Armageddon have nevertheless proved savagely effective at dominating the skies above the planet. Operating out of airfields in the frozen peninsula of the Deadlands and the orbiting Kroozer fleet, the latticework of black exhaust trails has become a common sight over Armageddon's war torn landscape. Led by the then notorious 'Green Barun', three squadrons of 'Da Red Choppas' preyed on Imperial supply lines and shipping for over two months until a combined Imperial strike force of the 301st Airwing and Cruiser Ascension

finally defeated the Orks in a three hour aerial battle over Hades Gap. Even with the loss of one of the Orks' most infamous pilots, the Fighta Bommer squadrons demonstrated their total superiority of Armageddon's skies long into the Third War. Only when the "Orkwick" Airfield was eventually captured towards the end of the war was this position ever challenged.



ORK FIGHTA BOMMERS

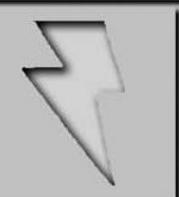
Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter Bomber	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
Heavy Shootas	15cm	AP5+/AA5+	-	
Tankbusta Rokkits	30cm	AT4+	-	



ORK LANDA

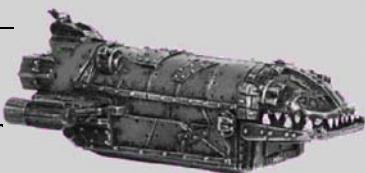
Ork Landas are large transport aircraft that are used to land Orks from orbiting spacecraft and to move them about quickly once they are on a planet's surface. Landas are a classic example of Ork design, being huge ungainly machines that are brutally efficient at the task for which they are designed. Compared to almost any other aircraft in the skies over Armageddon, the Ork Landa is slow and ponderous, and many Imperial Thunderbolt pilots have lost their lives assuming that it would be easy prey for their sleek fighter aircraft. However, while not nimble,

the Landa is immensely tough, and it can shrug off damage that would send almost any other aircraft down in flames. In addition, the Landa's hull is studded with numerous weapon turrets that are capable of laying down a withering hail of fire against any enemy aircraft that get too close, as well as being capable of providing supporting fire for troops as they disembark. Rockets located on the forward hull provide additional firepower for use against armoured targets.



ORK LANDA

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	5+	6+	4+
Weapon	Range	Firepower	Notes	
Gun Turrets	15cm	D6+3 x AP5+/AA6+	-	
2 x Tankbusta Rokkits	30cm	AT4+	Fixed Forward Arc	



Damage Capacity 3. Critical Hit Effect: The Landa's pilot is killed and the Landa crashes to the ground, killing all on board.

Notes: Planetfall, Reinforced Armour, Transport (may carry ten of the following units: Boyz, Kommandos, Stormboyz, Nobz, Attack Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. All light vehicles and Dreadnoughts (but not Killa Kans) take up two spaces each. In addition it may also carry 4 Grots).

SPECIAL RULE Power Fields

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 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 battle.





ORK KILL KROOZER

Constructed from the hulks of abandoned ships and any scrap that can be salvaged, Ork Kroozers are monolithic superstructures with patchworked hull plates and compartments. With cavernous internal bays holding huge numbers of Orks and their many vehicles, Kroozers form the mainstay of the Ork fleet,

hundreds of which assaulted Armageddon as part of Ghazghkull's invasion force. Easily a match for an Imperial cruiser sized capital ship in firepower, Ork Kroozer Kaptins like nothing better than to use their ship's massive engines to ram Imperial craft with their reinforced fang-like prow. With most of the Orks' gun batteries devastatingly effective at close range, Imperial Captains have learned to maintain a healthy distance from the Kroozers, punishing them at extreme range with Nova Cannon and torpedoes.

RK KILL KROOZER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	D6+1BP	Macro-weapon	



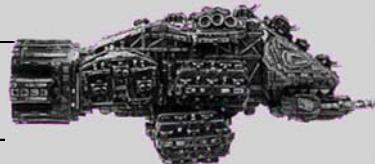
ORK BATTLEKROOZER

Ork Battlekroozers are considerably larger than Kill Kroozers, and have launch bays that allow them to deploy assault craft. When Ghazghkull's vast fleet was first detected entering the Armageddon sector, augers and long ranged sensors identified a new class of ship hidden amongst the clutter of Roks and Hulks. Classified as a Battleship class, the new vessels were much larger even than the Kroozers, reconnaissance pictures of the fleet

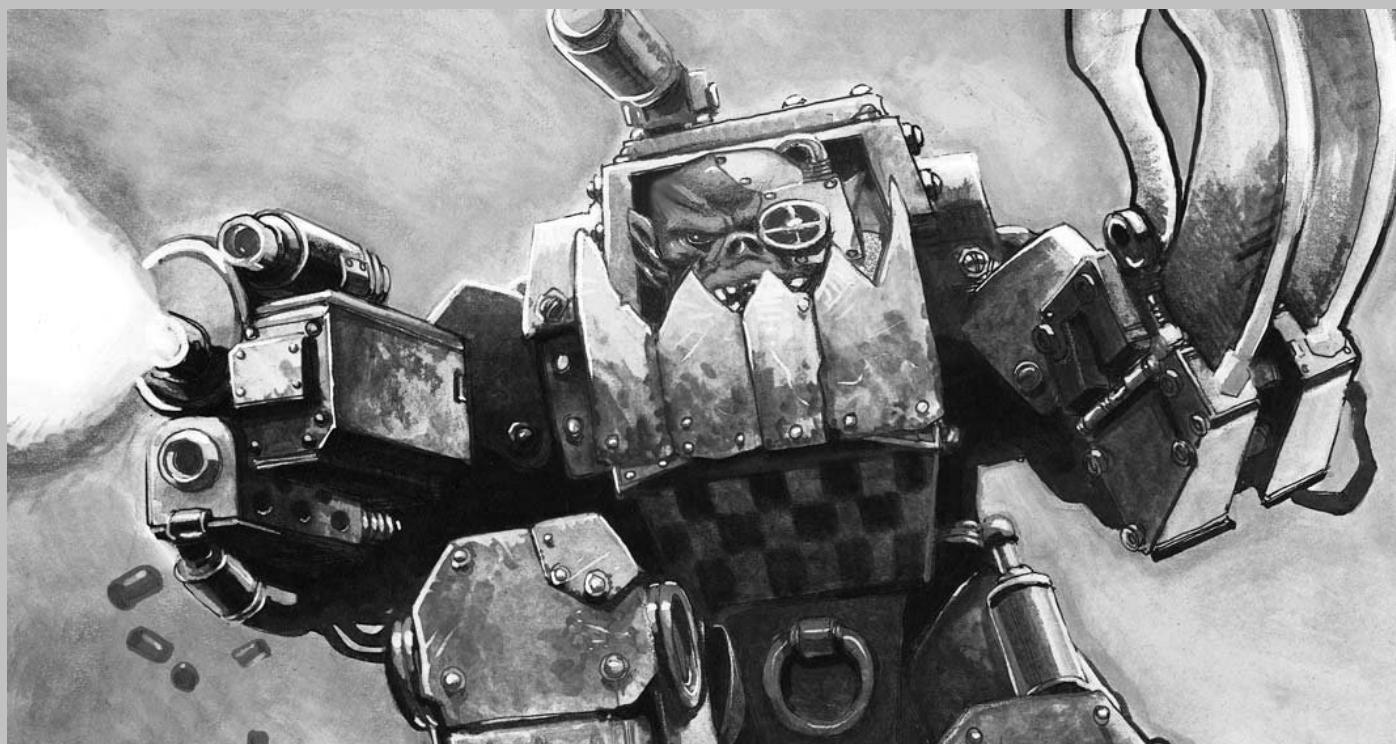
showing them bristling with heavy gun batteries and beam weapons along their flanks and dorsal superstructure. Four of the ships became notorious during the campaign for their involvement in the invasion, most notably the *Dethdeala* and *Gorbag's Revenge*. As invasion flagships, these two vessels alone landed close to two hundred thousand Orks onto Armageddon via teleporta and landakraft before withdrawing to spearhead the hunt for the withdrawing Imperial Navy. Accompanied by a further two battleships; the *Slambasta* and *Kroolboy* they became a powerful core to the Orks fleet operations in the Armageddon sector.

ORK BATTLEKROOZER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	D6+3BP	Macro-weapon	



Notes: Transport (may carry up to 12 Ork Landas plus the troops carried in them). Slow and steady — may not be used on the first or second turn of a game unless the scenario specifically states otherwise.





ORK CLANS

Ork armies are basically Ork societies on the move. Their no nonsense philosophy is reflected in their brightly coloured vehicles. Each clan favours a particular colour scheme overlaid with Ork glyphs and other stark patterns. As each Mekboy constructs a vehicle to his Boss' orders, he embellishes it with details such as extra spikes, red paint to make it go faster and a myriad of other small adjustments. However, beneath the bright patterns and bold proclamations of wealth and power, the vehicle's engine spews forth oil and smoke, stained with rust with only the shiny heads of new nails showing through the grime and filth. The Ork Gargants are equally colourful, moving, fighting idols to the gods Gork and Mork. Massive banners hang from their hulls and weapons, each displaying the Warboss' or Warlord's achievements. To Orks, a dreadnought or a warbike is far more than a simple war machine, it is a status symbol and reflects their own prosperity and skill in battle. Each Ork goes to great lengths to ensure his tank or buggy is the biggest, brightest, hardest-looking vehicle on the battlefield in an attempt to outdo all his fellow Orks in the quest for recognition and respect.



Goffs

Goffs are the most brutal Orks who regard themselves as the toughest of all the Clans. They favour stark patterns and black, red and white colours for their uniforms and vehicles.



Battlewagon



Stompa



Boyz Mob



Evil Sunz

The Evil Sunz are irresistibly attracted towards fast war bikes, buggies and loud noise. The totem of the clan is a grinning blood red face, and they wear red clothes and paint their machines red. As every Ork knows "da red wunz go faster!"



Warbuggy



Bikes



Battlewagon



Flakwagon



Snakebites

Snakebite Orks are savage traditionalists who shun recently developed technology. They dress in simple clothing of leather and furs and are known for riding into battle mounted upon ferocious warboars.



Squiggoth



Boarboyz



Weirdboy



Blood Axes

Blood Axes were the first Ork clan to encounter the armies of the Imperium and have had the longest contact with Imperial culture. This has led to them adopting some aspects of 'da humies' including driving captured tanks and other vehicles.



Kommandos



Battlewagon created from a looted Rhino



Bad Moons

Bad Moons are rich. Filthy rich! They want everybody to know it, and these massive show-offs just can't resist having the brightest and most extravagant clothes and biggest gunz around.



Big Gun



Big Gun



Bad Moon Nobz



Dreadnought



Death Skulls

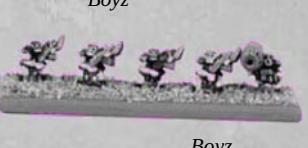
DeathSkulls collect their uniforms and gunz from the dead of the battlefield, and their mismatched clothing and erratic colour schemes are a warning to any other Orks to nail down anything they want to keep.



Boyz



Big Gun



Boyz



Big Gun