

The Battle of Diabolus

an epic warhammer 40,000 scenario

OVERVIEW

The battle over the factory complex of Diabolus was the first major confrontation on Armageddon between the largest war machines that both the Imperial and Ork armies could field. The devastation that these titans of battle caused ruined the foundries and machine shops of the complex and, in the end, allowed the Orks to break through the Imperial lines and lay siege to Infernus Hive.

No infantry could be expected to survive in this battle zone as the titans unleashed their full awesome might and incredible destructive energies laid waste to the surrounding area. As the huge war machines began to engage in combat, the leaders on both sides were forced to commit more and more of their forces until the enemy was finally overwhelmed.

FORCES

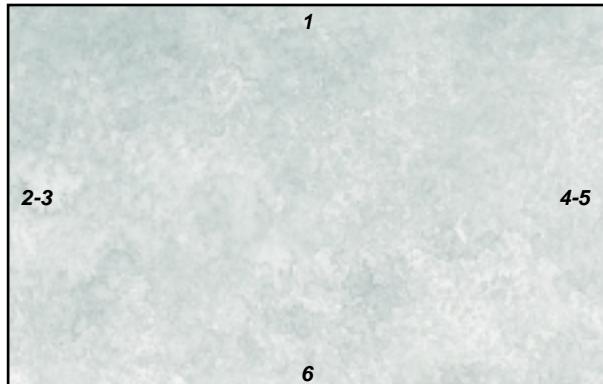
The two players must decide a points value for this battle, though it is recommended that you choose to use at least 3000 points, as this was a truly titanic battle. They may take any of the following:

Imperial Player: Warlord, Reaver and Warhound Titans. One Ordinatus or Imperator Titan may also be taken.

Ork Player: Gargant, Great Gargant, Mega Gargant.

SET-UP

- 1 The terrain in this battle should include a lot of buildings of all types as this is a huge factory complex. A number of shattered and ruined buildings should be used as well, as the fighting over Diabolus has already been raging for many days.
- 2 The Imperial player sets up first, deploying any two Titans within 30cm of the centre of the table. These Titans may not be the Ordinatus or Imperator Titan, if the Imperial player has chosen to take them.
- 3 The Ork player has the first turn, moving any one of his Gargants on from a random table edge.
- 4 The remaining forces for both armies join the battle as reserves. The Orks come on from the table edge their first Gargant arrived from. The Imperial forces move on to the battlefield from the opposite table edge..



GAME LENGTH & VICTORY CONDITIONS

The player that reduces the opposing army's morale to 0 or less wins the battle. If both army's reach 0 morale in the same turn, then the battle is considered to be a draw.

ALTERNATIVE FORCES

Though the stories told of the Battle of Diabolus only ever mention the clash of huge war machines, there were plenty of supporting forces fighting as well. You may like to try this mission again, allowing each player to take up to a quarter of his points allowance as other types of detachments, such as Space Marine Infantry, Imperial Guard Artillery, Flyboyz, Ork Warbands, etc. .

