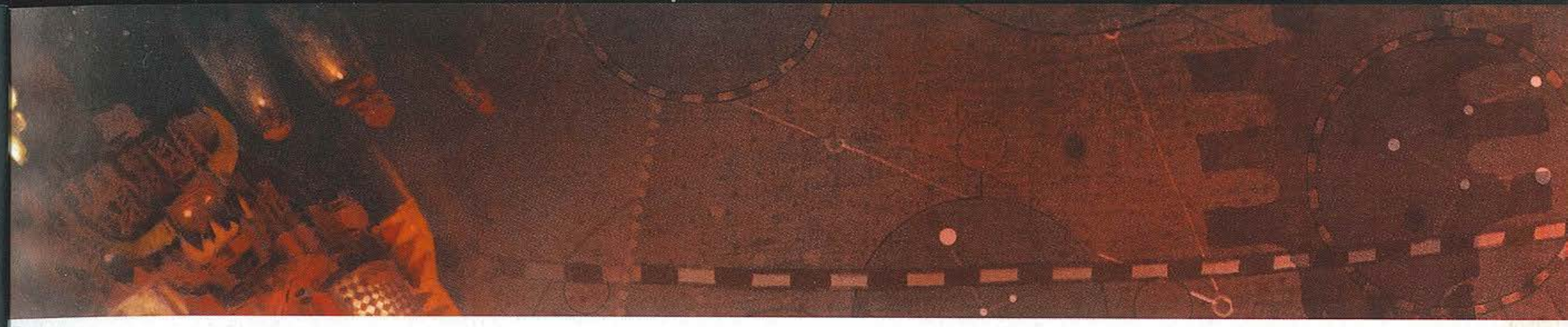
WARHAMMER 40,000



BOOK 2: CRITICAL MASS

# WAR ZONE OCTARIUS



'There is no greater danger to Mankind than flesh. Never have I been more convinced.

The xenos that assail us, that gain in strength and power daily, are made of organic matter. The ugly contraptions some create are but products of a disordered, broken mind of flesh.

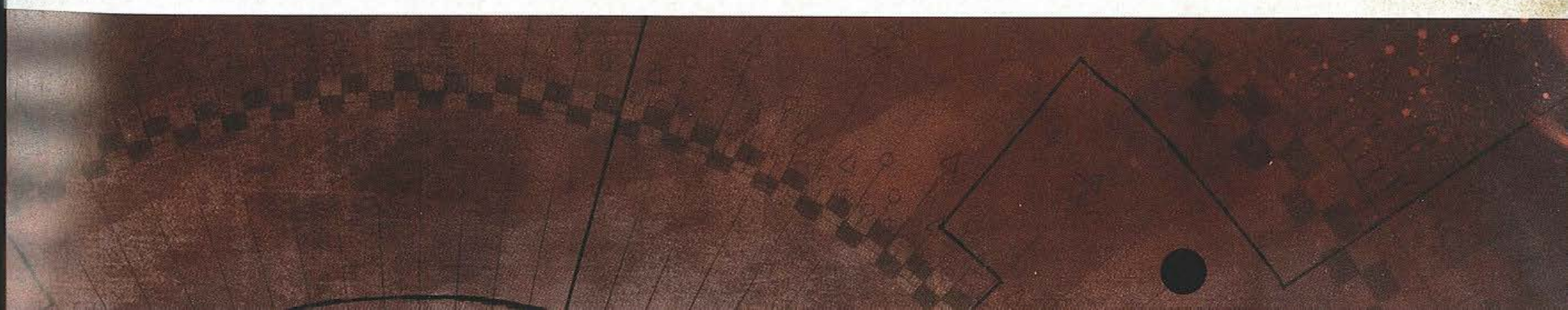
The Inquisitors who attempt to manipulate events also lack the purity of the machine. Though Sahansun resembles the machine in body, his mind spent too long wielding a body of meat.

Now it falls upon us to purge the flesh of the alien, and make up for the failures of our 'allies'. So be it, but I will calculate all they owe us and ensure they pay interest.'

*– Fabricator General Einrekh Phlagustok of Sigma-Ulstari*

# WAR ZONE OCTARIUS

## BOOK 2: CRITICAL MASS





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## PRODUCED BY THE WARHAMMER STUDIO

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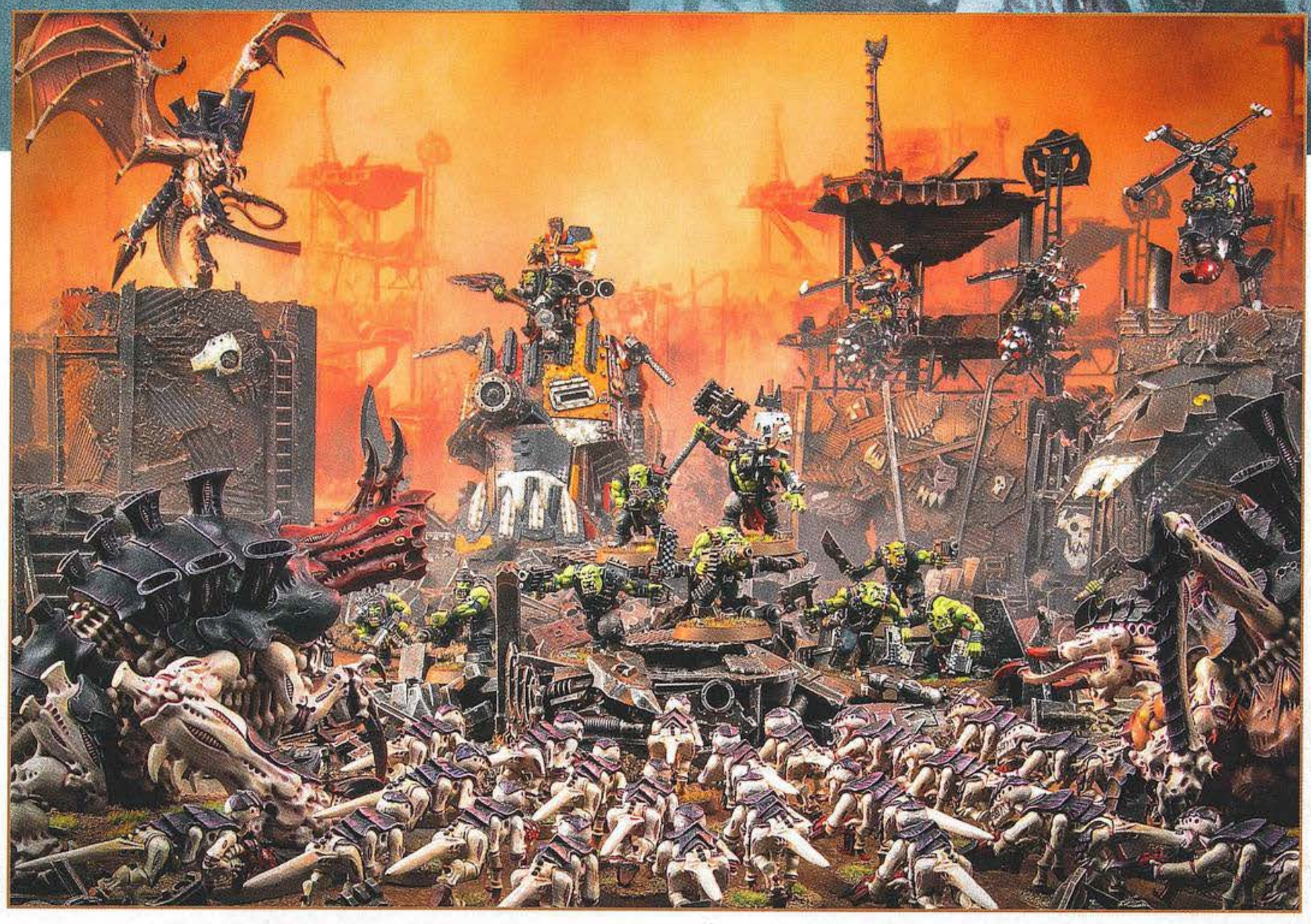

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# INTRODUCTION

**In War Zone Octarius, the forces of the Imperium fight desperately to contain the Orks of the Octarian Empire and the Tyranids of Hive Fleet Leviathan. The xenos are fighting a brutal war in which both sides are growing stronger. The Orks are becoming larger and tougher on a diet of endless conflict, while the Tyranids – consuming unquantifiable amounts of biomass – are spawning more and more terrifying biohorrors.**

It was former Inquisitor Fidus Kryptman who brought these two xenos races into conflict with each other in the Octarius Sector, believing they would destroy each other. Using captured Genestealers, Kryptman lured a tendril of Hive Fleet Leviathan into Ork-held space. Within hours of the first bioforms landing, the number of greenskins and Tyranids slain reached the millions. Yet, despite this, both races only grew more powerful.

Many Inquisitors paying attention to events in the Octarius Sector were aghast – among them Inquisitor Nashir Sahansun. To his mind, Kryptman had at best forestalled the inevitable, and at worst created a situation that would doom countless worlds. In an effort to mitigate the growing threat, Sahansun petitioned Astra Militarum generals, Navis Imperialis admirals, planetary governors, Space Marine Chapters and the Deathwatch to alert them to the danger brewing in the Octarius System. He also devised what he called the Cordon Impenetra. Drawing a sphere around the extremes of Ork-held space in the Octarius Sector, Sahansun declared any Imperial worlds left inside had to be abandoned to their fate, and any bordering the area were to be fortified and reinforced. The only Imperial system in Octarian space that was still to be reinforced was Sigma-Ulstari. Its forge world was too valuable to abandon.

Sahansun advocated a policy of aggressive containment – to his mind the Imperium needed to maintain the status quo for as long as possible to prevent either the Orks or Tyranids gaining advantage. This meant the use of destabilisation raids and small-scale attacks to continually stoke conflict. Though he knew continued war would make the xenos stronger, it would also buy more time for the Imperium to build its strength.

Many of those that Sahansun approached agreed with his position. Planetary governors who committed to the Cordon Impenetra made their worlds into Warden planets, and began the process of amassing military supplies, recruiting soldiers and constructing vast fortresses. Space Marine forces also made pacts to conduct raids and defend worlds if they came under Ork or Tyranid attack. Progress in the militarisation of the Cordon Impenetra was slow, however – far too slow for Sahansun's liking. Then, without warning, came the Pankallis Breakout, and all Sahansun's fears were proved true.

# WAR ZONE OCTARIUS

'Thrice we have held them back. My engines have piled the bodies of our enemies so high that, even stood atop a Titan, it is nigh on impossible to see over them. We have destroyed enough ramshackle war machines to create entire oceans of wreckage. When they return, I say let them come. Let them see what we have done to those who came before them. Let them see what we would do to them. Sigma-Ulstari will never fall. Not while I still draw breath.'

*- Princeps Majoris Batiator Akropolit, Legio Ferocastrum 'The Holdfasts'*



# THE OCTARIAN WAR

**Battle was part and parcel of life on the borders of the Cordon Impenetra. Imperial forces conducted raids into Ork and Tyranid space, fought to root out Genestealer Cults and intercepted Freebooter fleets. Imperial worlds were raided in turn, with some even facing full-scale invasion.**

The worlds of the Cordon Impenetra faced myriad other dangers in addition to the immense threat posed by the Orks of the Octarian Empire and the Tyranids of Hive Fleet Leviathan. In the aftermath of the Great Rift's emergence, a particularly high number of heretical cults formed, grew and rose up against the Imperium. Drukhari raiders took swift advantage of the disorder to murder, pillage and enslave, while Necron warriors – who had been hibernating on worlds for millions of years – finally awakened beneath the feet of oblivious inhabitants.

The Asuryani had recently acted in the region. They had wiped out all life on scores of worlds using psychic doomsday devices, in order to stem Ork and Tyranid advance. Rumours that circulated among Imperial governors, Inquisitors and senior military officers suggested continued Asuryani activity in the region. Fragments of information that spoke of 'blood-worshippers' and 'skull-takers' rampaging through the Octarian Empire made their way out of the cordoned-off space. These accounts even suggested the presence of large-scale malefic manifestations on the world of Octaria itself – the Ork capital. Whatever the truth, the forces of Chaos appeared to have slaughtered billions of Orks and Tyranids before dissipating.

## THE PANKALLIS BREAKOUT

The Pankallis Breakout was the largest war between the Imperium, Orks of the Octarian Empire and Hive Fleet Leviathan to date. Such was its scale and so heavy was the loss of life inflicted that it soon became known as the Pankallis Cauldron.

Ork and Tyranid forces attacked most of the Pankallis Sub-sector's systems simultaneously and without warning. There was no intelligence that suggested an increase in xenos numbers bordering the sub-sector, nor were there accounts of any battles that might have tipped the local Ork-Tyranid stalemate out of balance and driven either of the two factions to look outwards. Imperial theories abounded as to how this happened, but no one was able to come to a conclusion that fitted all the data. Many theorists suggested the involvement of the Archenemy in the aftermath of the Cicatrix Maledictum's eruption across the galaxy, or perhaps the strange warp activity that had brought the blood worshippers to the region. None could substantiate these ideas, however.



Even before the assault, many of Pankallis' worlds and systems were dealing with internal threats and external raiders. Mountainous Darkmont, holy Ahelmil and mineral-rich Saint's Blessing all faced Genestealer Cult uprisings. A number of Gydisk Tertius' tribes revealed themselves to be followers of the Dark Gods, as did some of the deep-vein mining clans of Teifali in the Suvardosha System. The mausoleum world of Kherusk in the Anelanni System even found itself in the dire grips of a full-scale daemonic invasion.

As soon as the xenos assaults occurred, the worlds of the Pankallis Sub-sector called for aid. If the Orks or Tyranids broke out of the Cordon Impenetra, they could attack vulnerable Imperial worlds, or even outflank and surround those planets closest to the Octarius Sector. The Tech-magi of Ryza and Estaban sent countless macroclades in reinforcement, alongside Titans and Knights, and Space Marines from numerous Chapters raced to the sub-sector's assistance. The Deathwatch also responded, with warriors from three watch fortresses going to war.

Leviathan's first target was the Gydisk System and its agri, feudal and feral worlds. The system was declared lost by the Imperium in short order. In addition, the Tyranids invaded the Anelanni, Kusolst and Bianzeer's Hollow Systems. Anelanni also fell, its worlds lost to a combination of immense flocks of winged bioforms, colossal tunnelling beasts and powerful psychic monsters. The Imperium withstood the Tyranid invasion of Bianzeer's Hollow primarily thanks to the skills and experience of its population. The Kusolst System also held against them. This was partially thanks to its enormous military resource, but was also due to the strategy of baiting the hive fleets into fighting the Orks – who were also invading the system – and using the Tyranids' resources to fight the greenskins instead.

*When I hear the name 'Betarius', all I think is death. The war for that terrible region has barely begun, and already its stars are awash with blood. I shudder at the thought of what it will take to defeat the xenos there.*



Three Ork Warlords attacked the Pankallis Sub-sector. Stugbrog da Facegrinda of the Goffs crushed the Semythis System with Squiggoth herds, megafortresses and sheer weight of numbers. Kagrit the Redtoof – also of the Goffs – threw his hordes and armadas against the Kusolst System, where his Boyz fought both the Tyranids and the Imperial defenders. Warboss Nabrot Stubfingers of the Deathskulls attacked the Kernak System, in particular the forge world of Kernak III, which he had attacked many times previously. The fighting for the Kernak System was brutal and hard-fought, though eventually it too fell to the greenskins. Kusolst withstood both the Tyranid and the Ork invasions, but became the site of the bloodiest battles for the sub-sector.

Whilst the Xessor and Suvardosha Systems were not affected by these early battles, both were within sight of Ork and Tyranid hordes. If these two systems fell, the Cordon Impenetra would be broken through and would fail its first true test. If this happened, the flanks of the neighbouring Greygar and Heingaard Sub-sectors would be exposed. The xenos could easily create a wide breach in the Cordon and, if they could get behind its sub-sectors, they would be able to completely surround thousands of worlds. In an attempt to ensure this did not happen, Inquisitor Sahansun worked tirelessly to secure more reinforcements to defend the Pankallis Sub-sector and retake its fallen worlds.

## THE VELORIA EXPERIMENT

The Veloria Experiment was an extremely dangerous mission orchestrated by Inquisitor Athocles Van Roth, after Deathwatch Space Marines from the Eye of Octos watch fortress approached him with an Orkoid crown they had seized. The technology built into the device was capable of interfering with Tyranid synapse links and thus could break down the creatures' coordination in battle. Van Roth sought to study and replicate the technology in the hopes that, with it, the entire Tyranid menace could eventually be defeated.

Van Roth elected to conduct his experiments on the Aeldari maiden world of Veloria, which was deep within space devastated by Biel-Tan and Saim-Hann craftworlds years before, and therefore isolated. He knew Orks and Tyranids still dwelled there, and so believed he could run tests while both species were present without the risk of interruption. Before going, Van Roth gathered an army of troops who all had experience fighting Aeldari, Orks and Tyranids. He also called upon allies with expertise in xenotechnology and alien cultures. This included the explorer Barcelia Mung, who had her own private armies and entourage of experts. Van Roth had his own large retinue of xenosavants and biologians – clades from the Magi Biologis joined him, as well as the Deathwatch who brought Van Roth the crown.

Van Roth began conducting experiments the moment his forces landed on Veloria, establishing a base of operations in an area enclosed by mountains. Near the base was the wreckage of a crashed Aeldari Haven Spire. For weeks his followers and troops conducted field tests and carried out raids. Casualties mounted and every effort to replicate the Ork technology failed. When Van Roth believed things could get no worse, he received word that Ork armadas were inbound to the planet. The Inquisitor surmised that his efforts to manipulate the crown's technology had attracted them to the world somehow. He and his forces needed to escape the incoming Orks whilst keeping possession of the crown.

Van Roth despatched elements of the Deathwatch – with the crown in their possession – to lure the incoming greenskins away from the Imperial base and towards Tyranid-held territory, hoping the two xenos races would fight each other to a standstill. Meanwhile, he and others infiltrated the crashed Haven Spire with local Aeldari they had allied with, in an effort to initiate its self-destruct sequence. Their plan was to use the explosion to close a mountain pass and cover the Deathwatch's return to the Imperial base with the crown intact.

The plan did not succeed. Though Van Roth managed to initiate the Haven Spire's self-destruct sequence, he emerged from the wreckage to find the Deathwatch out of contact and his base of operations under attack from the Orks. Unbeknownst to him, greenskins all over Veloria had been following the crown as well, and it had led them straight down upon the Imperial camp.

### INQUISITORS OF THE OCTARIAN WAR

Many Inquisitors of multiple Ordos took great interest in the events of the Octarian War. Inquisitor Nashir Sahansun was the most active of them all. At a very great age, he was now sustained only by extensive rejuvenat treatments and bionics. His battlefield skills and military knowledge ensured he earned much respect from all corners of the Imperial armed forces. In later life, however, Sahansun was hideously wounded in a war against a Hrud infestation, and could no longer fight. He turned his mind from making battle to writing about it instead, and – by the time of the Octarian War – the Inquisitor had produced several treatises and volumes, many of which were held in high regard by large numbers of Imperial officers.

Inquisitor Van Roth did not agree with Sahansun's policy of aggressive containment. He, among others, believed the Imperium had to strike sooner rather than later against the Orks and Tyranids, before either race grew too powerful. A warrior by necessity rather than by preference, Van Roth lacked the kind of political clout exercised by Sahansun, always preferring to operate out of sight. He conducted much of his own work in secret from other Inquisitors, and frequently aided the Deathwatch in the region to earn their trust. A radical, Van Roth was comfortable going to almost any length in using alien technology, if he believed it could bring about the demise of xenos forces and species that he wanted destroyed.

CORDON IMPENETRA

Sigma-Ulstari Salient
(System)

OCTARIUS BELT DEAD ZONE
(Caused by Aeldari Doomsday Weapons)

Veloria

GREYGAR
SUB-SECTOR

Octarius
System

CORDON IMPENETRA

Da Maw

PANKALLIS
SUB-SECTOR

Hive Fleet
Leviathan

HEINGAARD
SUB-SECTOR

CORDON IMPENETRA

BIOPURGE DEAD ZONE
(Caused by Aeldari Doomsday Weapon

CORDON IMPENETRA




My lord Kryptman,

My cartosavants and datastack-harvesters have put many months of effort into producing the image you see before you, demonstrating the Octarius Sector and key locations within and without it. Onto the map we have laid out the boundaries of the Cordon Impenetra, the astropathic relay network between Imperial territories around it, the highly approximate space controlled by the Orks (marked in green) and the current/ predicted movements of Hive Fleet Leviathan.

To create this overall picture my staff have sourced and analysed multiple cartographs of varying provenance, some of which are remarkably only seven decades old - the oldest dating back several centuries. The outcome you see before you combines information from all sources we requisitioned and uncovered.

Ever your most faithful servant,

*J.B.Z.*

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## KEY



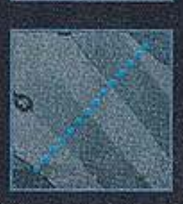
SUB-SECTOR



ORK CONTROLLED SPACE



HIVE FLEET LEVIATHAN



ASTROPATHIC
RELAY CHANNELS



DEAD ZONE



# SIGMA-ULSTARI

**When Inquisitor Nashir Sahansun formulated the Cordon Impenetra, he decided that any systems within its boundaries would no longer be defended. The only exception was the Sigma-Ulstari System, because the industrial output of its forge world was too important to the defence of neighbouring sub-sectors to be abandoned. The system was heavily reinforced, and came under attack by both Tyranids and Orks.**



'Total strength remaining since initiation of Cordon Impenetra protocol: 54.314%

Total defence monitor availability since initiation of Cordon Impenetra protocol: 27.832%

Est. no. of Orkoids still present on the world of Sigma-Ulstari: unknown millions

Est. no. of Tyranids still present on the world of Sigma-Ulstari: unknown millions

System population increase as a result of incoming refugees and retreating military forces: 63.975%

Situation untenable. Estimated likelihood of victory over additional xenos invasion: 19.398%

Demand reinforcements.'

Even before the inception of the Cordon Impenetra, the Sigma-Ulstari System was well defended. It had to be, for its proximity to the Octarian Empire made it vulnerable to Ork attacks and raids. Forge world Sigma-Ulstari and factory world Nyrrvahna produced enormous quantities of weapons to equip their defence forces. Both also had immense populations from which they raised their armies, and when Inquisitor Nashir Sahansun created the Cordon Impenetra, Fabricator General Einrekh Phlagustok – of forge world Sigma-Ulstari – improved upon these forces. The number of system defence monitors – each the size of an asteroid and fitted with enough heavy weaponry to match several Imperial battleships – was trebled. Phlagustok forged thousands of macroclades' worth of additional Skitarii, deployed troops across the system and provided resources to each world for the building of fortresses.

Sigma-Ulstari was of immense importance to the Imperial war effort against the Octarian Empire. Its proximity to the territory fought over by the Orks and Tyranids meant it could receive communications from Human-held worlds there, which could not otherwise reach the wider Imperium due to the strength of the Shadow in the Warp. These messages – most often desperate pleas for aid from abandoned Imperial worlds – were vital sources of intelligence into where Leviathan or the greenskins were striking. Sigma-Ulstari also provided a launch pad for deep-sector destabilisation raids designed to prevent either Orks or Tyranids gaining dominance over the other. Inquisitor Sahansun regarded Sigma-Ulstari as indispensable, and spent considerable effort in ensuring that it was adequately reinforced. Thus, the system was strengthened with additional Astropaths, Imperial Navy ships, Sisters of Battle and Imperial Knights.

Despite these preparations, Sigma-Ulstari soon came under severe strain, not from xenos attacks, but from the demands of Imperial worlds. The system's Astropaths were overwhelmed by streams of distress calls and refugees flooded into Sigma-Ulstari in their hundreds of millions. The system's Tech-magi had little sympathy or care for these displaced people, only taking in Mechanicus forces, elite military units and those millions who would serve as useful slave labour. They delegated all responsibility for the rest of the refugees to the system's planetary governors. Millions of terrified citizens were forced into hastily erected camps on the worlds of Nyrrvahna, Abundantia and Molasaxum, where they had to be tested for xenos taint. Others were left on board overloaded ships in squalid conditions for months as they waited to be processed, leading to deaths from malnutrition, exposure and disease. Some even rioted, resulting in brutal crackdowns and hundreds of fatalities. Most who were declared free of corruption were forced to work in factorums, mines and quarries, or were conscripted into planetary defence forces. Those who failed the tests were never heard from again, but there was no way of telling if every corrupted citizen was identified.

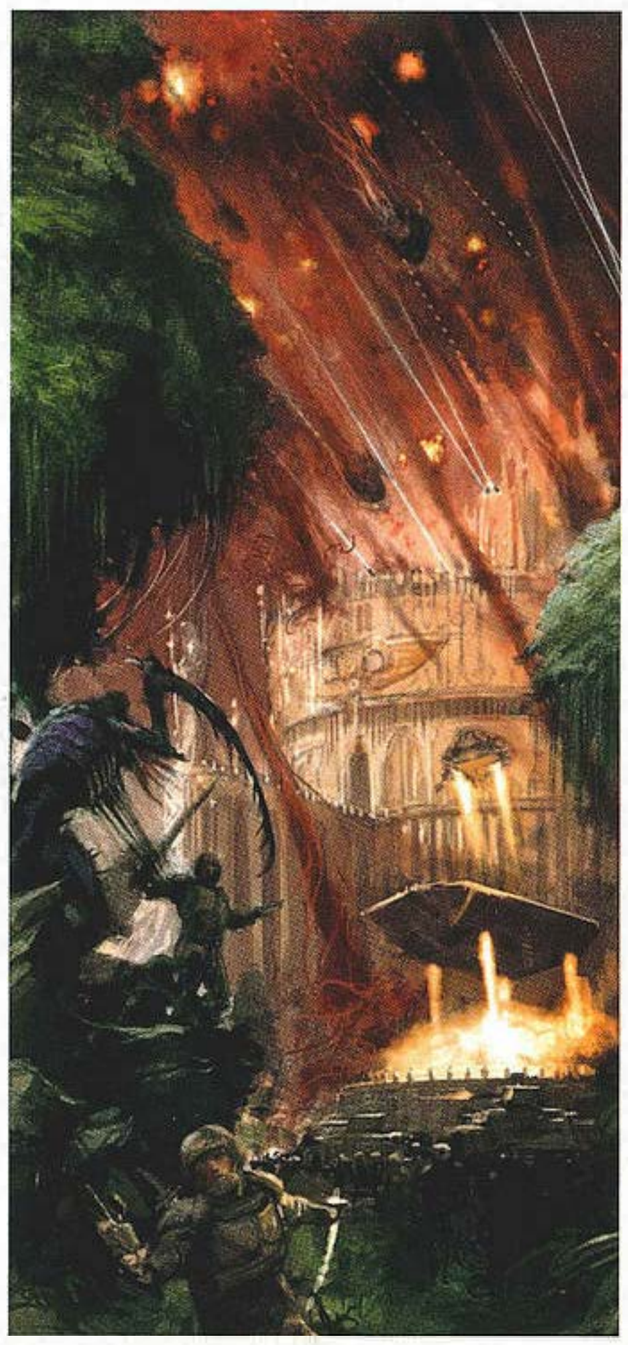
The first of the inevitable xenos invasions came to Sigma-Ulstari long before the refugee situation could be stabilised. The attacks were heralded by

fresh waves of fleeing Imperial vessels, which included anything from battle-scarred Navis Imperialis cruisers to ostentatious pleasure yachts of Imperial gentry. Long-range void augurs in Sigma-Ulstari's orbit soon detected incoming Tyranid fleets, including hundreds of bioships.

Deuteria was an ocean world, with a population that largely lived on floating townships built around heavy water extraction rigs or hunting flotillas. Given the relative lack of land mass, Leviathan deployed great flocks of winged bioforms and megashoals of seaborne predators. The defenders met them with anti-air emplacements, fields of barrage balloons, depth charges and sea mines. The Tyranids hunted local fauna to deny the defenders access to food, and spawned creatures that could weave through minefields and gnaw at the enormous anchor-stilts that held up the townships' rigs. In turn, the people of Deuteria developed rapid-repair techniques and early-warning systems. The tendril of Leviathan was eventually defeated in an enormously risky operation as the majority of the hunting flotillas gathered in one location, drawing in an enormous percentage of the Tyranid force. The defenders then unleashed flights of gunships loaded with atomic depth-charges to slaughter the xenos. Though thousands of the ocean world's inhabitants were lost in ensuing dogfights with Tyranid air-beasts, enough survived to inflict catastrophic losses on the seaborne monsters.

The invading Tyranids also surged upon the forge world of Sigma-Ulstari itself, the surface of which was mostly given over to kilometres-deep oceans of toxic waste. This worked to the defenders' favour, as it meant that there was little safe landing ground for an invading enemy. The Tyranid invasion began with the seeding of Vanguard organisms, which swiftly identified the danger the oceans presented to mycetic spores. The Genestealers and Lictors spread warning-scents around the ocean shores to prevent any invading Tyranids landing in the corrosive seas. With limited land mass, the defenders concentrated their strength – there were only so many locations suitable for landing large armies.

Skitarii hosts, Astra Militarum regiments, Titan formations from Legio Ferocastrum and Knights of numerous Houses met the vast swarms. War raged in the upper reaches of the planet's forge-spires and on its rad-scorched plains, and Basilikon Astra and Navis Imperialis ships fought ferociously to annihilate the Tyranid fleet. Such was Sigma-Ulstari's military might that it broke the xenos invaders, but suffered high casualties in the process. The production capacity of some forge-spires was reduced to nil. Millions of Tyranids survived and were in need of purging. The forge world had held, but it would not be the last time they had to do so.

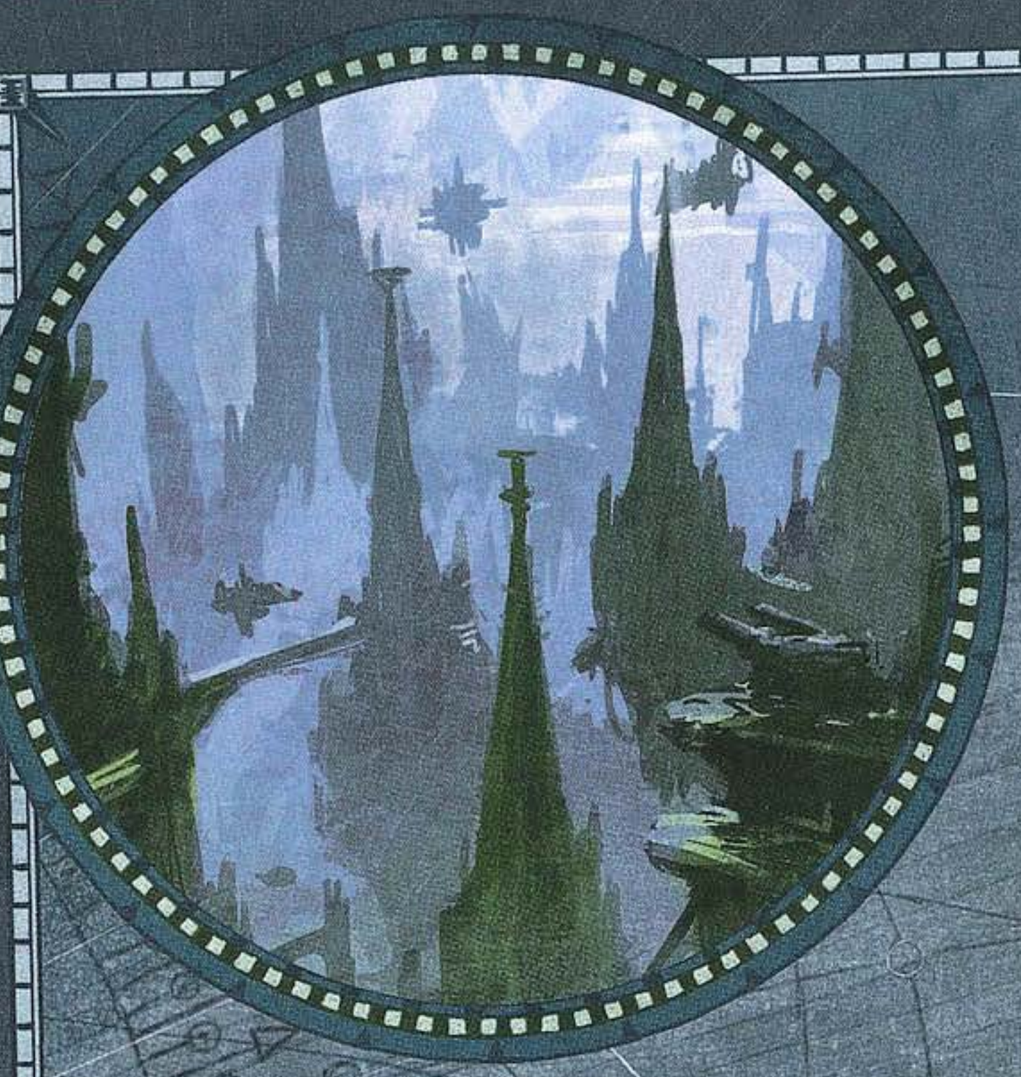


It was many months before the next invasion of the Sigma-Ulstari System. It was carried out by cunning Blood Axe greenskins, pursuing fleeing refugees in the hopes that they would lead them to fresh worlds. The hordes of Zagrob da Butcha attacked the forested quarry world of Molasaxum. There they fought the planet's heavily armed lumber syndicates and stone cartels. The Orks utilised their camouflage and infiltrating abilities with terrifying skill in Molasaxum's forests, capturing many of the lumber syndicates' enormous logging landships. The slaughter went on for months, with the defenders finally achieving victory by luring Zagrob to an enormous cliff rigged with explosives, detonating them and sending his looted landship crashing to the ground below. This caused disorder amongst the greenskin hordes, allowing Imperial forces respite enough to regain the initiative and retake swathes of lost ground.

Sigma-Ulstari was attacked twice by the greenskins. The first invasion was headed by the immense Warboss Gibkrug Da Facekrumpa, and came at the same time as Molasaxum was set upon. The second was only weeks later, when the Warboss Ugul Ironboot heard of the scale of the fighting on the forge world and wanted a piece of the action. As with the Tyranid invasions, the greenskins were forced to deploy on Sigma-Ulstari's land mass, where the defenders had already pre-zeroed hundreds of thousands of artillery pieces, projected the likely routes an invading army may take and deployed millions of troops and armoured vehicles accordingly.

Despite these preparations, the defences had been weakened considerably by the recent Tyranid invasion, and millions of troops were deployed to purge Tyranid infestations that still lived all over the planet. In the apocalyptic warfare that ensued, Imperial and Mechanicus casualties were appalling. Entire forge-spires were destroyed. The only respite the defenders enjoyed was when Ork hordes were attacked by Tyranids, or Orks following different Warbosses scrapped with each other, but these moments were relatively few and far between. Eventually, purely down to the sheer power of Sigma-Ulstari's forces, the Orks were also defeated, but Fabricator General Phlagustok knew they could not withstand another attack. He saw no reason a fresh invasion would not occur, and so Sigma-Ulstari called for aid.

*How long can Sigma-Ulstari be allowed to stand for? How long until the resources it consumes exceed that it produces? Can we let it go? We do what might have to be done!*



# SIGMA-ULSTARI SYSTEM

BLACK TEMPLARS

## NYRRVAHNA

Classification: Hive World

Secondary Classification(s): Factory World; Refugee World

Notable Features: Once a Paradise World; heavily populated; areas of 'paradise' remain for use of planetary governor, his harem and favourites.

## ABUNDANTIA

Classification: Agri World

Secondary Classification(s): Refugee World

Notable Features: Industrial output from livestock; much of population lives in abject squalor with creatures they raise.

ORKS

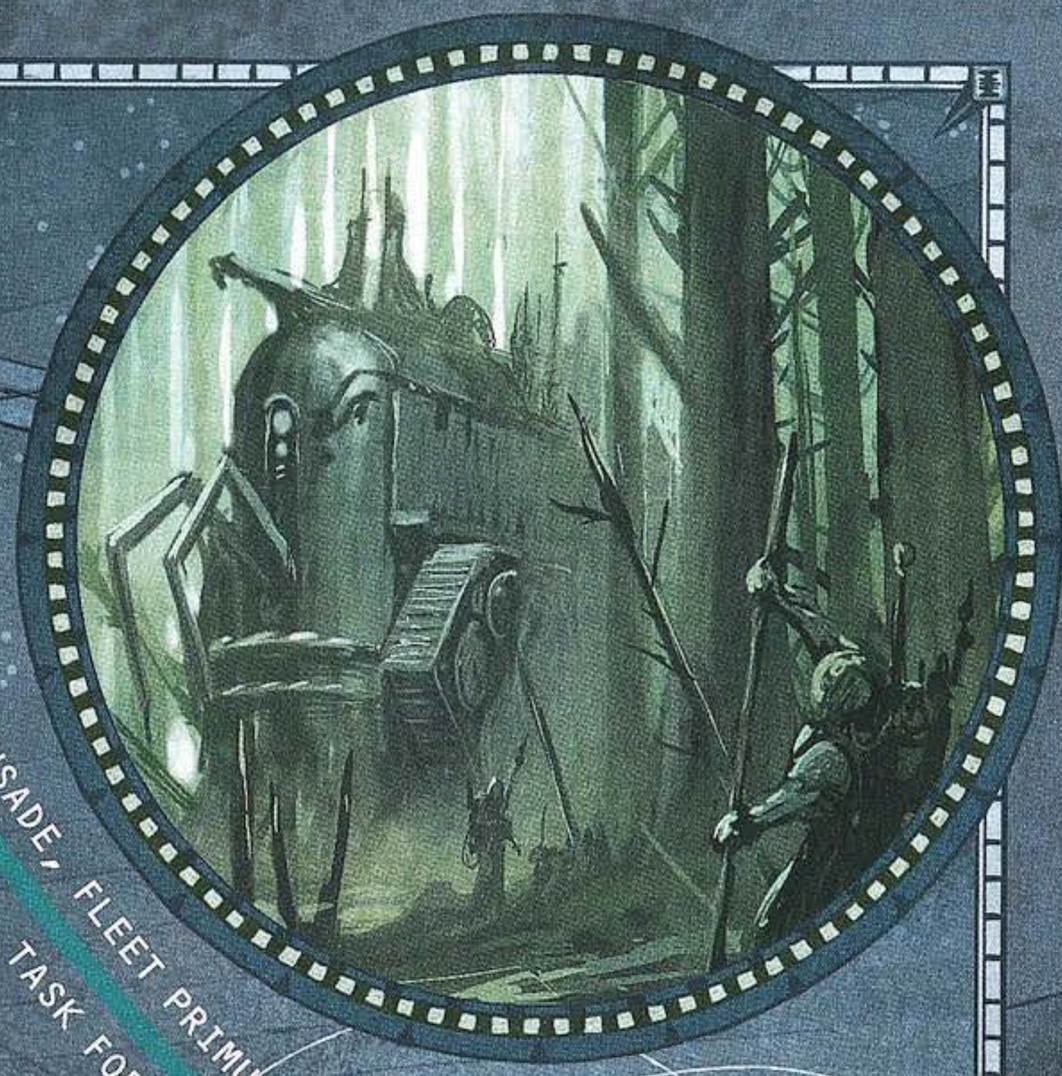
## DEUTERIA

Classification: Ocean World

Secondary Classification(s): Industrial World; Agri World

Notable Features: Heavy water extraction rigs; nomadic hunting fleets with town-sized populations.





INDOMITUS CRUSADE, FLEET PRIMUS

BATTLE GROUP IRASMUS, TASK FORCE V

BLACK TEMPLARS

INDOMITUS CRUSADE, FLEET PRIMUS

BATTLE GROUP IRASMUS, TASK FORCE V

ROGUE TRADER EYVA PHALOMOR

TYRANIDS

ORKS

TYRANIDS

## MOLASAXUM

Classification: Quarry World

Secondary Classification(s): Lumber World; Mining World; Refugee World

Notable Features: Colossal landships used for logging; strong gang culture with cartels and syndicates in control of many planetary operations.

## SIGMA-ULSTARI

System Capital — Warden Planet

Classification: Forge World

Secondary Classification(s): Death World

Notable Features: Enormous toxic acid oceans; kilometres-tall forge-spires.



# STAND AT SIGMA-ULSTARI

**The next invasion to strike the Sigma-Ulstari System was larger than any before. That it came was of little surprise to Fabricator General Phlagustok or the system's governors, yet its scale was daunting indeed. With thousands of bioships powering through the void towards them, all prayed for reinforcements. Without aid, the defenders were sure the Tyranids would overwhelm them.**

The defenders of Sigma-Ulstari cried tears of joy and sang praises to the Omnissiah and the Emperor when they saw mycetic spores plunging into their forge world's toxic oceans. However, this moment of gratitude did not last long as swarms – millions strong – raced from the waves; the Tyranids had adapted to the horrifically corrosive chemicals in Sigma-Ulstari's seas.

Fixed artillery could not be relocated in time and formations of Sigma-Ulstari troops were outflanked and destroyed before they had a chance to react. In a handful of places, Imperial forces managed to move quickly enough to prevent the xenos from gaining a beachhead. Baron Kaerlon of House Galerius led his Knights in a heroic charge against the Tyranids as they emerged on the shores near forge-spire Thetis-secundos, buying valuable time for Skitarii macroclades to be mobilised. The commander of the 813th Aeronautica Imperialis 'Lightning Sting' Division scrambled hers and many other bomber divisions without orders, saving forge-spire Phion-primus from invasion.

More and more forge-spires came under attack as the Tyranids deployed millions of bioforms on Sigma-Ulstari's land mass, as well as in the world's oceans. Xenos swam up refuse tunnels to infiltrate the forge-spires' lightly defended underbellies, slaughtering thousands as they went, and artillery bio-titans blasted the immense structures with barrages of corrosive spores that ate through metres-thick adamantine armour. Hundreds of thousands of Electro-Priests and Skitarii went to their deaths to halt tunnelling organisms, throwing themselves down the immense maws of the Ordinatus-sized creatures in an attempt to slay them from within. The threat grew so great that many Tech-magi risked the evacuation to safer forge-spires of key personnel and technological relics. Many transports were torn apart by pursuing Tyranids, their precious contents lost forever.



Fabricator General Phlagustok's forces were under immense strain. Some forge-spires had fallen, many were under siege and all were increasingly isolated from each other. Losses were in the millions. The situation was critical. There was still no sign of reinforcements when the Fabricator General received word of an Ork invasion fleet entering the system. Unbeknownst to him, enormous warp storms resembling waves of blood had torn through swathes of the Octarian Empire. They brought with them empyric entities and millions of gore-worshippers who slaughtered countless greenskins and Tyranids, altering the balance of power in numerous battles between the xenos races. Having had his Tyranid quarry slain by just such a warp-wave, Warboss Tuskagrob Wurldkilla now led his Snakebite hordes down upon Sigma-Ulstari in search of new foes.

## DA WURLDKILLA STRIKES

Wurldkilla's Waaagh! took the Tyranids by surprise as much as it did the defenders of Sigma-Ulstari. Biofleets previously committed to the final annihilation of defending Imperial ships hurriedly broke off to intercept the Ork invasion armada. On the ground, megaswarms abandoned sieges to counter hordes of greenskins. Some Tech-magi whispered their thanks to the Omnissiah as Orks and Tyranids ripped each other apart, but this reprieve was always temporary. Soon enough the fighting spilled into the forge-spires, triggering tripartite slaughter even bloodier than what had come before.

While Wurldkilla unleashed his warbands all over Sigma-Ulstari, the Warboss himself targeted Alpha-primaros – the capital forge-spire and seat of Fabricator General Phlagustok's power. There were only two land routes to Alpha-primaros, which was situated at the centre of an isthmus. One was blocked entirely by the toppled remains of forge-spire Alpha-tertius, which fell in an earlier invasion and was now garrisoned by millions of Phlagustok's troops. The other was guarded by a series of bastions and fortresses called the Cogwall. Disregarding complex attack strategies as 'un-Orky muckin' about', Wurldkilla sent enormous hordes to attack from both routes at once; if he



could overwhelm the defenders of one causeway, then those guarding the other would find themselves caught between Orks in front and behind.

The ruins of Alpha-tertius were only suited to infantry. The fighting was a confused nightmare amongst a hell of warped metal, and there was no front line of any description in the bloody confines. The wreckage itself was several kilometres high and a greater distance wide, with ferocious battles taking place all through the labyrinth of its mangled superstructure. Barbarous Snakebite Kommandos hunted their foes through crawlways while Sisters of Battle squads purged chamber after chamber with flame. Troops could be surrounded without even realising it, navigation was inordinately difficult and fragile parts of the wreckage could collapse at any point. Though these were all problems for the greenskins as much as for Imperial forces, the Orks' numbers, tenacity and sheer enjoyment of the violence saw them push through.

The fighting at the Cogwall was going no better, with greenskin forces also grinding over increasingly isolated fortifications in their push to Alpha-primaros. Even the Titans of Legio Ferocastrum and Knights of House Sekuris were not powerful enough to stem the tide of steam-Gargants, Beast Snaggas and Squiggoths. Fabricator General Phlagustok could see the end coming. Virtually every forge-spire that still stood was in a battle for its very existence, and soon Alpha-primaros would be under siege. To him, defeat was the only logical result. No help had come, despite Inquisitor Sahansun's guarantees. Phlagustok gave orders for the safeguarding of his forge world's most sacred technologies, and readied doomsday weapons that had been sealed away for over ten thousand years – but hope was not yet lost.

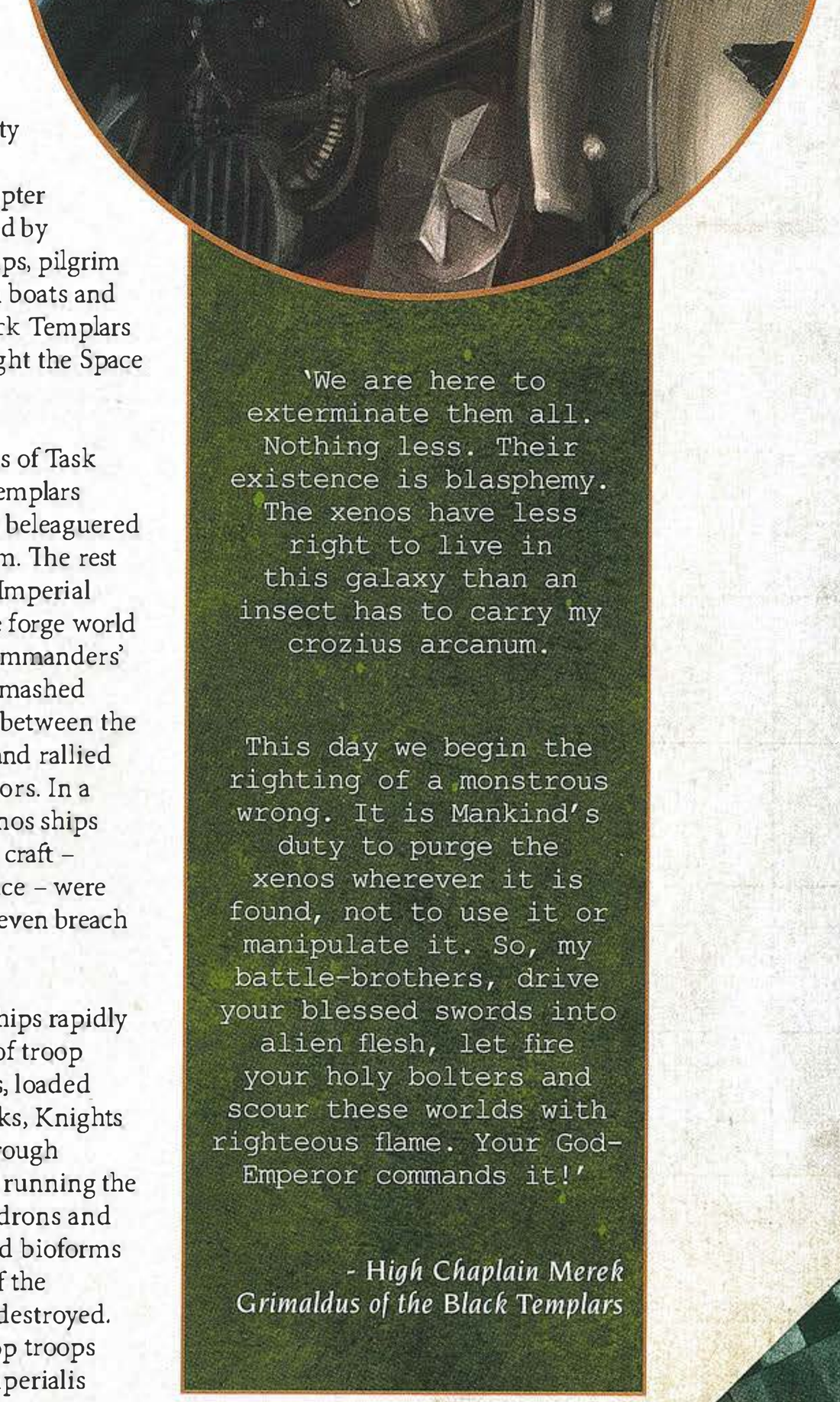
## SALVATION

The warp churned at Sigma-Ulstari's Mandeville point and three vessels powered into realspace. One was Rogue Trader Eyva Phalomor's Vengeance-class cruiser, *The Riches He Bestows*. Another was the Retribution-class battleship *Faithbringer* of High Admiral Herika Ajon – the commander of Task Force V, Battle Group Irasmus, Fleet Primus of the Indomitus Crusade. Both of these huge vessels were dwarfed by the flagship of the Black Templars Space Marines Chapter, *Eternal Crusader*, captained by High Marshal Helbrecht.

Following in the wake of these three vessels was an enormous fleet. High Admiral Ajon led an armada of hundreds of warships and troop transports. Phalomor's flotilla consisted of a huge variety of vessels, collected by the Rogue Trader's dynasty over millennia. Helbrecht's fleet included dozens of Chapter vessels, and was also followed by scores more Imperial warships, pilgrim barges, planetary evacuation boats and more. Many of these the Black Templars had rescued, others had sought the Space Marines out for protection.

The fleets broke up. Elements of Task Force V and several Black Templars warships moved to reinforce beleaguered worlds throughout the system. The rest raced to Sigma-Ulstari. The Imperial fleet coming to the aid of the forge world formed a huge wedge, the commanders' flagships at the point. They smashed through the anarchic battles between the warring Orks and Tyranids and rallied the scattered Imperial survivors. In a matter of hours, scores of xenos ships were ripped apart and xenos craft – attempting to reach the surface – were destroyed before they could even breach Sigma-Ulstari's atmosphere.

The wedge of Imperial voidships rapidly cleared a path for hundreds of troop landers and heavy transports, loaded with millions of soldiers, tanks, Knights and Titans. They plunged through Sigma-Ulstari's stratosphere, running the gauntlet of Ork aircraft skwadrons and megaflocks of winged Tyranid bioforms that battled for dominance of the skies. Many of all sides were destroyed. Nonetheless, pathfinding drop troops and scores of Aeronautica Imperialis



'We are here to exterminate them all. Nothing less. Their existence is blasphemy. The xenos have less right to live in this galaxy than an insect has to carry my crozius arcanum.

This day we begin the righting of a monstrous wrong. It is Mankind's duty to purge the xenos wherever it is found, not to use it or manipulate it. So, my battle-brothers, drive your blessed swords into alien flesh, let fire your holy bolters and scour these worlds with righteous flame. Your God-Emperor commands it!'

*- High Chaplain Merek Grimaldus of the Black Templars*

divisions fought hard to clear landing zones. Ships docked with forge-spires on the verge of total collapse, deploying troops, and battle tanks drove straight into streets and upper processionals to prevent the towers from falling. Black Templars deployed wherever the fighting was thickest. They relieved defences on the brink of collapse and blunted alien assaults, slaughtering countless xenos like avenging angels. By their mere presence, they restored morale to the despairing defenders.

The Space Marines of the Rift Praetors and Axes of the Emperor carried out a rapid drop pod and gunship assault against the Orks pouring into the ruins of forge-spire Alpha-tertius. Their gunships strafed the xenos hordes while the Adeptus Astartes ran rampant through the greenskins' forces, preventing many Orks from piling into the ruins. Lances of Knights from Houses Derthos and Mundast moved to reinforce the battered defenders of the Cogwall, rescuing surrounded forces and enabling a fighting retreat – the Orks' numbers were too great for anything else.

Warboss Wurldkilla would not be denied his prize. Attacking Alpha-primaros with fresh waves of Steam-walkers, Squiggoths and hordes of Boyz, he stomped over any pockets of resistance remaining at the Cogwall and surged on to the forge-spire. Retreating Imperial forces sent word of weapons unlike anything they had ever seen, which they believed had the power to breach Alpha-primaros' armoured flanks.

Wurldkilla had six gigantic, explosive-rigged battering rams. Each was pulled by a dozen Orkeosauruses – gargantuan Squiggoths larger than the Imperial commanders had ever seen. One of these monsters was Wurldkilla's mount, and the Warboss had every intention of being the first Ork into Alpha-primaros. If the forge-spire was to survive, the battering rams had to be stopped. When Helbrecht heard of what was transpiring, he rallied the bulk of his warriors and rushed to Alpha-primaros.

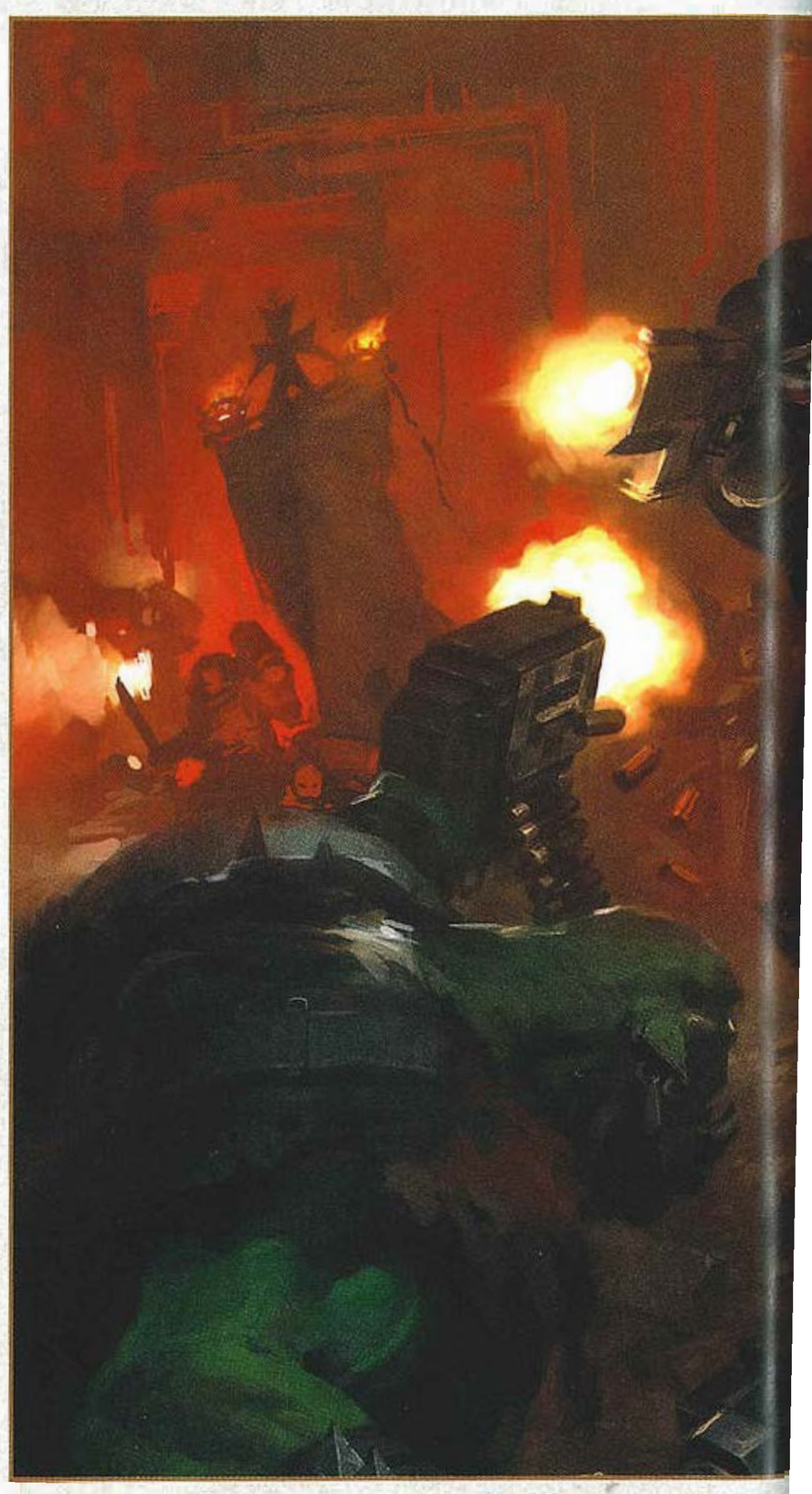
The battle for Alpha-primaros rapidly became the most ferocious on the entire planet. Aeronautica Imperialis divisions fought desperately for aerial supremacy. Interceptors engaged in fierce duels with Ork fightas to make room for bombers to strike at the immense Squiggoths. Each battering ram was escorted by hundreds of thousands of Orks and every kind of ramshackle vehicle, contraption and walker in the greenskin arsenal. The Orkeosauruses themselves had battle howdahs filled to the brim with Boyz manning kannons and anti-air guns. Rampaging Speed Mobs intercepted Imperial armoured columns attempting to fight through to the Orkeosauruses. Battles within battles formed as Imperial forces made countless attempts to slaughter the Squiggoths and stall the advance of the rams. All failed.

Helbrecht looked upon it all with a deep sense of frustration. He prayed continuously as he appraised the tactical situation, looking for a weakness in the greenskin host and beseeching the Emperor for a fragment of his divine wisdom. The High Marshal's prayers were answered when he observed that the Squiggoths' huge howdahs were unshielded – they could be boarded. Attempting to attack them directly in such a way was hazardous in the extreme, but so was every worthy test of faith. Helbrecht gave his orders. The Black Templars were to board dropships, wipe out the Orks mounted on the Orkeosauruses and slay the beasts before they could reach Alpha-primaros. Already, the gargantuan creatures trampled closer to the forge-spire with every passing minute.

Helbrecht demanded escort cover from all those aircraft that could break off their dogfights to provide it. Phlagustok ordered flights of Archaeopters loaded with Sigma-Ulstari Sicarians to fight alongside the Space Marines. Together, they soared through the world's polluted air, under constant attack from Ork aircraft skwadrons and flakk guns. Imperial fighters dived and banked all around them, battling with the greenskin aircraft. Despite the heroics of the Imperial pilots, Ork fire still got through. Stormravens and Archaeopters plummeted to the ground, fragmenting in the air before exploding on impact with the surface. Barely half of Helbrecht's hastily assembled forces reached their targets. Black Templars and Sicarians leapt out of still-moving dropships onto the fighting platforms. Some went to their deaths, butchered by the hulking greenskins the moment their feet struck the deck. Those that survived hacked and slashed at the Orks with righteous hatred.

Helbrecht wanted Wurldkilla's head, and his dropship stormed for the foremost Squiggoth. The Ork Warboss' howdah was several storeys tall and packed with the greenskin's biggest and meanest champions – warriors with clattering strings of beast fangs and vivid war paint. Helbrecht and the Sword Brethren who joined him tore into the xenos, delivering

*Monsters and beasts! Fangs and claws and blades! Their hunger is insatiable! They come. The xenos come!*





murderous blows whilst reciting battle cants and war hymnals. The Orks met them with bestial savagery, every one of the xenos wanting the Space Marines' heads for their trophy racks. In the war platform's close confines there was no space for the employment of clever tactics. It was a battle only of pure brute force and sheer will. The decking became slick with alien and post-Human blood, and warriors trod on the corpses of the fallen. Amongst it all, Helbrecht was always moving, every swing and thrust of the Sword of the High Marshals taking an Ork limb or head.

It was not long before Helbrecht came face to face with Warboss Wurldkilla. The greenskin was bedecked with glyphs depicting serpents and fangs, and he had festooned his armour with tusks and skulls taken from slain beasts. Helbrecht spat at the sight of such hideous blasphemy. He vowed to the Emperor that he would slay the xenos. Anger coursed through him, fuelling his muscles as food would an ordinary man. The greenskin countered every one of Helbrecht's attacks with an axe as tall as the High Marshal that crackled with energy. The sheer power behind the Ork's blows jarred Helbrecht's arms with every parry. For all his fury, the Black Templar was tiring and could not break through the greenskin's defences. Another strike from Wurldkilla snapped the bones in one of the High Marshal's arms. The Warboss punched him in the head, cracking his skull. Blood streamed down Helbrecht's face as he was forced down to one knee. As Wurldkilla lifted his axe for the killing blow, Helbrecht raised Duty's Burden – his combi-melta – in a last ditch effort, firing a burst of bolter fire. The rounds blew apart Wurldkilla's knees, causing the Ork to roar in pain and drop to the floor. Staggering to his feet, the High Marshal drove his sword through the beast's head.

With his foe finally fallen, the High Marshal looked around. His bloodied warriors were butchering the remaining Orks on the howdah. Across the battlefield, he saw a number of enormous Squiggoths on the ground, rivers of blood pouring from enormous wounds in their heads and necks. The battering rams had stalled. Helbrecht's plan had succeeded.



## +++ Classified Document 464745-L +++
## Echoes of Octarius

*My lord Kryptman, our emissarius network and augury stations continue to provide us with information about the ongoing state of affairs in the Octarian region. See here a select handful of communications and recordings I deem to be of particular interest. More can be found in file* 7H8EOO-βς.

*- Ever your most faithful servant, I.B.Z.*

**Recor-Capt - Time Stamp: 545KO9-AS1**

Another Astropath died today. The last one. The messages they received all speak of horror, death and alien conquest. The missives are full of terror and desperation. So many worlds... so many are falling. We are truly alone out here. I've ordered the evacuation, we are doomed otherwise.

**Recor-Capt - Time Stamp: 677QD3-FV2**

This is Admiral Kornelius Baryal of the Talaveris Sub-sector defence fleet. Orks are ravaging the Dias, Zelos and Karreno Systems. They have a dozen space hulks, thousands of ships and they've already destroyed half my vessels. They broke through most of the defence guardian stations in a matter of hours. I've pulled in every patrol, pressed every merchantman and rushed two hundred damaged or incomplete vessels to a kind of battle readiness. We make our stand at Gantari Anchorage. If the Orks take it, Emperor knows how many ships they will be able to build and repair. We will hold as long as we can. To any vessel that hears this, please aid us.

**Recor-Capt - Time Stamp: 881RX1-PU6**

Emperor save us. The last Titan... it is fallen. Destroyed by a half-dozen of the greenskin Gargants. Nothing stands between the Citadel of Saint Erenthion the Blind and the hordes now. My bastion is full of the wounded, the sick and the afraid. My troops are exhausted, my ammunition supplies depleted and my walls weakened. If not even the God-Engines can throw back the xenos tide, what chance have I? We stare defeat and death in the face. The Orks will be upon us soon, we are the last holdout on the entire continent. I can only pray that aid comes soon.

**Recor-Capt - Time Stamp: 104HH5-YJ5**

Enforcer-wards 32-Siera, 15-Delta and 47-Epsilon have been overrun by the xenos-worshippers. The entirety of the 2nd and 97th defence militia regiments are corrupted and have thrown in their lot with the heretics, and these are only the traitors we know of for certain. Several gate bastions guarding entry to the lower midhive are under siege. We've mobilised more militia regiments, but we're finding corrupted cells in all of them. Nonetheless, these are not my biggest concerns. The cultists are making their way to the grand armoury at Kyras Junction. Only Enforcer-macroward 93-Philon is in their path. If they are defeated, the enemy will have access to hundreds of battle tanks and combat walkers. We must intervene.

**Recor-Capt - Time Stamp: 707GG8-RT9**

The Margus System has fallen, sire. All of it, consumed by Leviathan. We encountered a handful of refugee ships that we will quarantine and hand over to the Adeptus Arbites when we return to the Point. Scarcely a few hundred thousand made it off their worlds. None of those we've identified were on the evacuation list, sire. It looks like the Tyranids got them all. Generals Rask, Healen, Bartius and Reng are all gone, along with their armies. Governor Zarkanay won't be getting her reinforcements.

**Recor-Capt - Time Stamp: 312VF3-EE8**

Emperor be praised! Safe at last. Worth every owed favour and coin spent. I felt such relief when the dropship berthed with the Rogue Trader's vessel. The burdens of planetary leadership are heavy indeed. Heavier when doomed to alien invasion. My successor will have warning of the oncoming Tyranids, I have made sure of that, but I would never have been able to leave Arkitous if I told anyone earlier.

**Recor-Capt - Time Stamp: 811XG9-JV4**

My lady, something in the Ork Empire of Octarius has come to our attention. The greenskins call it 'Da Maw'. The blood worshippers, who we thought had disappeared from the region, still fight there. They are growing in strength, stirring up an escalating conflict between themselves, the greenskins and the Tyranids. They began fighting for a world and now fight for a system. We have identified numerous large-scale empyric manifestations. We should gather the Conclave and contact Titan.

**Recor-Capt - Time Stamp: 997ED2-EG3**

We had finally declared victory when they came. Our cities were burning. Billions of our population had been slain. Our forests were no more. Our oceans were polluted. We had been devastated, but we could rebuild. Then the tomb ships appeared in orbit. Scores of them. Ancient buildings thrumming with eldritch energy arose out of our war-shattered ground at the same time. My lord readied us for our final stand. I too readied my weapons, but he sent me away to warn you. There are Necrons coming. They have claimed my world of Rho-Sehiid and perhaps others. You could be next.



**Excerpt from log 273BHJ**

*'Pankallis was but the start. Whatever instigated that – I've heard theories ranging from the machinations of the Dark Gods to coinciding xenos mating seasons – will cause further attacks. My contacts only hear fragments and rumours most of the time, but the combined picture is growing clearer with each conversation they record. More planets are coming under threat. The few Imperial worlds left inside the cordoned space are becoming scanter by the week. More of the destabilisation raids are failing. More Space Marine Chapters are involved. Sahansun is going to greater extremes to find reinforcements. The pot is boiling over.*

*What is a simple merchant to do? Of course I have ships and warriors I can deploy – it is a dangerous galaxy indeed, and I know its hazards better than most. On the other hand, there is much wealth to be gained here. Every world cries out for weapons and countless millions seek passage to safety. Demand for holy relics has never been higher, and a war such as this provides endless martyrs to help meet that need. Yet there comes a point when more direct action in any situation must be taken... and that can yield lucrative opportunities of its own.'*

*- Eyva Phalomor, Rogue Trader*

# OCTARIUS

**The Octarius System has been at the heart of Ork and Tyranid war in the Octarius Sector for years, since Inquisitor Kryptman lured a tendril of Hive Fleet Leviathan into greenskin space. The death toll on both sides numbers in the trillions, and neither species will relent.**



'Few species have such ingenuity, tenacity, adaptability and single-mindedness as the Tyranids. They continue to surprise us on world after world, but they have not surprised me in Octarius. Neither have the Orks. Things are going to plan, no matter what my former peers say. Alien dead number in the trillions. Countless systems have been relieved when Orks have ceased attacking them to join the huge war in Octarius. Pankallis was but a setback and is manageable. We must be patient. I will be proven right, in the end.'

*- Former Inquisitor Fidus Kryptman, of the Ordo Xenos*

The Swarmlord led the Tyranid invasion of the Octarius System. Billions of bioforms attacked planets at the great tyrant's direction, drowning them in a tsunami of fangs, claws and chitin. In doing so, they rendered it impossible – or at least undesirable – for greenskins on one planet to reinforce another, because they had a huge war on their own turf to fight. By isolating them, each world would be easier to consume.

The planet of Orrok fell in a matter of days. Urmuk, with its orbital junka ports and Freebooter fleets, became the site of immensely destructive void battles. Entire greenskin vessels were consumed by ravenous void monsters and digested in a matter of hours. In return, Ork ships fitted with immense rams bore down upon the Tyranid craft and tore them asunder. The countless Big Meks of the supa-rok Gork's Bonce rolled out thousands of increasingly bizarre weapons against the swarming invaders. Entire broods were turned to dust by barrages of lightning, or reduced to puddles of goo by weapons that altered local gravity fields.

Much of the fighting on Urmuk and Gork's Bonce was done in narrow confines and choke points. The greenskins knew their constructions well. Sneaky Blood Axes crawled beneath deck plates, slid along service tunnels and squeezed into ventilation shafts to ambush the Tyranids that flooded Gork's Bonce, the junkaports and Ork ships. Many Blood Axes conducted boarding operations of their own, infiltrating the arterial passages of Tyranid bioships, severing ichor vessels, planting demolition charges and causing all kinds of mayhem. Many Tyranid ships broke off their attacks against the Ork holdings, writhing in agony and screeching into the void because of the Blood Axes' actions.

The Speed Freeks of Warboss Gurgruk da Spleenrippa fought the Tyranids on the world of Dakkazot. Subterranean swarms dug enormous caverns underneath the planet's plains, causing cave-ins when columns of greenskin vehicles tore over them. This only entertained the Orks more as their race tracks were suddenly filled with additional deadly obstacles. Wherever Tyranid swarms operated above ground, they were pounced on by the rampaging Speed Freeks. The greenskins roared with laughter when they squashed bioforms beneath their heavy tires and were sprayed with dark ichor.

Badsquig was home to billions of Orks, many of whom were Beast Snaggas. The great hunter and Warboss Gragnatz Stompkrumpa ruled the planet with not only an iron fist, but a personal menagerie of thousands of squigosaurs. To these creatures Stompkrumpa fed his defeated rivals, along with any Ork foolish enough to hunt beasts the Warboss himself had marked as his personal quarry. When the Tyranids invaded, Stompkrumpa praised Gork and Mork. Many of the beasts the swarms brought with them were bigger and meaner than anything the Warboss had ever seen. He mobilised every Ork on Badsquig to war, declaring 'Da Time of da Big-kill'. He swiftly learned that Carnifexes could not be tamed in the same way as squigosaurs, losing an arm, a leg and an eye in his attempts, but such accidents were merely setbacks to Stompkrumpa.

Octaria was the capital world of the entire Octarian Empire, and the seat of power

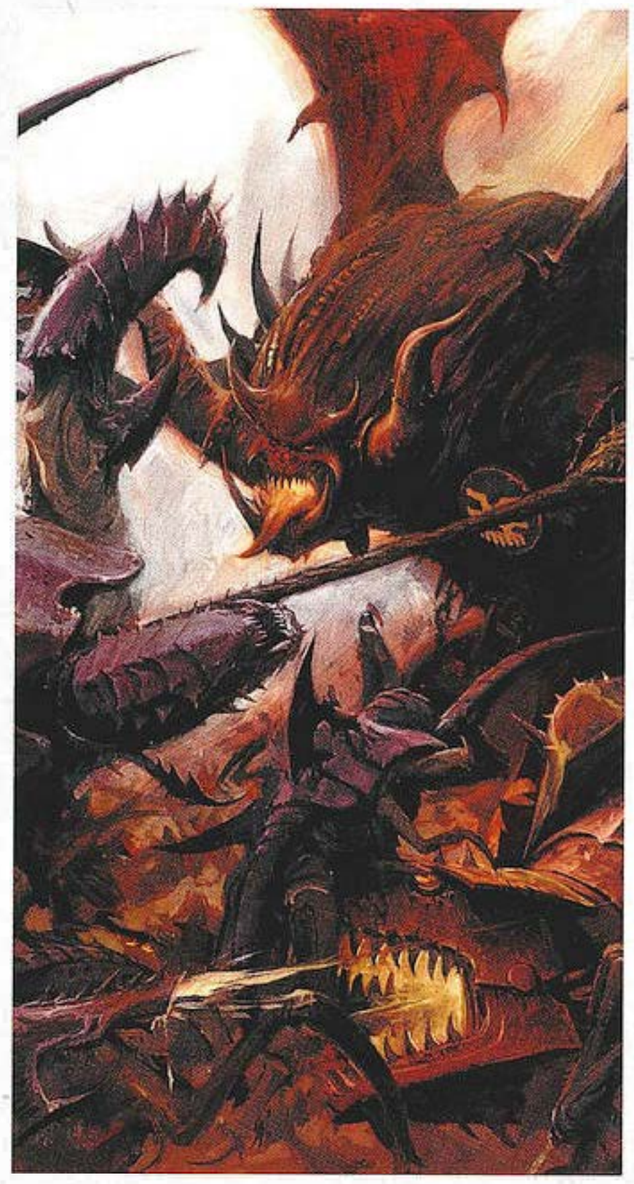


for the Overfiend of Octarius – an Ork Warlord of immense size, reputation and power. On that world, billions of greenskins and Tyranids died within Octaria's mountainous settlements, and amongst the vast underscrap cities beneath them. Stone valleys echoed with gunfire, roars of pain and slaughter for month after month without end. The ground was turned to a crimson mulch of blood and ichor. A constant stream of Orks and Tyranids arrived, each race seeking to gain supremacy in a relentless war of attrition. Such was the power of the Overfiend and the sheer number of Orks that not even the dark genius of the Swarmlord was enough to overcome the greenskins. The Tyranids needed more biomass, so offshoots of the tendril went off in search of it. With the whole of the Octarius System still embroiled in war, they went to lesser Ork-held worlds known to the Imperium as Ghorola, Keltor and Derragon. There they slaughtered billions upon billions of greenskins, and consumed enough biomass to conquer Octaria thrice over. However, before the hive ships bulging with these extra resources managed to arrive back on Octaria, the Great Rift tore itself across the galaxy.

## THE BLOOD CRUSADE

Few places were left unaffected by the appearance of the Great Rift, and the Octarius System found itself in the grips of what was known as the 'Blood Crusade' by Imperial observers. Mighty hordes of gore-crazed Khorne worshippers and legions of bloodthirsty daemons descended upon the system, riding roiling warp storms that some called Blood Waves. Octaria was engulfed in a new level of war.

The Tyranids fought especially viciously to keep daemonic hordes from destroying Octaria's plentiful biomass. Bloodletters swarmed over bio-titans and dragged them screeching to the ground to be hacked to death. Bloodthirsters beheaded Hive Tyrant after Hive Tyrant, and droves of blood-worshipping Humans used their bare hands to tear at Hormagaunts in a violent frenzy. All roared Khorne's praises as they slew. After eight hours of horrific slaughter, the Blood Waves receded and the overwhelming bulk of the Khornate forces vanished with final echoing cries, as if they were never there. Both alien races had been seriously depleted by the conflict, but the Tyranids were left much weaker than the greenskins – daemons offered them little sustenance, but had butchered countless millions of bioforms. The balance of power was now stacked against the Tyranids in favour of the Orks.



## XENOS WAR RESUMES

The bewildered survivors of both sides picked up the fighting where they had left off with little time lost. The Overfiend observed his Boyz were winning more often and that the Tyranids were fewer in number. The mighty Ork chieftain pressed his advantage, crushing swarm after swarm and gaining momentum. He was winning. The Swarmlord knew, however, that the Overfiend was the Orks' linchpin. Without him, the greenskins' cohesion would fall apart. Therefore, the Tyranids' only chance of turning the tide and securing the eventual consumption of Octaria was to slay the Ork Warlord. The Swarmlord also recognised that, if it left it too late to strike, the Tyranids could be driven from Octaria, and the Overfiend would be free to take up his armies and sweep the rest of the system clear of bioforms.

The Overfiend was not difficult for the Swarmlord to find. The colossal greenskin was always at the centre of the biggest battle. The Swarmlord – accompanied by hundreds of Tyrant Guard – fought its way to the Ork Warlord. While the Tyranids carved their way through greenskins the size of Deff Dreads, the Overfiend met their charge head-on with a delighted roar. Within the fray, the Swarmlord and the Overfiend met – the former leaping with incredible speed to avoid the grasp of the Overfiend's immense power claws. Scores of Tyrant Guard sacrificed themselves to shield their charge, but time and again the Overfiend blocked their decapitating strikes with an ironclad arm. Neither leader could overcome their opponent. After hours, the Ork eventually got the better of the fight, landing a devastating punch into the Tyranid's midriff after crushing a Tyrant Guard who tried to stop him. He grabbed the Swarmlord's head in a claw and crushed it. Seizing the monster's body with his other claw, the Overfiend ripped the beast in two.

Such an event would break many armies, but not the Tyranids of Hive Fleet Leviathan. Other synapse creatures swiftly gained control over the hordes as they made a fighting withdrawal. Though they were beaten this day, billions more of their kind fought on. The Hive Mind had not lost on Octaria yet.

Meanwhile, the swarms that had consumed Ghorola, Keltor and Derragon were approaching the Octarius System. Thousands upon thousands of bioships made up their number and they had spawned billions of bioforms, with billions more on the way. On one hive ship – the largest in the entire tendril – a roaring creature emerged from a sac of amniotic fluids, its sharp talons slashing through the vesicle's thick membrane with ease. The beast was the Swarmlord. It wanted the Overfiend and Octaria, and would not stop until every morsel of both had been subsumed into the hive fleet.



# OCTARIUS SYSTEM

## ORROK

Dead World; fallen to Tyranids

Notable: All clans were present.

## OCTARIA

System Capital — Ork Death World

Notable: All clans present; Goffs in significant numbers.

## URMUK

Ork factory world; orbital junka-ports

Notable: All clans present; Freebooterz and Blood Axes in significant numbers.



## DAKKAZOT

Ork war world; feral world

Notable: All clans present; Evil Sunz in significant numbers.

## BADSQUIG

Feral world

Notable: All clans present; Snakebites in significant numbers.

*Additional: high numbers of Human slaves, some in open revolt.*



## GORK'S BONCE

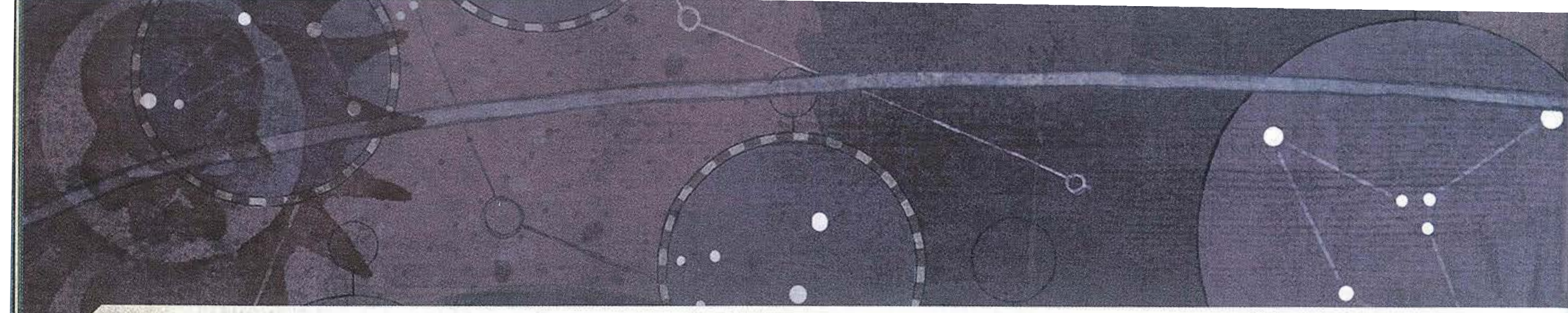
Supa-rok; category K planetoid

Notable: All clans present; Blood Axes, Freebooterz and Bad Moons in significant numbers.

GALACTIC PLANE

SWARMS OF THE SWARMLORD
HIVE FLEET LEVIATHAN





# THE CONSUMPTION OF OCTARIUS

**Though the Tyranids were at a disadvantage and the warp storm that had brought the Blood Crusade had blown past, war still shook the Octarius System. Leviathan's bioforms continued to infest void lanes, planets and moons. The ferocity of the conflict claimed countless lives an hour, and with an endless tide of bioships pouring into the system, the war's intensity increased a hundredfold.**

The Swarmlord's fresh tendril comprised immense shoals of enormous ships and drove straight for the world of Octaria. Sub-tendrils split from it and coiled into the system, like some awful octopoid entity enfolding the system in its inescapable grasp. They broke off to attack each of the system's other worlds, which had great supplies of biomass. The Swarmlord's plan was to swiftly overwhelm and consume those planets so that the invasion of Octaria would have a constant supply of reinforcing ships and bioforms. Additionally, such a strategy ensured that the Orks on every other planet had neither means nor motivation to reinforce greenskins elsewhere. The only exception to this was Orrok, which had already fallen. The ships despatched there by the Swarmlord rapidly sped up the consumption process of the planet so that its biomass could be used in the invasion of Octaria. Orrok's surface was dotted with digestion pools, capillary towers, spore chimneys and biofactory organisms. Drone ship haulers lifted tons of mass to feed bioships in orbit, which spawned hundreds more of their number. Orrok's climate had changed entirely, its weather patterns manipulated to encourage the rapid growth of single-celled digestion organisms. Within a matter of weeks the world was a lifeless rock, every molecule of its oceans and atmosphere drained to feed the hive fleet.

## BADSQUIG

By the time the Swarmlord's hordes reached Badsquig, Warboss Stompkrumpa's Big kill was losing momentum. Most of his pet squigosaurs had perished Many were slaughtered in battle, while others died after eating dead Tyranids – the tendril had adapted toxic blood in the face of a foe that consumed the flesh of whatever it killed. At the outset of the first Tyranid invasion, Badsquig's Beast Snaggas had put their hunting skills to good use, butchering scores of bio-titans and thousands of other immense bioforms. However, the hive fleet adapted to them in turn. Synapse creatures and other 'prize' bioforms were always surrounded by lesser creatures to protect them. Ork chieftains were getting fewer and fewer kills, fanning their resentment toward Stompkrumpa. Some challenged his authority, hampering his efforts to fight the war. Nonetheless, Stompkrumpa was still a huge threat to the Tyranids, as wherever he and his followers went, ichor flowed in rivers.

Stompkrumpa's undoing was the spawning of a kind of bio-titan he'd never seen before. It was a huge beast, with fangs as tall as an Ork and claws that could tear apart megafortresses with ease. Most dazzlingly it possessed piercing yellow eyes and bright, almost fluorescent blue skin, leading the greenskins to name it 'Da Blue One'. Stompkrumpa wanted to kill it, finding its garish colouration irresistible, and soon this desire became an obsession. He planned trap after trap and sacrificed thousands of greenskins as bait, all to no avail. On more than one occasion he almost took his prize – the Hive Mind merely luring him even further into his compulsion. The Warboss' desperation grew to such an extent that he spent every waking moment in search of his quarry. He thus became easy for the Tyranids to manipulate and, eventually, he and his army were led into an enormous trap. Stompkrumpa found Da Blue One at the centre of a deep, dried lake bed with a relatively small number of other bioforms. The Warboss believed this was his chance. Without thought for strategy, Stompkrumpa charged in with his forces. Once they were stuck in the fray, hordes of Tyranids surged in from all sides, surrounding the greenskins and wiping them all out.

## GORK'S BONCE

The Orks had the upper hand in the fighting for Gork's Bonce. Thousands of Meks invented new devices and weapons at a rate that matched the swarms' ability to adapt. Though the Tyranids had gained ground in the supa-rok's narrow tunnels, the Orks responded by simply building more chambers and tunnels for themselves on the other side of the planetoid. This situation changed dramatically with the arrival of the Swarmlord's reinforcements. There were enough bioships to surround Gork's Bonce and seed it with tens of thousands of vanguard organisms, there to lie in wait for a later invasion. Though hundreds were killed when found by greenskin machines designed to detect Tyranid infiltrators, many more successfully established hiding places. The Leviathan attack that followed came against Gork's Bonce from all directions. Great masses of bioforms were sent into every nook and cranny of the enormous planetoid. The vanguard organisms set ambushes that hampered Ork retreats, sabotaged crude life-support systems, rooted out the Blood Axe infiltrators and prevented the greenskins from expanding into newly constructed tunnel networks and scrap forts as they had before.

The Orks fought back viciously. Greenskin contraptions caused gravity to collapse or contort in tunnels, killing hundreds of warrior organisms swarming through them. Atmosphere was vented from dozens of miles of compartments, sending invaders out into the cold



of the void. Some areas were booby trapped with explosives or rigged with spike-lined walls that crushed all inside. Despite these devices and the enormous toll they inflicted on the Tyranids, the Orks had nowhere to retreat to and the tendril's numbers were countless. The greenskins were surrounded and being systematically eradicated.

## DAKKAZOT

Though initially many of Warboss Gurgruk da Spleenrippa's Speed Freeks were killed by tunnelling Tyranids after Leviathan's invasion of Dakkazot, the greenskins soon adapted. They found that the tunnels dug by the invading aliens were excellent places to race in. There was impenetrable darkness, cave-ins, ambushing Tyranids, hazardous terrain and even the risk of driving straight down the gullet of some enormous subterranean worm with an acid-filled stomach. The Orks loved it!

The fast-moving greenskins were difficult for the Tyranids to pin down, so when the Swarmlord's ships arrived they deployed hundreds of waves of winged bioforms. These megaflocks unleashed nets of fire over swathes of territory the Orks were racing through, making it impossible for the greenskins to avoid being struck. The Tyranids wiped out vast numbers of Orks below ground, too. The sheer number of greenskins in the tunnels caused countless crashes and a huge amount of infighting. The Orks were trapped and now more closely packed, making them perfect prey for the Tyranids.

## URMUK

The Swarmlord's fleets found the space battle around Urmuk still raging. Ork factories churned out vessel after vessel, and had to be eradicated if the world was to fall. The bioships launched hundreds of thousands of lamprey-like void eels that clamped their enormous jaws to the flanks of the junka shipyards. Burrowing deeper with their razor-sharp teeth, the creatures gnawed breaches into the scrap iron hulls. The void eels then vomited hundreds of bioforms that stormed the Ork factory-craft and slaughtered construction krews. With the greenskins incapable of producing more ships, the Tyranids soon dominated Urmuk's orbit and invaded the planet. Its total digestion swiftly followed.

## OCTARIA

The Swarmlord first needed to control Octaria's orbit if it was to claim the planet. Hundreds of greenskin ships arrived each day, loaded with Orks itching to get into the fight. If Octaria was to be conquered, it had to be completely cut off from Ork reinforcements. Thousands of bioships moved to blockade the planet. To reach Octaria, greenskin fleets had to smash their way through batteries of living pyro-acid and bio-plasma cannons, alongside a wall of chitin as tough as battleship armour. The prospect of a huge brawl in space was no less inviting to rampaging Orks than a ground war, but the vicious void battle kept the greenskins from reinforcing the Overfiend in significant numbers.

Though the Swarmlord wanted a swift victory, it did not behave hastily. Driven by the fearsome predatory intellect of the Hive Mind itself, it had learned from previous experience to be methodical and calculated. The creature wanted to dominate every sphere of the battlefield, and would do so step by careful step. First, its bioships had equalised the war in orbit, securing routes for vanguard organisms to deploy to the planet. These creatures wreaked havoc. They cut supply lines, ambushed greenskins heading for the front lines, slaughtered Gretchin slaves working in weapons foundries and opened multiple new fronts. All of this bought time for the Tyranids from the previous invasion. They regrouped

and regained cohesion, following the punishing drive to victory the Overfiend had launched after it had killed the Swarmlord many months before.

The next stage of the Swarmlord's invasion was taking control of the skies. Though the Overfiend's air armada held aerial superiority, soon these air forces found themselves fighting for their very survival. The light of Octarius' star was blocked by winged bioforms, ranging in size from Gargoyles to creatures as large as small voidships that had enormous venom cannons protruding from their flanks. The skies of Octarius became a place of mass destruction and slaughter, with charred corpses and savaged wrecks dropping to the surface by the thousand with each passing minute.

With aerial dominance asserted and the ground situation stabilised, the Tyranids moved as one to clear landing zones for fresh swarms of bioforms. Bioships cleared safe routes to Octaria's atmosphere, portions of the skies were rendered devoid of Ork craft and vast areas of ground were cleared of lingering greenskin warbands. The mycetic spore drops began, with billions of Tyranid organisms ready to sweep Octaria clean of all resistance. Amongst them were thousands of bio-titans and artillery organisms to crush the gigantic contraptions the Overfiend was fond of deploying, and to bring down the greenskins' enormous fortresses. Still, the landings did not proceed smoothly, despite the Swarmlord's efforts.

The Overfiend controlled every aspect of his world. Almost all of the planet's land mass was heavily fortified. The Mekaniaks who followed the Overfiend had tinkered, experimented and innovated in countless ways, which included turning entire mountain ranges into weapons. When mycetic spores clung to them like ticks on a beast of burden's back, they opened like the enormous maws of hungry, bestial gods. Miles of rock parted to reveal rows of serrated teeth that gnashed and span violently. Millions of bioforms tumbled into these maws, and the jaws of metal and rock slammed shut, casting the Tyranids upon saw blades that reduced even the largest of them to gobbets of meat.

Scrap cities moved and changed, their topography adapting to the cunning whims of numerous Warbosses. Strategically strong positions and high ground seized by the Tyranids at great cost suddenly sank to become exposed killing grounds, enabling the Orks to slaughter bioforms there with ease. Enormous mounds of scrap emerged in open ground, overrun by immense swarms of Tyranids. They created warrens of narrow choke points which evened the odds for outnumbered greenskin defenders. Tyranids outflanked Ork positions in the miles-deep underscrap beneath greenskin cities. Many of these areas were compacted by enormous steam-powered machinery, crushing any biohorrors inside. Other parts of the underscrap were hoovered up by enormous magnets and dumped into furnaces as large as small towns to be melted down – countless Tyranid organisms trapped within the scrap were incinerated.

Despite the enormous losses and the great setbacks that Ork machinery caused, the Swarmlord had reserves enough to continue the invasion. The Hive Mind cared little for how many of its creatures died, so long as the planet was claimed – the biomass of the dead would be returned to it all the same. The Swarmlord continued the assault, deploying wave after wave of bioforms of every variety. Bio-titans smashed their way through bottlenecks and levelled scrap cities. Fast-moving Genestealers and Lictors swept through the underscrap at great speed to avoid being crushed or swept away. Mountains that had been turned to weapons were assaulted by bioships which deluged the peaks in torrents of acidic vomit. The Swarmlord deployed waves of feeder organisms to begin the process of consumption as soon as possible; such were the Tyranids' losses, they needed to replenish lost biomass swiftly.

With each passing day, more of the tendril's bioships arrived. Many thousands were still en route to Octaria. Some approached from nearby worlds that had recently fallen to the Tyranids, while others were yet to even pass through the Octarius System. All were bloated with biomass, ready to spawn more organisms. With this constant supply of fresh swarms, and the blockade around the planet holding off greenskin reinforcements, the Swarmlord's hordes gained momentum.

Through all of this, the Swarmlord never took one step onto the battlefield. Instead, it waited for the right time to strike: when the Tyranids dominated the planet and the Orks were reduced to a fraction of their former strength. The Herald of the Great Devourer had all the eternal patience of the Hive Mind, and slowly its plans bore fruit, albeit at enormous cost. Ork hordes were overwhelmed one by one, though it cost billions of bioforms. The shredded corpses of bio-titans littered battlefields all over Octaria. Fields of dead Tyranids were hundreds of metres deep.

For all the slaughter the Orks were inflicting, the Overfiend was becoming isolated. Like some oceanic behemoth,

## THE OVERFIEND

The Overfiend is the ruler of the Ork Empire of Octarius. It is a title rather than a name. Imperial observers have noted that numerous Orks have claimed it for themselves when the former holder has been slain or – as in the case of Gorsnik Magash when he left to wage war on Armageddon – has left Octarius.

To become the Overfiend, an Ork must possess incredible physical might and cunning. They must have the strength and size to kill perhaps dozens of rivals, all of whom are colossal warriors with slabs of battle-hardened muscle. A contender for the title must also have the brains to outwit them all, for few greenskins are completely above the use of ploys and tricks to bring about the undoing of an enemy – especially if the outcome of such actions are particularly amusing.



waning as it sunk into the lightless depths, the Ork forces were gnawed steadily away by the life forms swarming around them. The Overfiend was slowly separated from his champions, who were being picked off one by one. Regardless, the Warlord of Octarius was a colossus born for war – an irresistible force and immovable object who crushed any and all before him. No Tyranid force had yet defeated his host of Mega-Gargants, giant Squiggoths, big mobs of Stompas and millions of huge Skarboyz. Thus far, the Swarmlord had endeavoured to keep the Overfiend occupied to prevent him from seizing the initiative – costing the tendril dearly – but the time was ripe to slay him for good. Ork resistance elsewhere on Octaria was increasingly sporadic, and weakening by the moment.

Even with this advantage, overcoming the Overfiend would be an enormous task. A direct assault required so many bioforms to be successful it might give breathing space for surviving Warbosses elsewhere to regather their strength. The Swarmlord summoned countless beasts to him, forming two distinct megaswarms. The first was to surround the Overfiend's army and attack it from all sides. The other was to form a second circle around the battle, acting as a blockade against any Ork forces that might attempt to intervene.

The Overfiend's hordes had been besieged within an enormous scrap city known to the greenskins as 'Megascrap'. The Swarmlord committed hundreds of bio-titans to the attack. They included Hierophants, Hierodules, serpentine beasts with barbed tails and envenomed fangs, and skorpiad monstrosities sprouting biocannons as large as an Ork Trukk. Boring-wyrms tunnelled beneath the greenskin city, each of the blind creatures as large as a Stompa. Scuttling around these immense creatures were bioforms of almost every variety and genus that Hive Fleet Leviathan could spawn.

The Tyranids were seemingly numberless. No matter how many the greenskins cut down with furious choppa blows, earth-shaking kannon fire or torrents of ferocious dakka, the Orks could not kill enough. Conversely, for every greenskin slain, every Gorkanaut or Morkanaut rent apart, there was no replacement. The Swarmlord expended Tyrant Guards and Mawlocs as it would Termagants in any other battle. Ork after Ork used up all their ammunition, blunted their axes or found their buzzsaws blocked with chewed up meat. Every inch of the battlefield was covered with corpses and lost weapons. Gargants found it difficult to manoeuvre around the wrecks of their fellows, whereas comparatively agile bio-titans clambered over the devastation like nightmarish arachnids. The Swarmlord watched over it all with patience.



The Overfiend was all but unstoppable. The number of bioforms he had killed was beyond count and his power klaws, armour and skin were slick with Tyranid ichor. With each passing second his tally grew larger, but he was becoming isolated. Even his biggest and meanest Skarboyz were struggling to keep up with him, and those that still lived bled from many wounds. Then came the moment when the Overfiend, slaying a rampaging Carnifex, suffered a deep wound in his thigh from the monster's death throes. As the Ork Warlord roared in agony, the Swarmlord knew its moment had come. Finally, it took to the field, with hundreds of Tyrant Guards and Carnifexes serving as shields.

The Swarmlord and its bodyguard clashed with the Overfiend and his remaining Skarboyz. Tyrant Guards were beheaded by great sweeps of immense power axes. Nobz were run through with scything talons. Carnifexes were leapt upon by multiple Skarboyz and dragged down. Deff Dreads were barrelled over by broods of Tyrant Guards – their occupants ripped out of their grotesque contraptions. All the while, the Swarmlord duelled with the Overfiend, content to let the colossal greenskin exhaust himself by using its speed and agility to avoid the Warboss' strikes. The Herald of the Great Devourer kept moving, parrying blows with its bone blades and making lunges whenever necessary to break up the Overfiend's momentum. It used its multiple arms to great advantage, landing several blows by making it impossible for the wounded greenskin to know where the next strike was coming from.

The Overfiend fought with unmatched ferocity. He never once paused or slowed down. Eventually, however, through his bleeding and wild attacks, the Warboss left the slightest opening. The Swarmlord exploited it, severing the power cables to one of the greenskin's klaws with a cut from a bone blade. Even the mighty Overfiend could not wield such a grotesquely massive klaw without hydraulic assistance. Now it dragged at his side, dead weight. The Tyrantlord of the Hive Mind moved in for the kill. Shedding its earlier restraint it hacked and slashed at the pinned Ork Warlord, easily avoiding the greenskin's desperate swipes with his remaining klaw. At long last, the Swarmlord drove two of its bone blades down on the Overfiend's head, smashing it open and sending blood, ichor and fragments of shattered helmet everywhere. Finally, the Herald of the Great Devourer buried its maw in the Overfiend's open skull and feasted on the Ork Warlord's brain. The greenskin was truly dead. Victory was finally Leviathan's.

*Da Overfiend is dead, long live da Overfiend!*

CORDON IMPENETRA

Sigma-Ulstari Salient
(System)

OCTARIUS BELT DEAD ZONE
(Caused by Aeldari Doomsday Weapons)

GREYGAR
SUB-SECTOR

Veloria

Octarius
System

CORDON IMPENETRA

PANKALLIS
SUB-SECTOR

Da Maw

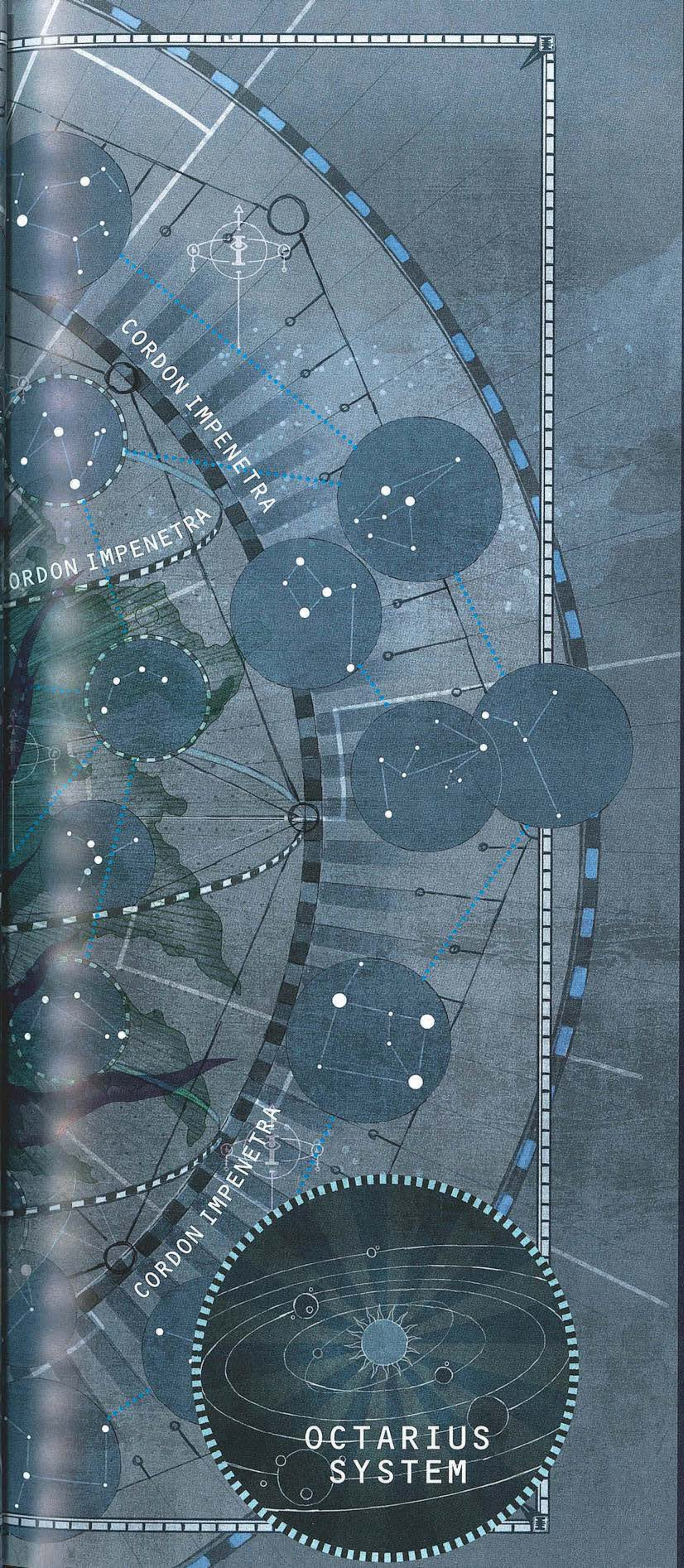
Hive Fleet
Leviathan

HEINGAARD
SUB-SECTOR

CORDON IMPENETRA

BIOPURGE DEAD ZONE
(Caused by Aeldari Doomsday Weapons)

CORDON IMPENETRA




My lord Kryptman,

Already much has changed since my cartosavants and datastack-harvesters completed their work in producing an up-to-date cartograph of the Octarius Sector. Whilst the underlying data regarding sub-sector locations remains steadfast, the areas in Tyranid and Ork control are considerably different. I must stress that, despite the best efforts of my astropaths, empyreal litera-analytors and spies, the picture we have collated cannot be seen as accurate. The effects of the Shadow in the Warp are stronger than ever. Many of our agents in the field are missing or confirmed dead, and the Cicatrix Maledictum - as ever - wreaks havoc. All that we can be certain of is that the situation grows ever more dire. Both xenos races have claimed more territories.

Ever your most faithful servant,

*J.B.Z.*

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## KEY



SUB-SECTOR



ORK CONTROLLED SPACE



HIVE FLEET LEVIATHAN



ASTROPATHIC
RELAY CHANNELS



DEAD ZONE

+++ Classified Document 510214-X +++
Forces of the Rogue Trader Eyva Phalomor

*My Lord Kryptman, see below an account of the military forces at the disposal of Rogue Trader Eyva Phalomor at the time of the relief of Sigma-Ulstari. 100% accuracy cannot be guaranteed due to empyric disruption and the erratic nature of intercepted astropathic messages. Note that this is not her total strength. At the time of the Sigma-Ulstari fighting, Phalomor had assets in multiple other locations.*

*- Ever your most faithful servant, J.B.Z.*

*Oh how the Rogue Traders like up to their natures! Such abominations do they allow in their midst. The corruption has been embedded in their dynasties for generations. How could any outside the Holy Ordos be allowed to keep such company!*

## PERSONAL ENTOURAGE

*Eyva Phalomor's personal entourage consisted of Tech-Priests, bounty hunters, biologians, military officers, techmoarchaeologists, strategos, ciphers, cartographers, logisters. Death Cult Assassins. Rejuvenat Adepts, administrators, missionaries, sanctioned psykers, Astropaths, Navigators and vassal Rogue Traders from lesser dynasties. It also included xenos from a number of races, including Jokaero, Chikanti, Aeldari and Kroot. This 'retinue' was several hundred strong at least, and membership of its inner and outer circles changed frequently depending on Phalomor's needs and the performance of any given individual. As such, competition among Phalomor's associates was rife.*

## FLEET ASSETS

Vengeance-class grand cruiser (flagship): *The Riches He Bestows*
Tyrant-class cruiser: *Conquista Lux*
Gothic-class cruiser: *Mercator Rex*
13 Hazeroth-class privateers
9 Claymore-class corvettes
31 Firestorm, Sword and Havoc-class frigates
12 Aekor astro-littoral combat vessels
15 Scorpion-class heavy gun sloops
27 up-armed freighters
4 Meritech Shrike-class raiders
2 Conquest-class star galleons
8 Endeavour and Defiant-class light cruisers
Numerous fighter wings
Unknown quantity and dubious variety of dropships and landers, some with suspected illegal modifications. Many heavily armed and armoured.

We have reason to believe that Phalomor frequently operates accompanied by Kroot Warspheres and Aeldari Corsair ships. None were present in the fighting at Sigma-Ulstari. Why, we cannot be sure. Phalomor might have warned them away given that the Black Templars may not have tolerated their presence, or they might have been otherwise occupied.

## PRIVATE ARMIES

In addition to her impressive fleet, Phalomor also brought considerable ground forces and other fighting troops. Her private armies at Sigma-Ulstari included a considerable number of abhuman contingents, including Ogryns, Ratlings, Nightsiders, and Beastmen. Phalomor's conventional forces - which followed their own organisational structures and naming codes - included 50+ regiments of Phalomor Expeditionaries (Astra Militarum infantry equivalent), 20+ divisions of Phalomor Wealthclaimers (Astra Militarum armoured equivalent), 15+ Troops of Phalomor Rangers (specialist airborne and reconnaissance infantry) and hundreds of companies of Phalomor Wealthguards (ship defence and boarding action troops).

Phalomor's armies were bolstered by auxiliaries hailing from worlds her fleets had discovered on their missions, liberated from alien enslavement or otherwise brought into the Imperial fold. These included 'headhunters' from the warrior cultures of Helskor, 'silents' from the night world of Amauros and 'techwardens' from the highly advanced world of Rezbek III. These units were organised in their own fashions and had unique battlefield specialities.

Phalomor's forces were further strengthened by Astra Militarum regiments. It is not uncommon for more powerful Rogue Traders to have access to these troops. Some are gifted to them after an 'entirely coincidental' donation of arms and/or finances, while others are awarded to them by worlds in thanks for military intervention. Some, a Rogue Trader might consider to be a commodity to be traded. Many become wholly loyal to their Rogue Trader commander over time, even if assignment to them was intended to be temporary. Phalomor's armies included Vresh Grenadiers, Indigan Praefects, Mordant Acid Dogs, Harakoni Warhawks, Narsine Yeomanry and others.

## ADEPTUS ASTARTES

Phalomor was accompanied by an honour guard from the Brethren Esoteric Chapter. We have been unable to ascertain how the Rogue Trader secured such an escort. It appears that there are millennia-long accords between the Phalomor dynasty and the Chapter, though we have learned nothing else of their arrangements. Phalomor is not a unique example; we do know that some other Rogue traders have alliances with Space Marine Chapters, including the Stone Hearts and the Raven Covenant. An understanding of how this has come to pass - especially given the independent nature of Space Marine forces - continues to elude us.

## QUESTOR IMPERIALIS FREEBLADES

Many Freeblades accompanied Eyva Phalomor's fleet. It is not uncommon for Freeblades to join Rogue Traders. Traders provide means of transport for under-resourced Knights and may have contacts who possess knowledge of a Freeblade's enemies' whereabouts. Thus, Knights come and go from a Rogue Trader's fleet, whilst some elect to stay. The Freeblades joining Eyva Phalomor included the Knight Castellan known as the Bronze Champion, the Knight Gallant named Bloodmaiden and the Knight Crusader called Sir Regthar, among others. Each carved their own noble lays out of the blood-soaked battlefields of Sigma-Ulstari, though not all remain alive.

## +++ The Swarmlord +++
## Account of Tyranid Command Specimen
## Identified in the Octarius Sector

*I thought it wise to inform you, Lord Kryptman, that the Tyranid command specimen described as 'the Swarmlord' by Imperial forces has been positively identified in the Octarius System. As you will see from the summary I've composed below, this creature's presence in the region has significant ramifications for the wider war effort in and around the Octarian Empire.*

*- Ever your most faithful servant, I.B.Z.*

Since the Tyranids were first properly identified, there have been creatures of that foul race that have inspired more fear than any other. They have been called the Tyrantlord of the Hive Mind, the Herald of the Great Devourer, the Destroyer of the Kha'la Empire, the Doom of Galant'aris and the Undoing Of All Things. After careful study, we believe that all of these monsters are in fact one and the same - the bioform most commonly referred to as the 'Swarmlord'.

The Swarmlord is, so far as we can surmise, the very pinnacle of the Hive Tyrant genus. Its power, in comparison to that of a 'common' Hive Tyrant - so much as such a thing exists in such an adaptable race - is akin to a Hive Tyrant in relation to a Termagant. The Swarmlord's appearance on the battlefield appears to be stress-induced, when lesser synapse creatures or biological adaptations cannot overwhelm certain prey alone. The Swarmlord's purpose, it seems, is to out-think its enemies. The creature has more autonomy than any other Tyranid bioform we have observed.

We believe that the Swarmlord has destroyed entire civilisations, and has likely been a part of the Tyranids' consumption strategies since before the species came to our galaxy. Since arriving here, we can confirm that the Swarmlord has overseen the absorption of two dozen worlds of the Hodur Sector in four months, has wiped out the Tridents of the Atox Adeptus Astartes Chapter, has overrun the Yilluna Hegemony and destroyed the Tygrrish race. We have uncorroborated reports of dozens more similar events.

These actions have taken place over several centuries within every known hive fleet, even after the creature has been reported killed. This suggests that the Swarmlord's link with the Hive Mind transcends physical limitations such as the distances that separate the different hive fleets. Though it is immensely challenging to demonstrate, we believe it possible for the Tyranids to spawn the Swarmlord in multiple locations, with multiple hive fleets, simultaneously. See attached files on The Silencing of Ugathren, Incident 13-0X and The Accounts of Lord Admiral Hexrius Corato Prine XIV for further information regarding this hypothesis. All of this combined suggests that the hive fleets may be more capable of coordinating on a galactic scale than originally thought. Can a Swarmlord learn from the experiences of another fighting on the other side of the galaxy in real time? Can the Tyranids form a galaxy-wide strategy, managed by multiple brains in multiple locations? Such questions are terrifying to ponder.



File: Pict-Capt 000121-B. 'Swarmlord', taken during First Tyrannic War.

## +++ Classified Document 610267-L +++
## Summary of Ongoing Events in the Octarian Region

*My lord Kryptman, here is my précis of key events in the ongoing Octarian war. This summary is followed by accounts of other battles, including the ongoing struggles on Emush and the Koraxil Entanglement. I stress that the events in the Octarian region are deteriorating as I write – within a matter of days, I expect all of what follows to be out of date to the point of uselessness. Further updates will follow on a regular basis.*

*– Ever your most faithful servant, I.B.Z.*

### The Pankallis Sub-sector

The situation in the Pankallis Sub-sector is extremely critical. Following the loss of the Anelanni, Kernak and Semythis Systems, now the Xessor and Suvardosha Systems are exposed to attack. If either falls, one of the xenos races will have broken clean through the Cordon Impenetra. As a result, neighbouring sub-sectors have rapidly escalated their fortification and armament efforts. Many worlds are carrying out mass conscriptions which has caused considerable civil unrest.

Though Pankallis was the first sub-sector bordering the Octarian Empire to face full-scale xenos onslaughts, others are beginning to have challenges. The Hrengin, Lartus-thir and Eren Sub-sectors are all under attack – albeit these assaults are at much earlier stages. The situation for the Cordon Impenetra is growing so dire that I understand Inquisitor Sahansun is seeking an audience with Roboute Guilliman. Whether or not he will be successful in this is another matter. It does seem clear, however, that between combating direct assaults by greenskin hordes, digging in against Tyranid onslaughts and combating the overspill of the ongoing war between those two races, remaining Imperial forces are spread thin all along this multisystem front.

Separately to the strategic matter, our agents have been able to collect hundreds of samples of dead xenos for study amidst the general disorder of the situation. These include Tyranids from dozens of genuses, Orkoids ranging from Gretchin to so-called 'Skarboyz', scores of squig varieties as well as a handful of Drukhari. I must say, it is amongst the latter collection that the greatest prize can be found. Stormtrooper company 3-1-δ recovered a live Drukhari Haemonculus. She (if such terms are even applicable to such deformed creatures) is being transported to your location as I write. If even a tenth of the rumours we have heard of these creatures are true, there is virtually no limit to the knowledge extractable from her. Though this is mere speculation on my part, she may even prove valuable in solving the Tiamet problem.

### The Veloria Incident

We have lost contact with virtually all of our agents within Inquisitor Van Roth's forces. The most recent reports we received suggest much of the Inquisitor's martial strength was caught in an Ork attack, surrounded and destroyed. I understand that a handful of dropships successfully escaped the planet, though at this point it is unclear who survived. We have also lost track of Van Roth's flotilla and those of his allies. I have instructed my Acolytes to reach out to our friends in the Mung dynasty to find out more information and see – since her disappearance – which of Mung's assets they have claimed, if any. Such acquisitions would strengthen our associates, and therefore us in turn. Barcelia was wealthy, even compared to her own family. It is likely that some may resort to military means to claim her riches. I will endeavour to ensure this does not happen. Intra-familial strife is the last thing we need, especially with the rare assets of a xenosavant dynasty at stake.

Most crucially of all, we have no word of what happened to the Ork crown device Van Roth was trying to exploit. It is entirely possible that the vast influx of greenskins was drawn upon the Inquisitor's position by the very crown he sought to activate – though this is a mere educated guess. Regardless, I submit we make it a priority to recover this device. There is little indication that it has been discovered by the Orks. It is clear that Van Roth lacked the skills, the will and the resources to make use of the crown, but we will

not make his mistakes. I have taken the liberty of dispatching search and recovery teams, as well as contacting our allies in the Deathwatch. The Space Marines may be unwilling, given the fate of their battle-brothers with Van Roth, but with the crown vulnerable to enemy hands they have little choice but to reclaim it, even if I have to tell them that we only seek to destroy it.

## Sigma-Ulstari

The forge world of Sigma-Ulstari and the rest of its system is now in a stable condition, though this is thanks only to the efforts of High Marshal Helbrecht of the Black Templars, the Rogue Trader Eyva Phalomor and High Admiral Herika Ajon of Indomitus Crusade Fleet Primus. There is still ongoing fighting on most of the system's worlds. There is also the ongoing risk of battles between these enemy forces spilling over into otherwise pacified areas. Fabricator General Einrekh Phlagustok has commenced a massive rebuilding effort throughout the entire system. Overall, our analytors believe that Sigma-Ulstari is capable of holding out against further attacks in the short term. However, this is dependent on the continued presence of those reinforcing fleets that came to the system's aid.

It is unlikely that Helbrecht or Ajon will wish to remain in the system for long. Both of their forces are crusades, supposed to be ever on the move in search of new targets and battles, and there is no shortage of these in and around the Octarian Empire. However, we may reasonably hope that the High Marshal will command some amongst his worshipful hosts to remain and bolster Sigma-Ulstari's defences. Reports indicate that both commanders have already despatched probing missions looking for new threats to engage. If the potential of their leaving the system does not create a conflict with Phlagustok, any request from Ajon to replenish her ranks with troops from Sigma-Ulstari will. Part of the Indomitus Crusades' modus operandi is to gather new forces from any worlds they liberate. The Fabricator General will be most reluctant to relinquish a single Skitarius to fight elsewhere while his world is still recovering from numerous apocalyptic invasions.

Phlagustok is already furious - none of the three reinforcing fleets came to him as a result of the efforts of Inquisitor Sahansun. The Fabricator General argues that the Cordon Impenetra has failed him and that the guarantees it offers are meaningless. Not only has Phlagustok dedicated much of his system's industrial output to its own defences, he is actively withholding resources from other systems in protest. The ramifications of this could be very severe indeed for neighbouring regions. This act might well be self-defeating, for Sigma-Ulstari would be left cut off completely if surrounding systems fell to the Orks or Tyranids. Sahansun may even decide to abandon the forge world. The question I ask is at what point do the resources committed to preserving the Sigma-Ulstari System outweigh the cost of keeping it secure?

## Octarius

It is quite possible that the most momentous event of the entire war has transpired in the Octarius System, on the world of Octaria. Though only one of a dozen observers we had in the region still live, combined data supplied over time has given us a strong picture of what has happened. It appears that a fresh Tyranid invasion tore into the system, supplied with biomass taken from nearby worlds. Biofleets with unnumbered ships operated with uncanny coordination, overrunning all of the system's worlds in short order and isolating Octaria completely.

We believe that the Overfiend of Octarius was slain, quite possibly at the claws of the creature we have identified as the Swarmlord. In the weeks following this event, we have tracked a noticeable change in greenskin behaviour, spreading outwards from Octaria. Infighting has increased: No fewer than six Ork Warlords have declared themselves the Overfiend of Octarius and are gathering swathes of Ork warbands and tribes to themselves.

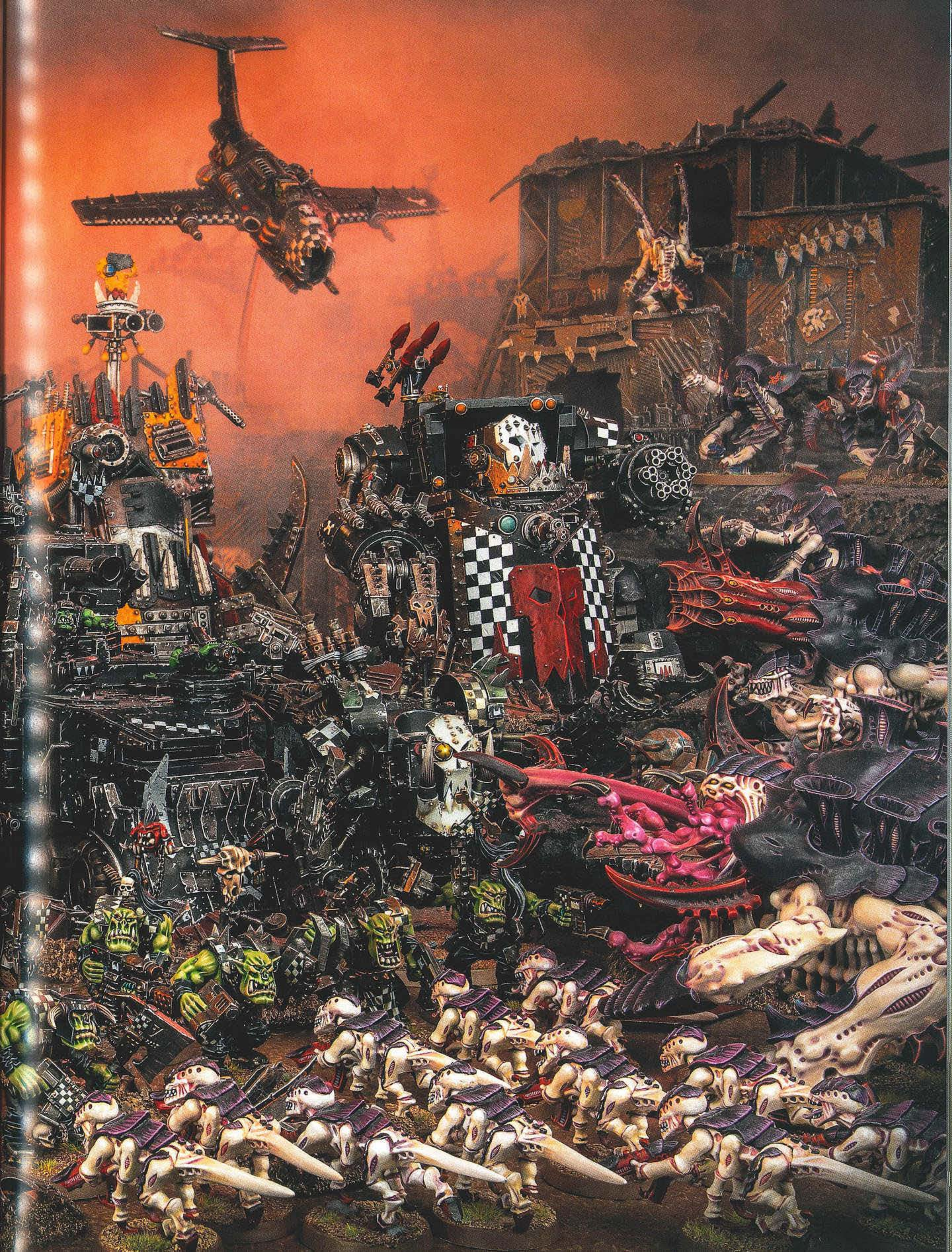
Already the Tyranids are taking advantage of this. The volume of biomass available to them in the wake of the Overfiend's defeat is so immense that it will be able to fuel huge waves of consumption. I have zero doubt now that the Tyranids of Hive Fleet Leviathan have the upper hand in the xenos war of the Octarian Empire. I do not know what affect this will have on Mankind's cause, but it cannot be good. I must recommend we pass our findings - anonymously and through appropriate channels of course - to select Imperial authorities. They must be warned.

# CAMPAIGN RULES

'Orks and Tyranids... they are vermin, parasites and pathogens. They are blights on the Emperor's galaxy. Wherever their monstrous feet tread, ruin and death is left in their wake. Their existence is blasphemy. This makes their defeat inevitable, for evil cannot thwart righteousness, nor can darkness drown light.

This truth does not make purging the galaxy of their presence an easy task. Nor should we want it to be - what true test of faith leaves the examined unscarred or unhardened?'

*- High Marshal Helbrecht, Chapter Master of the Black Templars*



# OCTARIUS SYSTEM CAMPAIGN

The Swarmlord's aggressive surge towards Octaria broke the stalemate in the Octarius System into a desperate war of attack, defence and denial. While the Orks attempted to hold off the Tyranid onslaught, many other factions were called to battle, either taking advantage of the carnage or attempting to negate the gains made by other forces. Maintaining the stalemate that had so far held both the Ork and Tyranid forces in check would keep the xenos' attention focused inwards, rather than towards other nearby sectors. Over the following pages, you will find a campaign system that allows you and a group of players to retell the events of the War Zone Octarius story for yourselves, in the onslaught within the Octarius System.

While one-off games against favoured opponents and new foes alike offer plenty of fun and enjoyment, campaigns are something special, adding even more excitement, consequence and narrative to every tabletop clash. By entering a campaign, you get to take part in not just one game, but a series of interlinked battles. You're not just playing to see who wins, but to seize hard-fought territory or resources, avenge an earlier defeat or earn fresh rewards for your army. Before each battle, you determine context: where the conflict is taking place, why, and what stakes and consequences it will have. At each game's end, you discover what cost the battle has levied on your forces, and what experience or potent relics they have gained. If participating as part of a team, you play knowing your fellow campaign commanders are battling at the same time on nearby tabletops, all of you fighting for the same goal. It is an exciting and immersive experience.

At its heart, playing in a campaign is a narrative experience that forges war stories you and your fellow commanders will share for years to come. It can be the highlight of an entire gaming year, and can spawn future events where you revisit old grudges or beloved settings. Whether you're completely new to campaign gaming, or a veteran looking for a new thrill, all you need to do is gather your armies and read on to discover how to get the most out of War Zone Octarius.

## INTRODUCTION

An Octarius System campaign allows a group of players to get together, form alliances and play a series of games. It is split into campaign phases, each of which consists of multiple battles fought with unique rules inspired by the key stages in War Zone Octarius. At the end of each campaign phase, the alliance with the most War Zone points achieves victory in that phase, then each alliance starts again for the following campaign phase, meaning the outcome of the campaign is at stake in each and every game from start to finish.

## CAMPAIGN MASTER

An Octarius System campaign is best run with a Campaign Master. This is a heroic individual who takes on the mobilisation and organisation of the campaign so that the other players can focus on playing games. A Campaign Master is in a privileged position that offers a degree of leadership to the individual who takes on the role, however, its primary purpose is to facilitate a smooth and enjoyable experience for all players involved. A Campaign Master can indeed play in the campaign, but in larger campaigns that include a multitude of players, it may be they prefer to solely oversee the campaign rather than play in it. In any case, the job of a Campaign Master is very easy, and we have provided simple instructions you can follow, and even predetermined examples of Octarius System campaigns you can use straight away, should you wish. You may wish to have several players share the role, perhaps with each taking responsibility for a separate campaign phase.

Over the following pages we will refer to the Campaign Master and how they can go about organising an Octarius System campaign. On pages 51-52, you will also find Campaign Master's Edicts, which are useful tools and rules ideas that the Campaign Master can use to add further excitement to the campaign. These are by no means essential, however. If this is the first campaign for many of the players, or they would otherwise prefer to keep things as simple as possible, then Campaign Master Edicts are not necessary for an Octarius System campaign.

## WAYS TO PLAY

The first step in the Octarius System campaign is for the Campaign Master to determine the type of play for the campaign: open, matched or narrative play. The Campaign Master will also need to determine the battle size (or battle sizes) that will be used in the campaign, and which mission packs they will draw missions from. It is important for the Campaign Master to specify these from the outset so that each player knows what to expect from the campaign before committing to it. We would always encourage a Campaign Master to take advice from their proposed group of players on which type of play is preferred, and what size armies players are able to muster for the Faction or Factions they wish to use for the duration. Taking part in a campaign of this type is a collaborative effort and requires agreement and cooperation from all involved to ensure that it both runs smoothly and that the maximum amount of enjoyment can be experienced by each participant.

# PLAYERS AND ALLIANCES

Once a Campaign Master has stepped forward, their first task in organising an Octarius System campaign is to gather the players and sort them into alliances. The system is flexible enough to support various numbers of people; an experienced Campaign Master could run the campaign for dozens of gamers, and equally just two players could use the system to tie the results of their regular games together into a greater whole. The campaign is at its best, however, with a small group of like-minded and enthusiastic players who can meet on a regular basis, and who can be evenly distributed across the alliances. The Octarius System campaign can use either two or three alliances – the Attackers and the Defenders are the two core alliances. If you have three or more players and wish to add a twist to your campaign, you can also use the third alliance – the Agents of Disruption.

These alliances should be organised evenly and, where possible, based on the Faction being played, so have a chat with the group to determine this. Once players are assigned to an alliance, their army is committed to the cause and will do their all to achieve victory. For this reason, players should play the same Faction throughout the campaign. If they wish to change their Faction, they can do so at the Campaign Master's discretion. The alliances are as follows:

- Defenders – The planets of the Octarius Sector are held in the iron grip of the Overfiend and his Orks. Other forces will be attempting to resist the relentless Tyranid onslaught and maintain the current stalemate, in order to ensure the safety of surrounding systems. An army with the **ORKS** keyword is best suited to this alliance, but any force that would benefit from the Tyranid forces being denied victory, or the stalemate continuing, can also be included.
- Attackers – The Tyranids and their Swarmlord are single-minded in their determination to reach Octaria and absorb the biomass gathered there. At the same time, cult uprisings within the Human slave populations – as well as other forces who would seek the downfall of the Orks – are at play in the sector. An army with the **TYRANIDS** keyword is best suited to this alliance, but any other Faction that might seek to raid or disrupt the Ork defenders is also appropriate.
- Agents of Disruption – The Octarius Sector is a battleground where both the Tyranids and Orks are under constant manipulation by exterior forces, ensuring that neither is able to gain the upper hand and threaten nearby Imperial worlds. These forces work from the shadows, but occasionally conduct larger strikes against specific targets. Any army that might seek to disrupt the Attacking or Defending forces is suited to this alliance.

These alliances allow for a well-rounded campaign, with each side battling back and forth for dominance or, in the case of the Agents of Disruption, to maintain the status quo.

## ALLIES OF CONVENIENCE

Note that the bullet points opposite are guidelines on how to organise players into an alliance, rather than requirements. If it suits the group better to organise the alliances differently, then the Campaign Master should feel free to do so. For example, if many of the players in the group play armies associated with a single alliance, then – to make the alliances more evenly numbered – some of them may have to fight for a different alliance than we have recommended. This is fine. You could always create some interesting narrative to explain why that side chose to fight for a different alliance.

Here are a few examples:

- The Aeldari seek to contain Hive Fleet Leviathan. They appear from hidden webway gates and fight on the side of the Ork Defenders, then disappear again before the ignorant greenskins are able to bring forces to bear against them.
- A Necron stasis-tomb lies beneath the surface of one of these worlds. Undisturbed thus far, they finally awaken, marching forth for the Agents of Disruption in order to deny the occupying Orks or the invading Tyranids the resources of a world the Necrons see as theirs.
- A force of Chaos Space Marines are secreted on multiple worlds that have been devastated by the Blood Crusade. They seek to enact a ritual to open several portals to the warp, joining the Defenders in holding back the Tyranid assaults until their daemonic allies can arrive to drown the Octarius System in blood once more.

Equally, if it is just not possible to arrange alliances evenly, then the system will still work with a little extra organisation from the Campaign Master, as described later.

# CAMPAIGN LENGTH

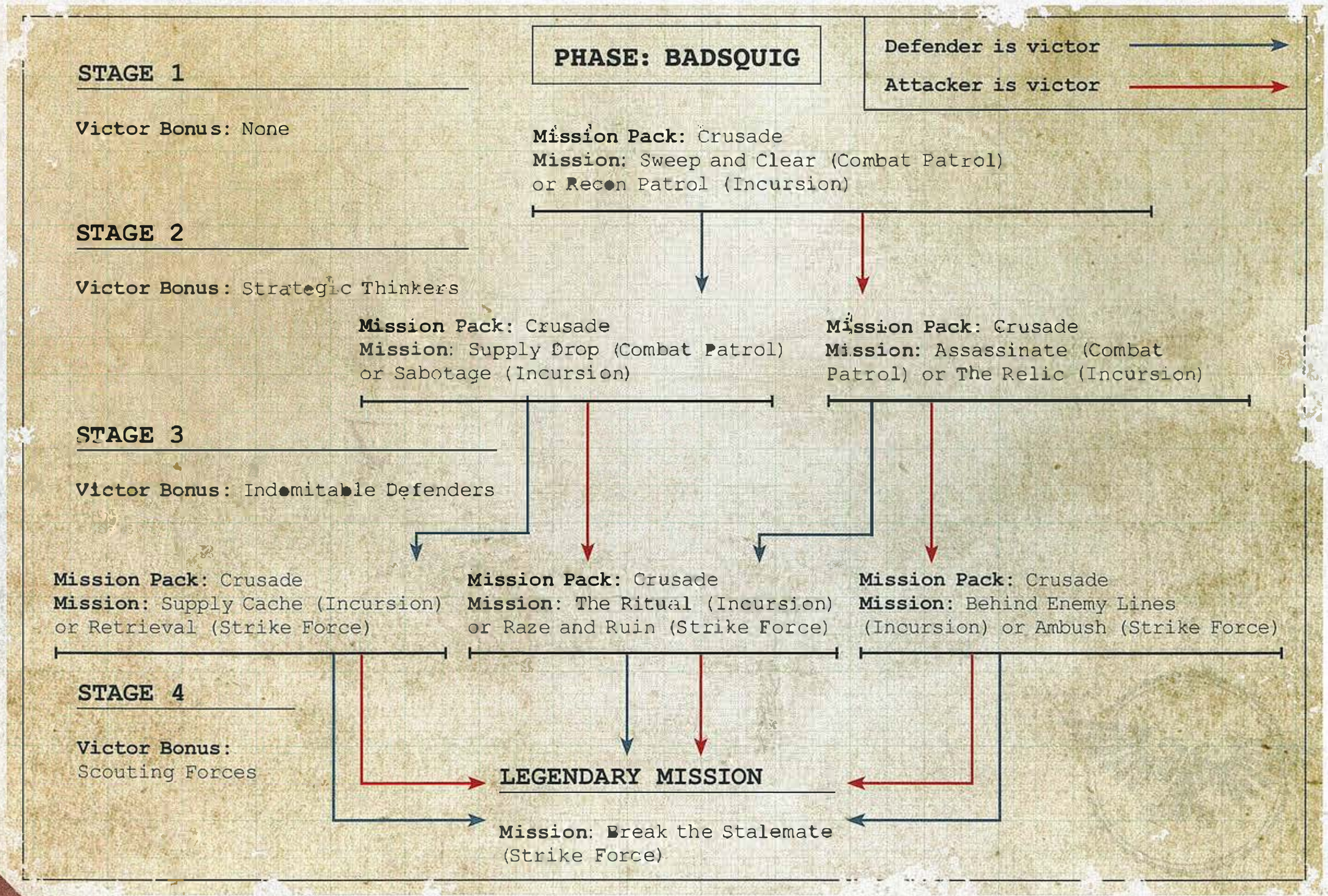
An Octarius System campaign is split into up to 5 phases, each of which has 3 stages. Before the campaign begins, the Campaign Master should determine the number of phases in the campaign, to a maximum of five. Once the final stage of a phase ends, the alliance that won that phase is determined. Once the final stage of the final phase ends, the campaign ends and the overall winning alliance is determined.

A campaign can be a long and expansive experience where each campaign phase takes place over a month, with many battles fought and mighty heroes lost to the fires of war. Equally, it can be a short and focused campaign played over a weekend, with each campaign phase consisting of just one battle representing the key moments of the conflict. Ultimately, the Campaign Master should determine a campaign length that best suits the gaming group taking part, thinking about how regularly they can meet and how many games they are likely to play.

As a guide, if each member of your campaign group will play one game a week, each phase will last three weeks. Whilst it is tempting to plan out an epic campaign for galactic domination, we recommend keeping your campaign small, say to 2 or 3 phases. If, at the end of the final phase, all the players are thirsting for more war, the Campaign Master can always decide to start a new campaign altogether. The rules provided in the Campaign Master's Edicts ensure that even replaying the same phase can feel dramatically different with a few aspects altered.

# CAMPAIGN PHASES

Each phase of the campaign is set on a different world in the path of the Tyranid onslaught. For each phase in your campaign, the Campaign Master must select one of the four outlying worlds: Badsquig, Gork's Bonce, Dakkazot or Urmuk. The final phase of the campaign will be played on Octaria. Each of these worlds has a corresponding campaign tree, which the Campaign Master will need to create and then distribute to the players to use for that phase. This is simply a list of missions that can be played during that phase of the campaign, and a list of bonuses that the players can earn for winning each stage. Each phase will also contain a legendary mission, unique to that phase. An example is shown below:



It is very straightforward to create a Campaign Tree and takes mere moments to do. For each stage, select two missions of different battle sizes from your desired mission pack(s) and then select three Victor Bonuses from those listed on pages 42-43. A blank Campaign Tree that you can photocopy and fill in for each of the phases can be found in the reference section of this book, on page 50. If you prefer, however, you can use one of the predetermined example Campaign Trees in this book, which can be found on pages 44-46. Each phase will also have a Legendary Mission that fills one slot in that phase.

Once you have established the way to play, gathered the players into alliances, determined the length of the campaign and created your Campaign Tree(s), it's time for the war in the Octarius System to begin!

### MISSIONS AND MISSION PACKS

You can use any mission from any mission pack when creating a Campaign Tree for an Octarius System campaign, but we recommend you first make sure all players taking part have access to them. You can either carefully select specific missions that you think might flow naturally together, or simply randomly select them. You can also select any battle size for any stage in the phase; indeed, there is no requirement for all the missions in a particular stage to use the same battle size if you do not wish them to. Though the choice is completely up to you, we have found you can best represent the escalating nature of a campaign by starting with smaller battle sizes for earlier stages, and have larger battle sizes in later stages. Alternatively, the earlier phases of a campaign could feature larger battle sizes, and the later phases smaller ones.

## CAMPAIGN STAGES

Each campaign phase begins on stage one. The result of each battle is about more than just personal glory. Your presence contributes to the success of your alliance in the greater war. This is achieved with War Zone points. Each time you play a game, your alliance earns War Zone points as follows:

| WAR ZONE POINTS | | | | |
|---|---|---|---|---|
| | COMBAT PATROL | INCURSION | STRIKE FORCE | ONSLAUGHT |
| Play a game | 1 | 1 | 1 | 1 |
| Draw a game | 1 | 2 | 3* | 4 |
| Win a game | 2 | 3 | 4* | 5 |

*If the Strike Force mission being played is a Legendary Mission, score 1 additional War Zone point.

*For example, if you play a Combat Patrol game and win, your alliance earns a total of 3 War Zone points.*

It is the players' responsibility to determine how many War Zone points are earned. They then report their results to the Campaign Master, who keeps a record of each alliance's total War Zone points. Once the current stage of the campaign phase comes to an end, the victor of that phase is the alliance with the most War Zone points. If any alliances are tied for the most War Zone points, then the tied alliance that won the most battles during that campaign stage is the victor of that phase. If there is still a tie, the Campaign Master rolls a D6 to randomly determine which of the tied alliances is victorious.

Once the victor is determined, the victorious alliance gains that stage's Victor Bonus; all players in that alliance gain the listed Victor Bonus, which they can use for the remainder of the campaign. The players then proceed to the next stage of that phase of the campaign, and each alliance's War Zone points are reset to zero, putting alliances on an equal footing for the next stage of the campaign. The missions available to be played during the next stage depends on which alliance was the victor in the last stage, as shown in the Campaign Tree for that phase. If the Agents of Disruption are victorious in a stage, they can choose which branch of the tree is used next. This could be decided by a vote, or the Campaign Master can nominate a player from that alliance who has performed admirably during that stage to choose.

*For example, if we were using the Campaign Tree shown opposite, all players would play the Sweep and Clear or Recon Patrol Mission during stage 1. If the Attackers won stage 1, then they would gain no Victor Bonus and all players would play Assassinate or The Relic mission during stage 2. If the Agents of Disruption won stage 2, they would gain the Strategic Thinkers Victor Bonus, and they could decide whether the missions played by all players during the third stage of this phase would be The Ritual or Raze and Ruin, or Behind Enemy Lines or Ambush. If the Defenders won stage 3, they would gain the Indomitable Defenders Victor Bonus, and then all players would play the Break the Stalemate Legendary Mission in Stage 4 – the winning alliance of this stage gains the Scouting Forces Victor Bonus.*

### UNEVEN ALLIANCES

If an alliance has an uneven number of players, the Campaign Master is at liberty to reward extra War Zone points to make up the inherent deficit. Perhaps they could set a challenge for one player in each campaign stage, with War Zone points awarded to their alliance for playing that game, and a greater points return if they achieve victory and complete that challenge.

# ARRANGING GAMES

To play a game, a player must arrange one with a player from an opposing alliance. That player and their opponent will then decide which of the two missions listed for that stage they wish to play. This may be negotiated, determined due to the amount of time or size of armies available, or simply determined by rolling a D6. When they meet on the battlefield, they follow the battle sequence as specified in their mission pack, with the following exception:

Whenever a narrative play or matched play mission instructs players to determine the Attacker or Defender, replace that step of the mission sequence with the following rule:

'**Surgical Strikes:** The player from the Agents of Disruption alliance is the Attacker, and their opponent is the Defender. If neither player is from the Agents of Disruption alliance, then the player from the Attackers alliance is the Attacker and the player from the Defenders alliance is the Defender.'

Once the players have finished their game and determined the victor, they earn War Zone points for their alliance, as detailed on the previous page.

The Campaign Master has a few options concerning how players are matched up for games. They can leave the players to arrange games themselves, with challenges thrown down and honour at stake – this is perhaps the simplest way of arranging games, and lets the campaign progress naturally with plenty of friendly rivalries to go with it!

Alternatively, it may be appropriate to introduce more structure to the match-ups. A match-up schedule will ensure that each alliance gets an equal amount of games, as well as ensuring players are able to take a week off if required without affecting the overall result. For example, in a campaign where each alliance has 5 players (giving an odd numbered total of 15), it will be impossible to match every player up with an opponent in each stage. Setting a schedule that requires 4 of the 5 players to play a game in that stage will mean that players can take a break when required, as well as ensuring that each alliance plays an even number of games and therefore has an equal chance to score War Zone points. This can also add to the narrative, as you can imagine each group battling in a different system of the Octarius System.

The number of games played in each stage can also be varied. The Campaign Master may decide that each player will play one game during each stage, or that each Faction has a maximum number of games that they can score points from. This is purely at the Campaign Master's discretion, and will be affected by player count as well as numerous other factors.

# LEGENDARY MISSIONS

Each campaign phase contains one Legendary Mission, which must be played during that stage instead of any other missions. Each Legendary Mission is based on a key conflict during a different phase of the War Zone Octarius campaign, and each is set on a different world within that system. They are different to missions you will find in mission packs, in that they have a variety of unique mission rules that add additional narrative to the battle. Note that these missions can be played by following the mission sequence from any mission pack. That means that in a matched play campaign, the players should select secondary objectives as normal, and in a narrative play campaign using Crusade forces, the players should select Agendas as normal. These Legendary Missions have been designed for use with Strike Force size battles, but the Campaign Master should feel free to adjust these missions for Combat Patrol, Incursion or Onslaught size battles if they so choose. The Legendary Missions can be found on pages 54-63.



# WINNING THE CAMPAIGN

Once the final phase of the campaign – the Octaria phase – ends, the campaign has reached its conclusion. Alliances have had victories in the various campaign phases, and these victories determine the overall winner of the Octarius System campaign. Each campaign phase provides a Strategic Value to the alliance that was victorious during it, as follows:

| CAMPAIGN PHASE | STRATEGIC VALUE |
|---|---|
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| etc. | etc. |

Also, note the Final Stand Victor Bonus (pg 43) has a Strategic Value of +2 for the alliance that earns it, but only if you are playing an exceptionally long campaign that uses all 5 phases. Once each alliance has determined their total Strategic Value, they should consult the table below to determine who is crowned the overall campaign victor, and what kind of victory (and bragging rights) they have won:

| STRATEGIC VALUE | CAMPAIGN RESULT |
|---|---|
| Attackers have the highest Strategic Value. | **The Swarm Victorious:** Both the Orks and the Agents of Disruption caught up in the conflict are utterly destroyed. The Overfiend is cast down, and the greenskin biomatter is consumed by the Tyranid host. |
| Defenders have the highest Strategic Value. | **Waaagh!:** The Orks have held firm, destroying both the Tyranid assault and the machinations of the Agents of Disruption. The Overfiend mounts the Swarmlord's head upon his banner, his might undisputed. With their forces tempered by battle – and no longer impeded by the tendrils of Leviathan – the greenskins now pose a grave threat to surrounding systems. |
| Agents of Disruption have the highest Strategic Value. | **Disrupted:** The Agents of Disruption can continue their operations unimpeded. All threats to their plans have been eliminated, and it is likely that both the Ork and Tyranid forces will never again gain enough momentum to trouble this region. |
| All alliances have the same Strategic Value | **A Bloody Stalemate:** The campaign is a draw. Despite all efforts, neither side has managed to defeat the other to claim outright victory. The Octarius System war will rage on... |



# VICTOR BONUSES

When a Campaign Master is creating a Campaign Tree (pg 38), they can select Victor Bonuses from those below. They can either select the bonuses they feel best fit the narrative of the campaign, or they can select them randomly by rolling a D36. To do so, roll one D3 and one D6: the result of your D3 determines your 'tens' and the result of your D6 your 'units'. For example, if you rolled a D3 and the result was a 2, and you rolled a D6 and the result was a 5, then the D36 result is a 25.

If selecting randomly, re-roll duplicate results. The Victor Bonus for the final stage of the final phase of your campaign must always be Final Stand (see page 43) – this cannot be randomly selected or used for any other stage of the campaign.

## 11. CHAMPIONS OF THE CAUSE

*Some among our forces show exceptional promise, setting an example to all who witness them fight.*

Once per battle, during the Resolve Pre-battle Abilities step, you can select one unit with the Elites Battlefield Role (excluding **VEHICLE** or **MONSTER** units). That unit has the following ability:

'**Champions (Aura)**: While a friendly unit is within 6" of this unit, add 1 to that unit's Leadership characteristic.'

## 12. MIGHTY HERO

*Our leaders must be paragons of battle, their every strike perfect, their every parry expertly timed.*

Once per battle, when you use the Command Re-roll Stratagem (see the Warhammer 40,000 Core Book) to re-roll a hit roll, a wound roll, a damage roll or a saving throw for your **WARLORD**, that Stratagem costs 0CP.

## 13. VETERAN INFILTRATORS

*Our forces have become adept at avoiding the attention of the enemy, moving around their positions without being noticed.*

Once per battle, during the Resolve Pre-battle Abilities step, you can select one unit (excluding **VEHICLE** or **MONSTER** units). Redeploy that unit. If the mission uses the Strategic Reserves rules, that unit can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.

## 14. SCOUTING FORCES

*Our forces are able to move stealthily into forward positions to ambush the foe.*

Once per battle, during the Resolve Pre-battle Abilities step, you can select one unit (excluding **VEHICLE** or **MONSTER** units) that is wholly within your deployment zone. That unit can immediately make a Normal Move of up to 6" as if it were your Movement phase.

## 15. STRATEGIC THINKERS

*Battle field experience has given some among our forces a superb grasp of tactics and strategy.*

At the start of your Command phase, if your **WARLORD** is on the battlefield, roll one D6; on a 5+, the Battle-forged CP bonus grants you one additional CP this turn (this will typically mean you gain 2CP, rather than 1).

## 16. INDOMITABLE DEFENDERS

*Our forces have learned how to gain maximum protection from even scant cover.*

At the start of the battle, you can select one **INFANTRY** unit from your army. While that unit has the benefit of Light Cover, it has the following ability:

'**Solid Defence:** Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this ability, that attack has an Armour Penetration characteristic of 0 instead.'

## 21. HIDDEN INTELLIGENCE

*Undercover agents supply us with excellent intelligence on enemy movements. We know how to stay one step ahead.*

Each time a battle ends in a draw, you gain 1 additional War Zone point from that battle.

## 22. SHADOW OPERATIONS

*Elite kill teams are causing havoc behind enemy lines, destroying supplies, delaying reinforcements and ensuring our offensive maintains momentum.*

At the end of each battle, roll one D6; on a 5+, you gain 1 additional War Zone point from that battle.

## 23. SUPERIOR LOGISTICS

*The efficiency of our supply trains means that anything our forces need can be delivered in an instant, ensuring ammunition is always plentiful and bellies are always full.*

When building your army, the Command Cost of each Vanguard Detachment is reduced by 1CP.

## 24. COMMUNICATIONS COVERAGE

*Rotating code-forms ensure that our communications systems remain active, with full coverage of the war zone. We can continually supply targeting information to our heaviest forces without slowing their advance.*

When building your army, the Command Cost of each Spearhead Detachment is reduced by 1CP.

## 25. ORBITAL SCANS

*Utilising orbital imagery, our rapid assault forces always know the lay of the land and are able to use the local terrain to their advantage.*

When building your army, the Command Cost of each Outrider Detachment is reduced by 1CP.

## 26. SUPPORTING ARTILLERY

*Well-placed artillery can cover our every advance and pound the enemy into submission.*

In your first Command phase, roll one D6 for each enemy unit on the battlefield. On a 6, that enemy unit suffers D3 mortal wounds.

## 31. UNDERMINING OPERATIONS

*We have tunnelled beneath the enemy's defensive positions, ready to collapse them at a moment's notice.*

Once per battle, in your first Command phase, you can trigger a collapse. Select one terrain feature on the battlefield that has the Light Cover trait. That terrain feature loses the Light Cover trait and gains the Breachable and Difficult Ground traits.

## 32. SUPREME GAMBIT

*Much of our strength lies in wait to be the hammer. The remainder of our forces are the anvil. They must hold, no matter the cost, until the time is right to strike our foes.*

If the mission uses the Strategic Reserves rules, you can set up additional units, to a maximum total Power Level of 20, in Strategic Reserves for no cost, regardless of how many units are already in Strategic Reserves.

If you used this ability to set up units with a total Power Level of between 5 and 15 in Strategic Reserve and you win or draw the battle, gain 1 additional War Zone point. If you used this ability to set up units with a total Power Level of 16 or more in Strategic Reserve and you win or draw the battle, gain 2 additional War Zone points.

## 33. DECEITFUL TACTICS

*Using fake communications, holographic imagery or other misdirection, we can leave the enemy unsure of our forces' true positions.*

After both players have deployed their armies, select up to two units from your army and redeploy them wholly within your deployment zone. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.

## 34. COUNTER-ASSAULT

*Spotting a weakness in the foe as they extend their lines, our forces strike back, driving a wedge into their defences.*

If you lost your previous battle, do not use the rules described in the Determine First Turn step of the mission pack. Instead, you can choose whether you will take the first or second turn.

## 35. MASTERFUL DEFENCE

*Every assault, push and trick the enemy attempts breaks like waves upon the shore of our defence lines.*

If the mission uses the Strategic Reserves rules and your opponent wishes to place any units into Strategic Reserves, add 1 to the CP cost.

## 36. ALL OUT OFFENSIVE

*The time is now. We have committed everything to breaking the enemy's will to fight. If we succeed, nothing can stop us.*

If the mission uses the Strategic Reserves rules and you wish to place any units into Strategic Reserves, subtract 1 from the CP cost.

### FINAL STAND

*The final battle looms. All our hopes and resources are pinned on it. The other worlds of the Octarius System lie behind us, and we must succeed here or be lost entirely.*

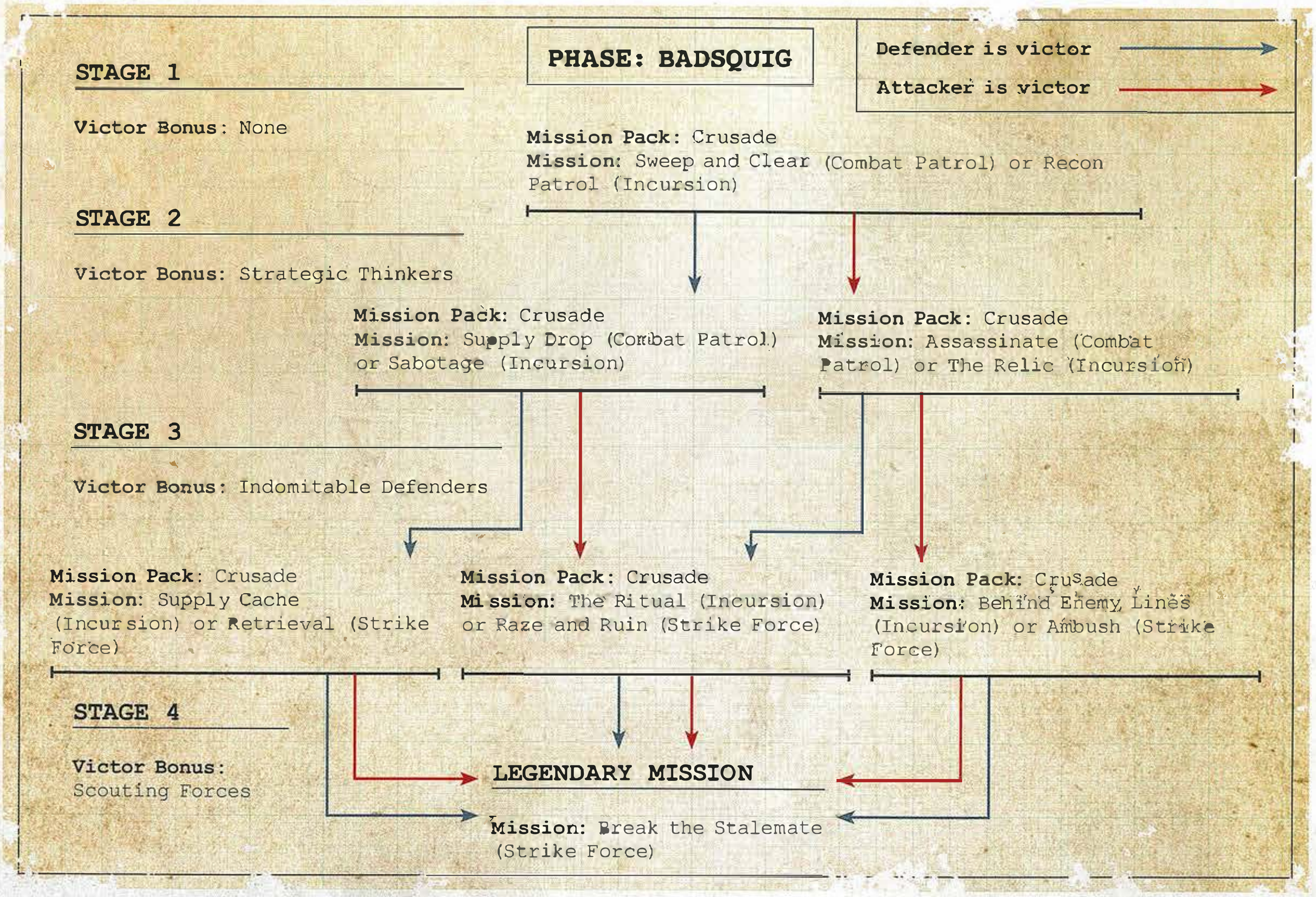
This bonus can only apply to the final stage of an Octarius System campaign. If the campaign lasted for 5 phases, increase your alliance's total Strategic Value by 2.



# PREDETERMINED CAMPAIGN TREES

On these pages you will find some ready to use Campaign Trees – for both matched play and narrative play – that you can use in an Octarius System campaign. These use missions found in the Warhammer 40,000 Core Book, and assume all players taking part in the campaign can field Strike Force size armies.

The Campaign Master should feel free to photocopy and use these, modify them, or simply use them as inspiration when making their own Campaign Trees (a blank Campaign Tree you can photocopy and fill in can be found in the reference section of this book, on page 50).






## PHASE: GORK'S BONCE

**Defender is victor** →

**Attacker is victor** →

### STAGE 1

**Victor Bonus:** Champions of the Cause

### STAGE 2

**Victor Bonus:** Mighty Hero

**Mission Pack:** Crusade
**Mission:** Assassinate (Combat Patrol) or The Ritual (Incursion)

**Mission Pack:** Crusade
**Mission:** Recon Patrol (Incursion) or Raze and Ruin (Strike Force)

**Mission Pack:** Crusade
**Mission:** Sabotage (Incursion) or Narrow the Search (Strike Force)

### STAGE 3

**Victor Bonus:** Veteran Infiltrators

**Mission Pack:** Crusade
**Mission:** Cut Off the Head (Strike Force) or Supplies From Above (Strike Force)

**Mission Pack:** Crusade
**Mission:** Cut Off the Head (Strike Force) or Ambush (Strike Force)

**Mission Pack:** Crusade
**Mission:** Raze and Ruin (Strike Force) or Ambush (Strike Force)

### STAGE 4

**Victor Bonus:** Counter-assault

### LEGENDARY MISSION

**Mission:** Into the Maelstrom (Strike Force)

## PHASE: DAKKAZOT

**Defender is victor** →

**Attacker is victor** →

### STAGE 1

**Victor Bonus:** Shadow Operations

### STAGE 2

**Victor Bonus:** Superior Logistics

**Mission Pack:** Crusade
**Mission:** Supply Drop (Combat Patrol) or Supply Cache (Incursion)

**Mission Pack:** Crusade
**Mission:** Behind Enemy Lines (Incursion)or Retrieval (Strike Force)

**Mission Pack:** Crusade
**Mission:** Sabotage (Incursion) or Raze and Ruin (Strike Force)

### STAGE 3

**Victor Bonus:** Hidden Intelligence

**Mission Pack:** Crusade
**Mission:** Narrow the Search (Strike Force) or Field of Glory (Onslaught)

**Mission Pack:** Crusade
**Mission:** Ambush (Strike Force) or Grand Assault (Onslaught)

**Mission Pack:** Crusade
**Mission:** Cut Off the Head (Strike Force) or Firestorm (Onslaught)

### STAGE 4

**Victor Bonus:** Masterful Defence

### LEGENDARY MISSION

**Mission:** Collapse Zone (Strike Force)

## PHASE: URMUK

Defender is victor →

Attacker is victor →

### STAGE 1

**Victor Bonus:**
Communications Coverage

**Mission Pack:** Crusade
**Mission:** Sabotage (Incursion) or Recon Patrol (Incursion)

### STAGE 2

**Victor Bonus:** Supporting Artillery

**Mission Pack:** Crusade
**Mission:** Supply Cache (Incursion) or Narrow the Search (Strike Force)

**Mission Pack:** Crusade
**Mission:** Behind Enemy Lines (Incursion) or Ambush (Strike Force)

### STAGE 3

**Victor Bonus:** Orbital Scans

**Mission Pack:** Crusade
**Mission:** Retrieval (Strike Force) or Grand Assault (Onslaught)

**Mission Pack:** Crusade
**Mission:** Cut Off the Head (Strike Force) or Field of Glory (Onslaught)

**Mission Pack:** Crusade
**Mission:** Raze and Ruin (Strike Force) or Firestorm (Onslaught)

### STAGE 4

**Victor Bonus:**
All out Offensive

### LEGENDARY MISSION

**Mission:** Capture the Station (Strike Force)

## PHASE: OCTARIA

Defender is victor →

Attacker is victor →

### STAGE 1

**Victor Bonus:** Supreme Gambit

**Mission Pack:** Crusade
**Mission:** Supply Cache (Incursion) or Retrieval (Strike Force)

### STAGE 2

**Victor Bonus:** Undermining Operations

**Mission Pack:** Crusade
**Mission:** Narrow the Search (Strike Force) or Cut Off the Head (Strike Force)

**Mission Pack:** Crusade
**Mission:** Retrieval (Strike Force) or Ambush (Strike Force)

### STAGE 3

**Victor Bonus:** Deceitful Tactics

**Mission Pack:** Crusade
**Mission:** Ambush (Strike Force) or Field of Glory (Onslaught)

**Mission Pack:** Crusade
**Mission:** Cut Off the Head (Strike Force) or Firestorm (Onslaught)

**Mission Pack:** Crusade
**Mission:** Cut Off the Head (Strike Force) or Grand Assault (Onslaught)

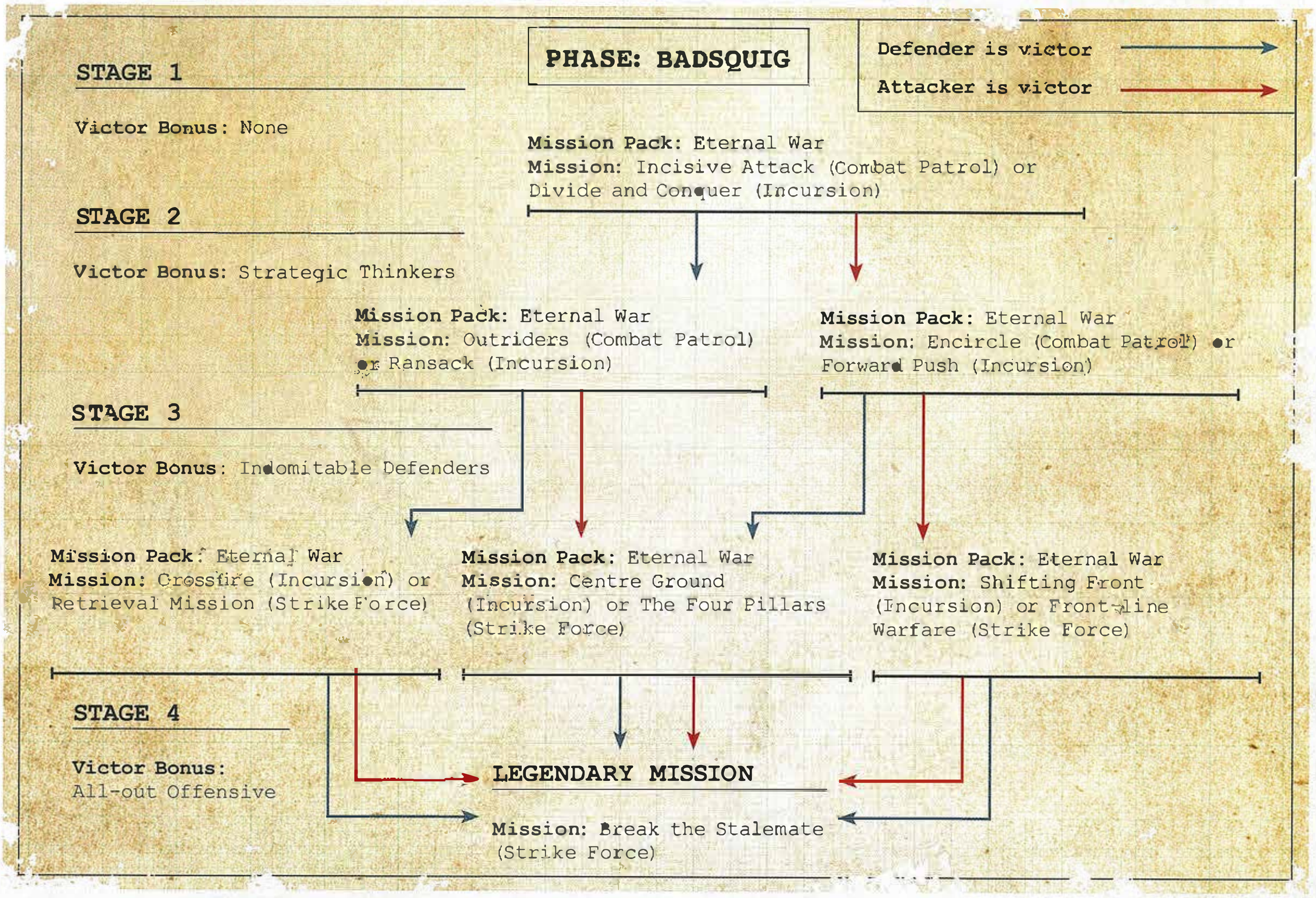
### STAGE 4

**Victor Bonus:**
Final Stand

### LEGENDARY MISSION

**Mission:** Break Their Back (Strike Force)

# MATCHED PLAY CAMPAIGN TREES



## PHASE: GORK'S BONCE

Defender is victor →

Attacker is victor →

### STAGE 1

**Victor Bonus:**
Champions of the Cause

### STAGE 2

**Victor Bonus:** Mighty Hero

**Mission Pack:** Eternal War
**Mission:** Outriders (Combat Patrol) or Centre Ground (Incursion)

**Mission Pack:** Eternal War
**Mission:** Crossfire (Incursion) or The Four Pillars (Strike Force)

**Mission Pack:** Eternal War
**Mission:** Divide and Conquer (Incursion) or No Man's Land (Strike Force)

### STAGE 3

**Victor Bonus:**
Veteran Infiltrators

**Mission Pack:** Eternal War
**Mission:** Front-line Warfare (Strike Force) or Shifting Front (Incursion)

**Mission Pack:** Eternal War
**Mission:** Scorched Earth (Strike Force) or Ransack (Incursion)

**Mission Pack:** Eternal War
**Mission:** Retrieval Mission (Strike Force) or Forward Push (Incursion)

### STAGE 4

**Victor Bonus:**
Counter-assault

### LEGENDARY MISSION

**Mission:** Into the Maelstrom (Strike Force)

## PHASE: DAKKAZOT

Defender is victor →

Attacker is victor →

### STAGE 1

**Victor Bonus:** Shadow Operations

### STAGE 2

**Victor Bonus:** Superior Logistics

**Mission Pack:** Eternal War
**Mission:** Incisive Attack (Combat Patrol) or Divide and Conquer (Incursion)

**Mission Pack:** Eternal War
**Mission:** Centre Ground (Incursion) or No Man's Land (Strike Force)

**Mission Pack:** Eternal War
**Mission:** Ransack (Incursion) or Scorched Earth (Strike Force)

### STAGE 3

**Victor Bonus:** Hidden Intelligence

**Mission Pack:** Eternal War
**Mission:** Vital Intelligence (Strike Force) or All-out War (Onslaught)

**Mission Pack:** Eternal War
**Mission:** Cut Off the Head (Strike Force) or Field of Glory (Onslaught)

**Mission Pack:** Eternal War
**Mission:** Front-line Warfare (Strike Force) or Pathway to Glory (Onslaught)

### STAGE 4

**Victor Bonus:**
All out Offensive

### LEGENDARY MISSION

**Mission:** Collapse Zone (Strike Force)

## PHASE: URMUK

Defender is victor →

Attacker is victor →

### STAGE 1

**Victor Bonus:**
Communications Coverage

### STAGE 2

**Victor Bonus:**
Supporting Artillery

### STAGE 3

**Victor Bonus:**
Orbital Scans

### STAGE 4

**Victor Bonus:**
All-out Offensive

**Mission Pack:** Eternal War
**Mission:** Encircle (Combat Patrol) or Shifting Front (Incursion)

**Mission Pack:** Eternal War
**Mission:** Ransack (Incursion) or Scorched Earth (Strike Force)

**Mission Pack:** Eternal War
**Mission:** Centre Ground (Incursion) or The Four Pillars (Strike Force)

**Mission Pack:** Eternal War
**Mission:** Front-line Warfare (Strike Force) or Lines of Battle (Onslaught)

**Mission Pack:** Eternal War
**Mission:** No Man's Land (Strike Force) or Pathway to Glory (Onslaught)

**Mission Pack:** Eternal War
**Mission:** Retrieval Mission (Strike Force) or All-out War (Onslaught)

**LEGENDARY MISSION**

**Mission:** Capture the Station (Strike Force)

## PHASE: OCTARIA

Defender is victor →

Attacker is victor →

### STAGE 1

**Victor Bonus:** Supreme Gambit

### STAGE 2

**Victor Bonus:**
Undermining Operations

### STAGE 3

**Victor Bonus:**
Deceitful Tactics

### STAGE 4

**Victor Bonus:**
Final Stand

**Mission Pack:** Eternal War
**Mission:** Centre Ground (Incursion) or Forward Push (Incursion)

**Mission Pack:** Eternal War
**Mission:** Divide and Conquer (Incursion) or Front-line Warfare (Strike Force)

**Mission Pack:** Eternal War
**Mission:** Crossfire (Incursion) or Scorched Earth (Strike Force)

**Mission Pack:** Eternal War
**Mission:** The Four Pillars (Strike Force) or Lines of Battle (Onslaught)

**Mission Pack:** Eternal War
**Mission:** Retrieval Mission (Strike Force) or All-out War (Onslaught)

**Mission Pack:** Eternal War
**Mission:** Vital Intelligence (Strike Force) or Pathway to Glory (Onslaught)

**LEGENDARY MISSION**

**Mission:** Break Their Back (Strike Force)

# CAMPAIGN TREE REFERENCES

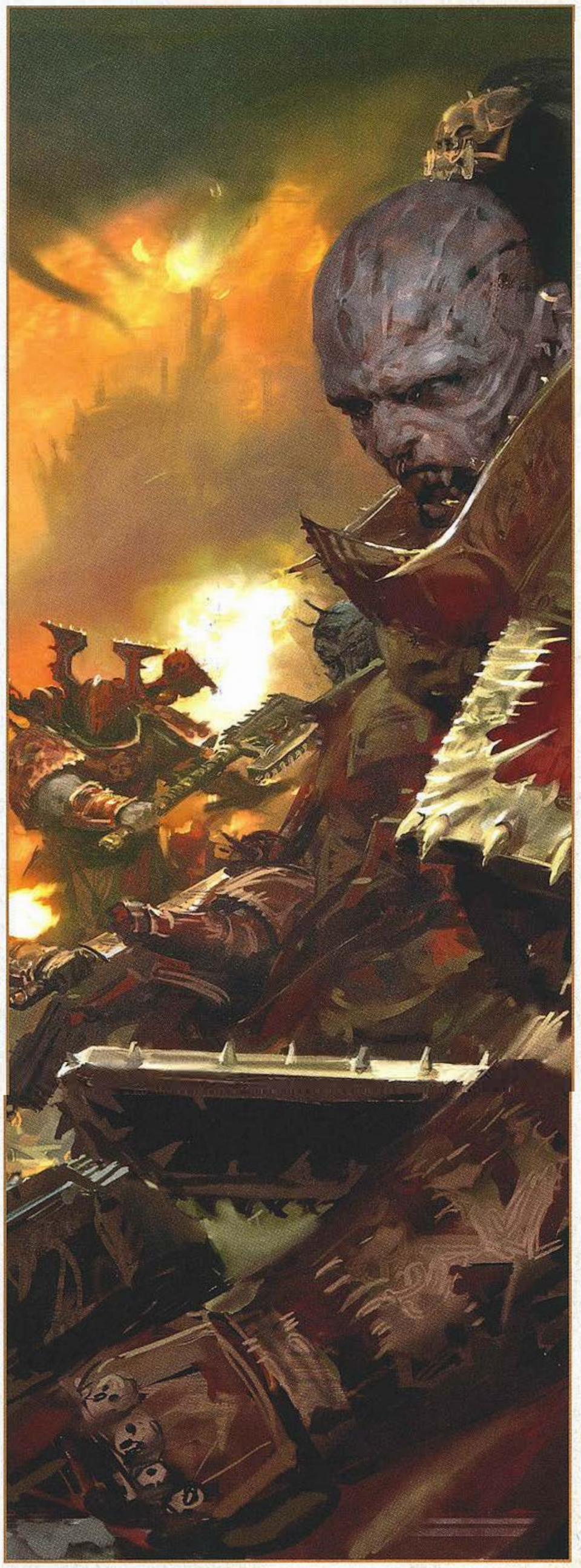



*Legendary Mission played will depend on what phase this is, as shown below:

| PHASE | LEGENDARY MISSION |
|---|---|
| Badsquig | Break the Stalemate |
| Gork's Bonce | Into the Maelstrom |
| Dakkazot | Collapse Zone |
| Urmuk | Capture the Station |
| Octaria | Break Their Back |

# CAMPAIGN MASTER'S EDICTS

Campaign Master's Edicts are tools the Campaign Master has at their disposal to add further depth to an Octarius System campaign. The Campaign Master should use these at their discretion, if it is appropriate for their gaming group and the circumstances the campaign is built upon. To use them, the Campaign Master simply declares to the players which of these edicts will be active and for how long – be it the rest of the phase, a single stage or the rest of the campaign. Once active, the selected edict(s) apply to all games played in that Octarius System campaign.



## FULL-SCALE BOMBARDMENT

*With such large forces at work, heavy fire support is plentiful, whether from emplaced artillery behind the lines or even orbital assets. These are not limitless, however, and command over their application is assigned to more senior officers within a force fighting in theatre, and with a direct view of the battle at hand.*

Each army can perform a number of bombardment attacks during the battle, based on the total combined Power Rating of the units with the HQ Battlefield Role and **SUPREME COMMANDER** keyword within your army. Add up the total combined Power Ratings of the units with the HQ Battlefield Role and the **SUPREME COMMANDER** keyword from your army that are on the battlefield, or embarked upon **TRANSPORT** units that are on the battlefield at the start of the first battle round, then consult the table below to determine how many bombardment attacks you can make during the battle.

**FULL-SCALE BOMBARDMENT**

| COMBINED POWER RATING OF UNITS ON THE BATTLEFIELD WITH THE HQ BATTLEFIELD ROLE AND SUPREME COMMANDER KEYWORD | FULL-SCALE BOMBARDMENT ATTACKS |
|---|---|
| 1-10 | 0 |
| 11-20 | 1 |
| 21-30 | 2 |
| 31+ | 3 |
| etc. | etc. |

Each turn, in their Command phase, a player can resolve one bombardment attack. Once a player has resolved all of their bombardment attacks, they cannot resolve any more for the rest of that battle.

To resolve a bombardment attack, that player selects a point on the battlefield that is visible to a unit with the HQ Battlefield Role and **SUPREME COMMANDER** keyword from their army, or a **TRANSPORT** unit that has one of these units embarked upon it, and places a marker on that point. The players then roll off, with the player resolving the attack adding 1 to their roll. The winner can move the marker a number of inches equal to the difference between the rolls. If the roll is tied, the marker does not move. Once the final position of that marker is determined, roll one D6 for each unit that is within 3" of the centre of that marker, subtracting 1 if that unit is an **INFANTRY CHARACTER** unit. On a 5+, that unit suffers D3 mortal wounds.

# CRITICAL MISSIONS

*There are turning points in any conflict that can signal a shift in momentum, such as a desperate last stand or an overwhelming assault against a battered foe. Such missions are often high-risk, but the rewards can change the course of that war.*

At the start of any campaign stage, the Campaign Master can decide that the battles fought during that stage will be Critical Missions for one or more alliances. They may choose to apply this to all alliances if the campaign is closely fought, or only to one alliance if they believe that alliance could use a slight helping hand. The Campaign Master can either select one of the Critical Missions listed below as appropriate, or simply allow players to select – or even randomly generate – one during the Read Mission Briefing step of each battle. Each Critical Mission will describe the conditions under which it is successful, and the reward gained for succeeding.

If they wish, the Campaign Master may assign several Critical Missions to a particular stage, or combine two Critical Missions together, whereby both conditions must be met for that mission to be successful, but if it is, both rewards are earned.

| CRITICAL MISSIONS | | |
|---|---|---|
| **D6** | **CRITICAL MISSION** | **REWARDS** |
| 1 | **Eliminate Commanders**<br>*The enemy cannot fight without their commanders.*<br>This Critical Mission is successful if all enemy **CHARACTER** models have been destroyed at the end of the battle. | • 1 War Zone point<br>• If this is a Crusade battle, you can select one additional unit to be Marked for Greatness (see the Warhammer 40,000 Core Book).<br>• If this is a matched play campaign, then during your first Command phase in your next battle, gain 1 additional Command point. |
| 2 | **Infiltrate**<br>*Push forward into enemy territory and report your findings.*<br>This Critical Mission is successful if, at the end of the battle, you have one or more units from your army within 6" of your opponent's battlefield edge. | • 1 War Zone point<br>• If this is a Crusade battle, during the Update Experience Points step, if units from your army would gain any experience points from a Shadow Operations Agenda (see the Warhammer 40,000 Core Book), they gain 1 additional experience point.<br>• If this is a matched play campaign, then during your first Command phase in your next battle, gain 1 additional Command point. |
| 3 | **Salvage Data**<br>*We have identified an enemy unit bearing crucial data. Destroy them and take it.*<br>At the start of the first battle round, select one enemy unit that was set up in your opponent's deployment zone. This Critical Mission is successful if that enemy unit is destroyed while a unit from your army (excluding **AIRCRAFT** units) is within 6" of it. | • 1 War Zone point<br>• If this is a Crusade battle, in your next battle, you can select one additional Agenda.<br>• If this is a matched play campaign, then during your first Command phase in your next battle, gain 1 additional Command point. |
| 4 | **Safeguard**<br>*The enemy seeks the death of one of our high-ranking commanders. Do not allow them to succeed.*<br>At the start of the first battle round, your opponent can select one **CHARACTER** unit from your army. This Critical Mission is successful if that unit is on the battlefield at the end of the battle. | • 1 War Zone point<br>• If this is a Crusade battle, during the Update Experience Points step, if units from your army would gain any experience points from a Battlefield Supremacy Agenda (see the Warhammer 40,000 Core Book), they gain 1 additional experience point.<br>• If this is a matched play campaign, then during your first Command phase in your next battle, gain 1 additional Command point. |
| 5 | **Hold the Line**<br>*If the enemy break through here, all is lost. Hold them back at all costs.*<br>This Critical Mission is successful if, at the end of the battle, there are no enemy units within 6" of your battlefield edge. | • 1 War Zone point<br>• If this is a Crusade battle, gain one Requisition point.<br>• If this is a matched play campaign, then during your first Command phase in your next battle, gain 1 additional Command point. |
| 6 | **Protect the Assets**<br>*Crucial assets have been placed under our care. Do not allow the enemy to take them.*<br>If this mission uses objective markers, select one that is not in either player's deployment zone. If this mission does not use objective markers, instead, during the Place Objective Markers step, set one up in the centre of the battlefield. This Critical Mission is successful if, at the end of the battle, you control that objective marker. | • 1 War Zone point<br>• If this is a narrative play campaign, you can increase your Crusade force's Supply Limit by 5.<br>• If this is a matched play campaign, then during your first Command phase in your next battle, gain 1 additional Command point. |

# CRUSADE REWARDS

In a narrative play campaign, the Campaign Master can further support Crusade forces by having a selection of bonuses and rewards available for the players. Here are a few ways in which these can be awarded:

## UNDERDOG REQUISITION POINT

At the end of each campaign phase, each player can be awarded 1 additional Requisition point based on if their alliance lost the current phase, representing that alliance calling for aid and doubling their efforts to achieve victory in the following campaign phase. Remember that each player can never have more than 5 Requisition points; any excess points are lost.

## EXPERIENCE POINTS

The Campaign Master can award experience points based on how each Crusade force performs on the battlefield. This should be done at the Campaign Master's discretion in an impartial and consistent manner. Here are some criteria by which the Campaign Master can determine experience rewards (note that these could be communicated as a challenge for the players to achieve):

- At the end of each campaign phase, each player from the winning alliance gains 5 experience points to distribute freely across units from their Crusade force.
- If a player defeats an enemy player who defeated them in their previous meeting in the campaign, after that game, the winning player can select one additional unit from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book).
- At the end of a campaign phase, if a player lost all the games they played during that phase, they can roll one D6. They gain that many experience points to distribute freely across the units from their Crusade force.



1

## PHASE 1 – LEGENDARY MISSION

# BADSQUIG: BREAK THE STALEMATE

### MISSION BRIEFING

*The endless stalemate in the Octarius System is shifting. The grinding war of attrition is breaking apart. Forces from all sides strike hard, seeking to push back their enemy's position and unseat its forces from this world.*

### MISSION RULES

**Grinding Front Lines:** If both players have units with the Objective Secured ability (see the Warhammer 40,000 Core Book) within range of an objective marker, neither player controls that objective marker. If a player controls an objective marker at the start of their Command phase, they can move that objective marker up to 6", directly towards their opponent's battlefield edge. An objective marker can never move more than 6" away from the centre line.

**War, From Horizon to Horizon:** Strategic Reserve units from your army cannot be set up within your opponent's deployment zone.

### MISSION OBJECTIVE

Victory points are awarded as follows:

### FRONT LINES

***Progressive Objective***

*The front lines are constantly in motion, with each side desperate to push back their foe.*

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- Two or more objective markers are closer to their opponent's battlefield edge than their own.
- Three or more objective markers are closer to their opponent's battlefield edge than their own.

This mission objective cannot be scored during the first battle round.

### WAR OF ATTRITION

***End Game Objective***

*Our enemy seeks to overwhelm us. Destroy them.*

At the end of the game, each player adds up the total Power Rating (or, if your game is using a points limit, the points value) of each unit from their army that has been destroyed. The player with the lowest total scores 10 victory points.

### VICTOR BONUS

If this battle was a Crusade battle, the victor can select two units from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle, instead of just one.

*The sharp tang of sweat flowed into Korsaris' nostrils with every shallow intake of recycled air. The veiled monitoring station he occupied was lit by the pale light of vid-screens and long-range augurs manned by his agents. The men and women were crammed into the small space, their eyes locked to the multiple stations they were responsible for.*

*None of them had slept in days, since the fresh Tyranid armada broke into the Octarius System. A deluge of bioships had descended upon the world the greenskins called Badsquig, one of several planets in the system where up until now Tyranid swarms and Ork hordes were in deadlock.*

*Korsaris had dozens of cloaked servo skulls all over the system, collecting data and observing the movements of xenos armies. Tactical teams had deployed to some, though none were on Badsquig. The station's walls were covered in pic-screens showing the live feed from the servo-skulls. The corner of each had a stylised symbol incorporating the letters 'F' and 'K', for Korsaris' master's name. The letters sat upon the 'I' of the Inquisition.*

*Other vid-screens showed cartographs depicting the current territory Korsaris' team believed to be Ork- or Tyranid-held. Every thirty station-minutes, the screen refreshed, the swathes of green and purple shading moving as battlelines shifted.*

*A hush had passed over the room, normally abuzz with chatter, reports and orders. The purple-shaded area was growing, rapidly. The new Tyranids were overrunning Ork positions with each passing hour, tearing down fortresses and slaughtering hordes.*

*All eyes were on the cartographs as the light that bathed everyone in the room changed over the course of a few days to a bright purple. As the green was being washed away on the world of Badsquig, it was being erased on Korsari's station.*

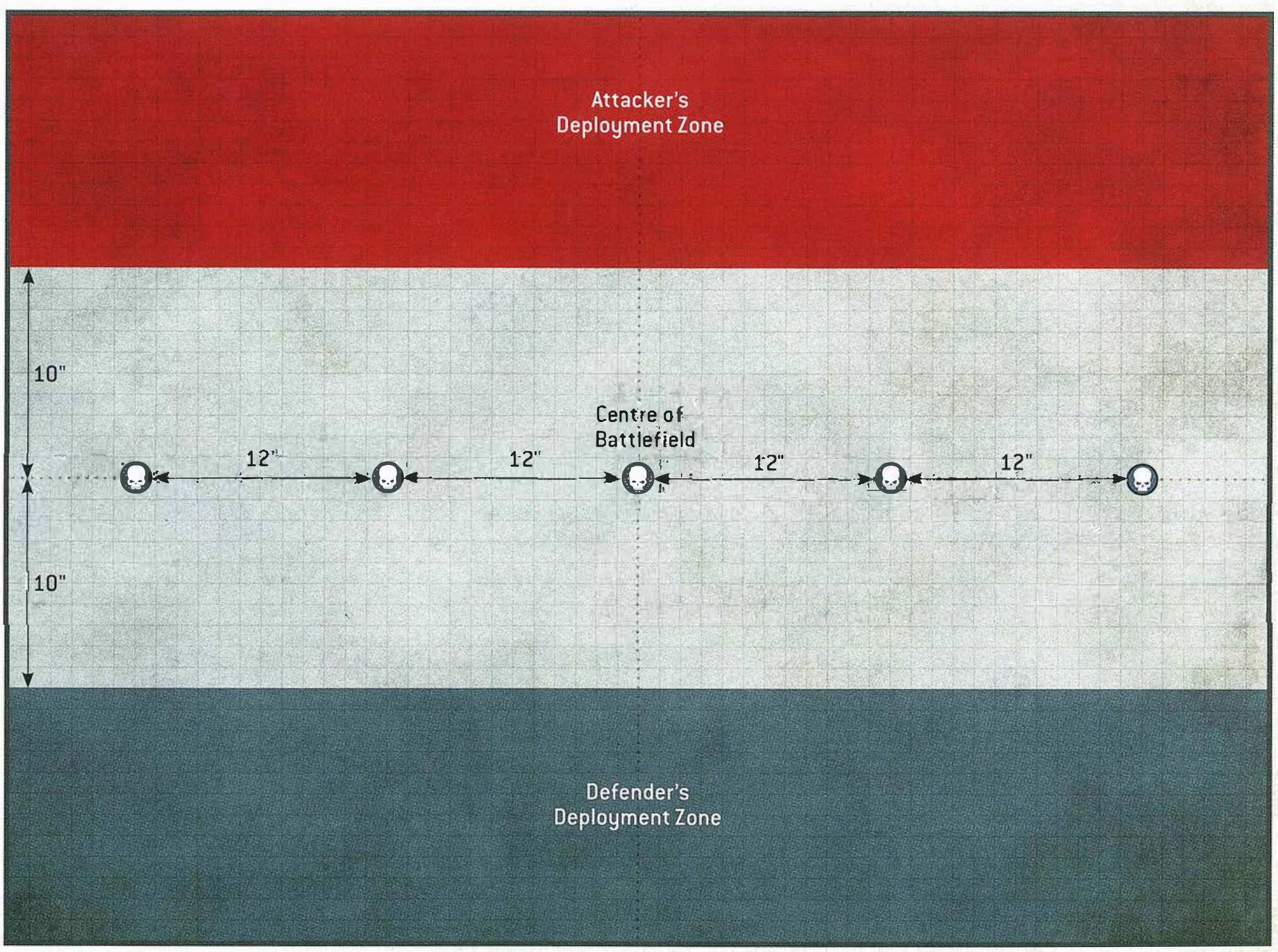
*The servo-skulls zipped all over Badsquig's surface, showing Hive Fleet Leviathan feeder organisms consume their way through mounds of dead Orks and Tyranids alike. They showed swarms of bio-titans wrecking big mobs of Gargants, ripping open the giant metal monstrosities and letting hordes of lesser bioforms pour in to consume the greenskins within.*

*Then one of the screens dedicated to a servo-skull turned to static. Then another. Then another.*

*Emperor save us, thought Korsaris.*

## PHASE 1 – LEGENDARY MISSION

# BADSQUIG: BREAK THE STALEMATE



2

## PHASE 2 – LEGENDARY MISSION

# GORK'S BONCE: INTO THE MAELSTROM

### MISSION BRIEFING

*As the forces descend on the supa-rok Gork's Bonce, the vast Mek-created landscape is alive with bizarre defences and clanking weapons factories. Those attempting to assault it are blasted with incandescent beams, or crushed to paste as gravity is brutally amplified around them.*

### MISSION RULES

**Descending Swarms:** If one of the players is from the Attackers alliance, that player is always the Attacker in this mission. Otherwise, use the rules found on page 40.

**Objective Markers:** At the end of the Determine Attacker and Defender step, the Defender can set up a total of four objective markers on the battlefield. Two of these cannot be set up in either player's deployment zone, and must be set up more than 6" away from each other and 9" away from any battlefield edges. These are Beta objectives. The other two must be set up wholly within the Defender's deployment zone, more than 6" away from any other objective markers and more than 9" away from any battlefield edges. These are Alpha objectives.

**Defensive Systems:** In the Defender's Command phase, the Defender rolls one D6 for each Alpha or Beta objective marker, adding 2 to the result if that objective is an Alpha objective. On a 6+, the closest enemy unit (excluding **CHARACTER** units) that is within 12" of that objective marker suffers D3 mortal wounds.

Units from the Attacker's army can perform the following action:

**Disable Defences (Action):** One **INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is within range of the Alpha objective marker that has not been disabled. It cannot start this action while there are any enemy units (excluding **AIRCRAFT** units and units with the Fortification Battlefield Role) in range of the same objective marker. This action is completed at the end of your turn. If this action is completed, that objective marker is disabled. It is no longer considered to be an Alpha or Beta objective marker for the purposes of the Defensive Systems mission rule.

### MISSION OBJECTIVE

Victory points are awarded as follows:

### FEND OFF THE ASSAULT

***Progressive Objective***

*The defending forces fight frantically to keep their weapons active.*

At the end of the Defender's Command phase, they score 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control one or more Alpha objective markers.
- They control one or more Beta objective markers.

This mission objective cannot be scored during the first battle round.

### DESTROY DEFENCES

***Progressive Objective***

*The attacking forces push through the deluge of fire, securing key locations despite taking heavy casualties.*

At the end of the Attacker's Command phase, they score 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- One or more Beta objective markers have been disabled.
- One or more Alpha objective markers have been disabled.

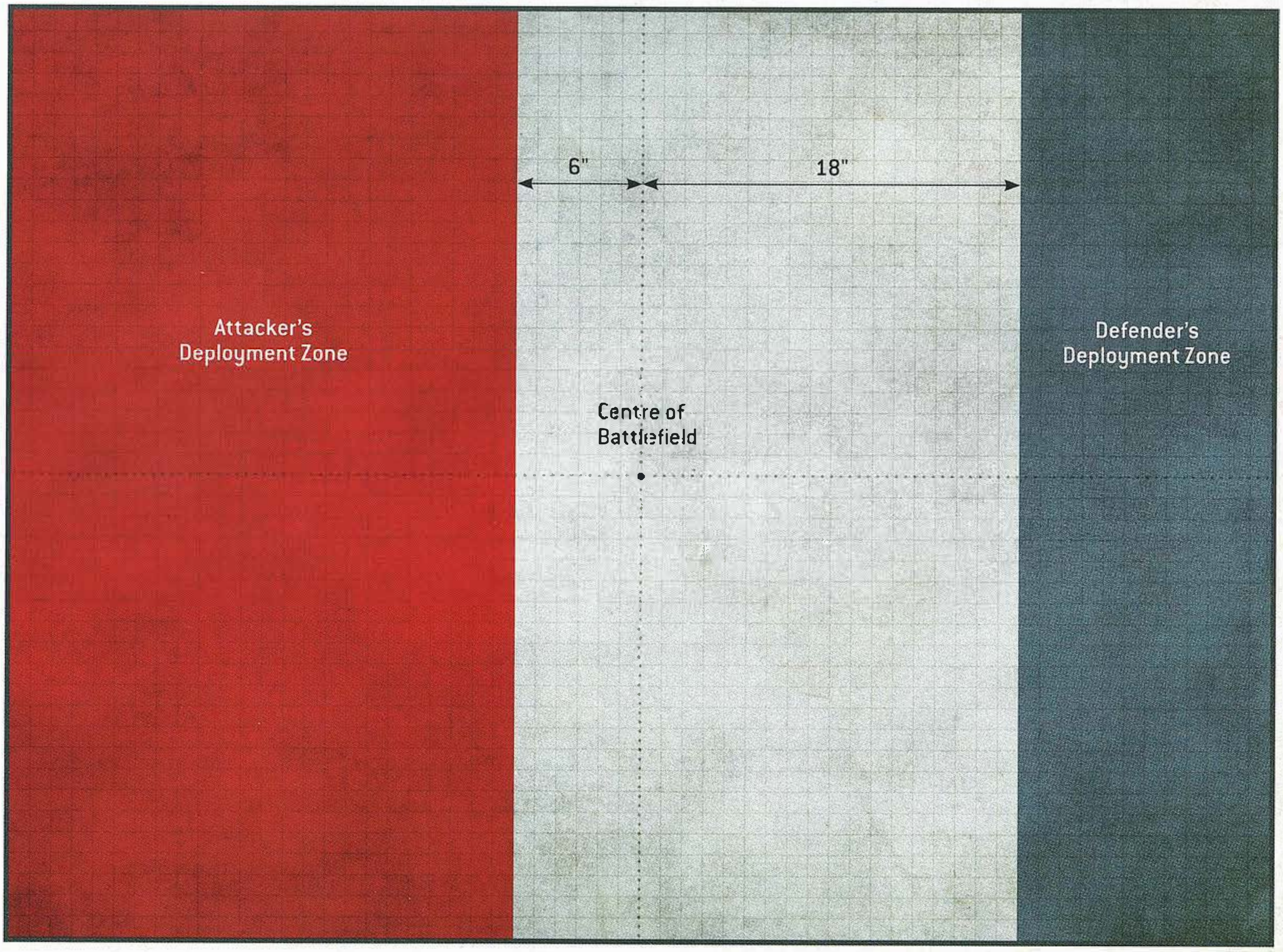
This mission objective cannot be scored during the first battle round.

### VICTOR BONUS

If this battle was a Crusade battle, the victor of this mission increases their Requisition points to 5. If the Attacker is the victor, and three or more objective markers have been disabled, the Attacker's **WARLORD** is Marked for Greatness (see the Warhammer 40,000 Core Book) in addition to any other units. If the Defender is the victor, and one or fewer objective markers have been disabled, the Defender's **WARLORD** is Marked for Greatness in addition to any other units.

## PHASE 2 – LEGENDARY MISSION

# GORK'S BONCE: INTO THE MAELSTROM



3

## PHASE 3 – LEGENDARY MISSION

# DAKKAZOT: COLLAPSE ZONE

### MISSION BRIEFING

*As the battle rages on the surface of Dakkazot, subterranean burrowers cause sections of the battlefield to collapse beneath the feet of warring forces. Both armies must now fight to escape the unfolding disaster.*

### MISSION RULES

**Triggered Collapse:** Around the outside of the battlefield are 6 trigger points for each player (Defender's trigger points are shown in blue, Attacker's trigger points are shown in red). At the start of each battle round, the player who is taking the first turn rolls one D6; on a 5+, a collapse has been triggered. If a collapse is triggered, each player randomly determines one of their trigger points by rolling one D6. Once both trigger points have been determined, draw a straight line between the two points. Each unit this line passes over suffers D3 mortal wounds.

**Unstable Surroundings:** Reinforcement units from your army cannot be set up within your opponent's deployment zone.

**Escape the Collapse:** If a unit from a player's army is within 1" of their opponent's battlefield edge, at the end of that player's Movement phase, that unit can escape. Remove that unit from the battlefield. That unit cannot return to the battlefield and is considered to have escaped.

### MISSION OBJECTIVE

Victory points are awarded as follows:

### ESCAPE

***End Game Objective***

*Forces press forwards in a desperate attempt to escape this deadly environment.*

At the end of each player's turn, they score victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Score 1 victory point for each unit that was at or below Half-strength that escaped the battlefield this turn.
- Score 2 victory points for each unit (excluding **TITANIC** units) that was not below Half-strength that escaped the battlefield this turn.
- Score 5 victory points for each **TITANIC** unit that escaped the battlefield this turn.

### VICTOR BONUS

If this battle was a Crusade battle, each unit from the victor's army that escaped gains 1 experience point. If that unit was above Half-strength, it gains 2 experience points instead.

*Whatever cut this must have been huge,' said Dannikus, as he engaged the lumen at the end of his hellgun. He traced the light around the edges of the tunnel. It was twenty metres wide and just as tall.*

*'No matter how often you've fought them, the Tyranids always surprise you,' said Argil.*

*'Which way, Sergeant?' asked Dannikus. He pointed his hellgun one way down the tunnel. 'That way?' He pointed it in the opposite direction. 'Or that way?'*

*Both are as dark and as dangerous as each other, thought Sergeant Geric.*

*'The first way,' he said. 'Squad is to split in two, each half on one side of the tunnel. I'll take the left, Corporal Jilop to take the right. Tactical formation – keep your spacing, someone always with eyes on the rear. Light and noise discipline at all times.'*

*Geric set off to take the lead , walking past the troops of his squad. All were clad head to toe in black armour and fatigues. Even the Inquisitorial symbol with the stylised 'FK' was blackened on their uniforms.*

*They patrolled for thirty minutes without hearing or seeing anything. Then they saw beams of light shooting through great holes in the tunnel ceiling, bathing a cave complex in a warm glow. Then they heard the engines, and the laughter.*

*'Xenos forces encountered, strength unknown,' said Geric, knowing that all of his squad's vox systems were being recorded and listened to in the system monitoring station controlled by Korias. 'Advance to cover.'*

*Geric ran forwards into the cave complex and knelt down within some rocky outcrops. The rest of the squad followed suit, weapons at the ready.*

*Within seconds, a column of ramshackle bikes, buggies and wagons zoomed around a corner. Their greenskin crews threw rocks, grenades and crude insults at each other as they raced at high speed, their vehicles bouncing and swaying perilously all the while. Geric stayed in position until the noise of their bizarre weapons and souped-up engines disappeared. Once confident the threat had passed, he slowly rose to his feet, then motioned for his warriors to do follow suit.*

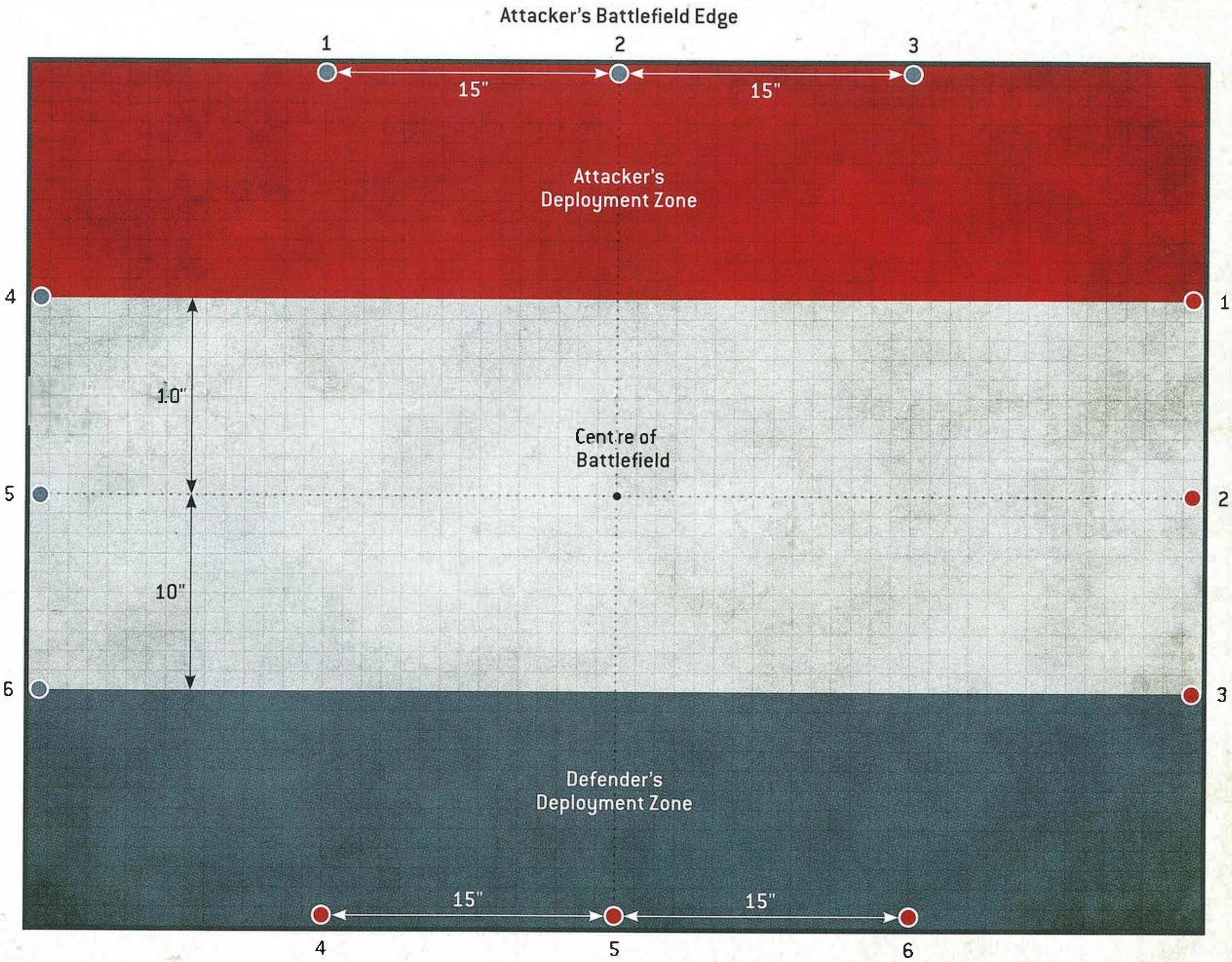
*Dannikus turned to his sergeant, head shaking and wearing an expression of puzzled disgust. 'They don't seem bothered by whatever caused all this.'*

*'No, they do not,' said Geric. 'There's been no sign of anything–'*

*Geric suddenly cut his words short as he felt the ground shake beneath his feet. He looked down. A creature looked up at him, its small maw filled with razor sharp teeth. A Ripper. It leapt into his face.*

## PHASE 3 – LEGENDARY MISSION

# DAKKAZOT: COLLAPSE ZONE




**KEY**

- Defender's trigger points
- Attacker's trigger points

4

## PHASE 4 – LEGENDARY MISSION

# URMUK: CAPTURE THE STATION

### MISSION BRIEFING

*At Urmuk, immense forces clashed in the void and aboard enormous orbital junka-stations, the battles upon which were particularly perilous. There was much indiscriminate fire, and many stations were struck by ramming attacks from both sides as conflict raged within.*

### MISSION RULES

**Impact Zones:** At the end of each battle round, the player who took the second turn randomly determines which of the Impact Zones is affected by an impact. The player who took the first turn then rolls one D6 and consults the following table:

| D6 | TYPE OF IMPACT |
|---|---|
| 1-3 | **Void Munition Strike:** Each player rolls one D6 for each unit from their army that is within the affected Impact Zone. On a 6, that unit suffers D3 mortal wounds. |
| 4-6 | **Voidcraft Collision:** Each player rolls one D6 for each unit from their army that is within the affected Impact Zone. On a 6, until the end of the next battle round, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll. |

**Boarding Pod Arrival:** Reinforcement units that are set up within an Impact Zone are not eligible to declare a charge in the turn in which they are set up.

### MISSION OBJECTIVE

Victory points are awarded as follows:

### YARD BY YARD

***Progressive Objective***

*Every step forward is a step towards our victory. Hold as much ground as possible and deny it to the enemy.*

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This mission objective cannot be scored during the first battle round.

### SECURE THE CORRIDOR

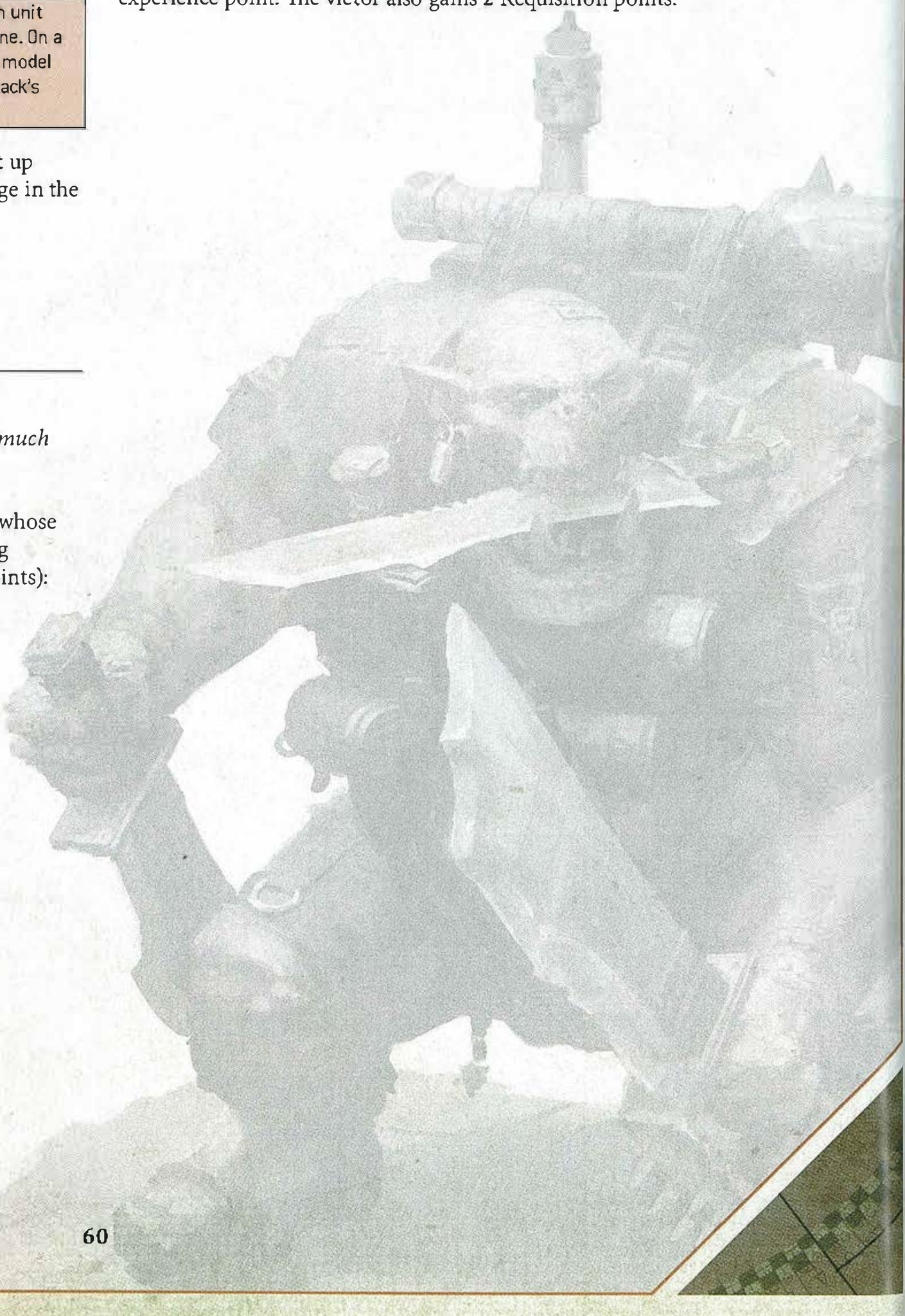
***End Game Objective***

*Establishing a beachhead at the far end of the corridor is essential to securing the area, enabling us to spread our forces throughout the station.*

At the end of the battle, each player should add up the total Power Level of units from their army that are wholly within their opponent's deployment zone. If a unit that is in their opponent's deployment zone is below Half-strength, halve the Power Rating of that unit (rounding up). The player with the highest total scores 20 victory points.

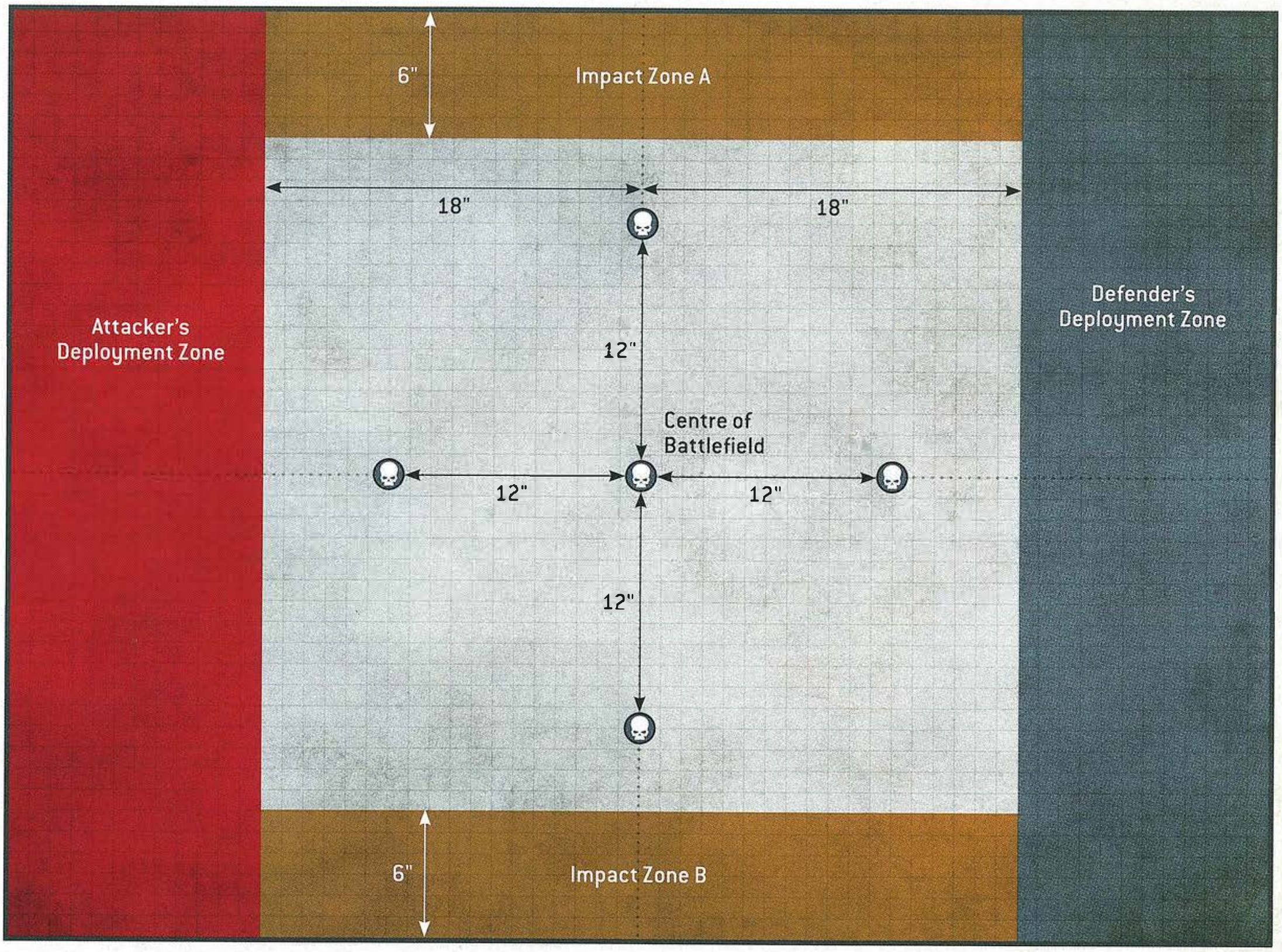
### VICTOR BONUS

If this battle was a Crusade battle, each unit from the victor's army that is within their opponent's deployment zone gains 1 experience point. The victor also gains 2 Requisition points.



## PHASE 4 – LEGENDARY MISSION

# URMUK: CAPTURE THE STATION



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## PHASE 5 – LEGENDARY MISSION

# OCTARIA: BREAK THEIR BACK

### MISSION BRIEFING

*At Octaria, vast armies clash in battle. The only way to break this stalemate is to seek out the enemy commanders and destroy them, before driving their routed forces from the field.*

### MISSION RULES

**Leadership Points:** At the start of each player's first Command phase, that player must allocate 30 Leadership points, as evenly as possible, between the **CHARACTER** units from their army that are on the battlefield, noting this down on their army roster. If a player's army has no **CHARACTER** units, 10 Leadership points are instead allocated to that player's **WARLORD** unit. If a unit that has any Leadership points allocated to it leaves the battlefield for any reason, with the exception of embarking on a **TRANSPORT** unit, that unit's Leadership points are immediately lost.

**Set An Example:** Each time an enemy **CHARACTER** unit with any Leadership points allocated to them is destroyed by an attack made by a **CHARACTER** from your army, allocate a number of additional Leadership points to your **CHARACTER** unit equal to the number of Leadership points that enemy **CHARACTER** unit had allocated to them.

### MISSION OBJECTIVE

Victory points are awarded as follows:

### HEADHUNTERS

***Progressive Objective***

*The enemy commanders must be located and struck down as swiftly as possible.*

At the end of each player's turn, they score victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Score 5 victory points if any enemy units that had Leadership points allocated to them have been destroyed.
- Score 5 victory points if the total number of Leadership points allocated to enemy units on the battlefield (or embarked on a **TRANSPORT** unit that is on the battlefield) is 20 or less.
- Score 5 victory points if the total number of Leadership points allocated to enemy units on the battlefield (or embarked on a **TRANSPORT** unit that is on the battlefield) is 9 or less.

This mission objective cannot be scored during the first battle round.

### LEAD BY EXAMPLE

***Progressive Objective***

*Our commanders must be at the forefront of the battle, setting an example to those who follow them.*

At the end of each player's Command phase, the player whose turn it is scores 10 victory points if a unit from their army that has any Leadership points allocated to it is within range of an objective marker.

This mission objective cannot be scored during the first battle round.

### VICTOR BONUS

If this battle was a Crusade battle, each unit from the victor's army that has any Leadership points allocated to them, and is within range of an objective marker at the end of the battle, is Marked for Greatness (see the Warhammer 40,000 Core Book).

*Hathia grimaced. 'We've lost contact with teams on Dakkazot and Urmuk.'*

*'Understood,' said Korias. Damn it all.*

*It was difficult to replace troops trained to a Militarum Tempestus standard. Many of those lost had served their master loyally for years. Experience and loyalty was even harder to replace.*

*The smell of sweat was stronger than ever in the chamber.*

*This is what fear smells like, thought Korias. The mega-structure the greenskins called Gork's Bonce was now in Tyranid claws, being picked clean of all life. All of Korias' servo-skulls there had been knocked out. Dakkazot had also fallen. Countless bioships, teeming with all manner of predator, descended upon Octaria now.*

*Can the Overfiend handle this? wondered Korias. It was a question he had never entertained before. The Overfiend was the Overfiend. There was very little the greenskin monster could not deal with.*

*'Pull Arian's teams out of Octaria,' he ordered. No use in losing more.*

*He scanned his eyes over the servo-skull pict-feeds from Octaria. It was the usual sight. Tyranids in impossible numbers fought huge battle after huge battle with the greenskins.*

*One by one, they were losing the pict-feeds. Korias had seen enough of this happening now to be less perturbed by it, but it was still frightening. It was like he was witnessing the slow extinction of Mankind in microcosm.*

*'Is that... the Swarmlord?' he asked. His eyes widened. His heart raced.*

*'Cross-referencing,' said Hathia. There was a pause of several seconds. 'Yes, sir. That's... it.'*

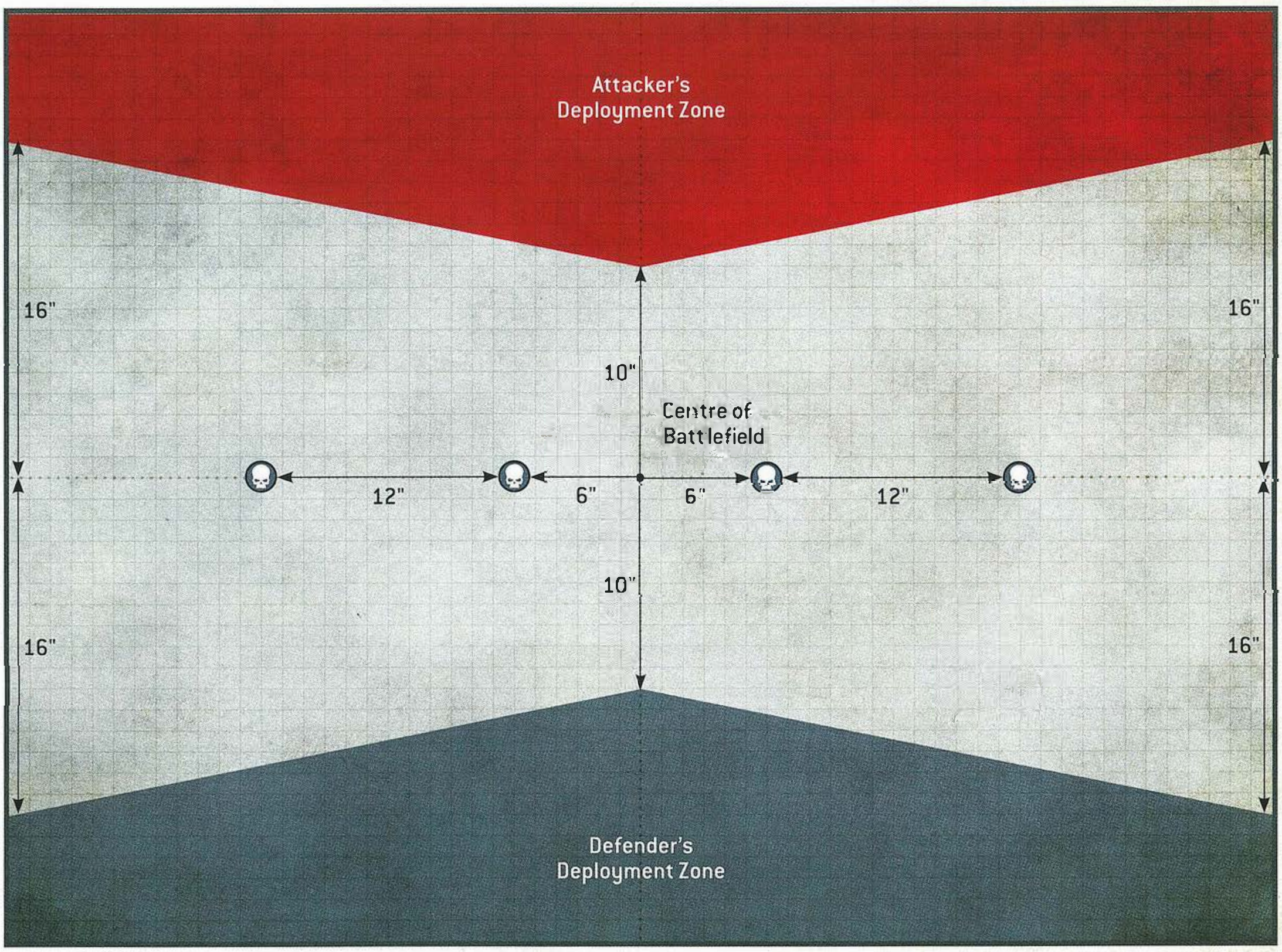
*'Throne.'*

*'Sir! Bioships inbound!' shouted one of the agents. Korias' hands and knees shook.*

*'Send everything to the Inquisitor! Then destroy everything!'*

## PHASE 5 – LEGENDARY MISSION

# OCTARIA: BREAK THEIR BACK



# ARMY RULES

'The power delegated to me is a mighty one, comprising millions of the Astra Militarum, tens of thousands of the Adepta Sororitas and hundreds of the mighty engines of the Questor Imperialis. This is all allied with no fewer than three Chapters of Adeptus Astartes - the Rift Praetors, the Axes of the Emperor and the Black Templars of High Marshal Helbrecht himself. Whatever we face, whether it be Ork Waaagh! or Tyranid megaswarm, they will have met their match with us.'

*- High Admiral Herika Ajon, Commander of Task Force V, Battle Group Irasmus, Fleet Primus, Indomitus Crusade*

DOMINATOR

# THE RULES

In this section you will find a selection of new rules for armies from the Rogue Traders and Orks, including datasheets and rules for creating new Armies of Renown.

## INDEX: ASTRA CARTOGRAPHICA (PG 68-73)

On these pages you will find all the rules you need to incorporate Rogue Traders and their crewmen into your Imperium army. You will find datasheets for using your Rogue Trader miniatures, equipped with the finest weaponry they can barter or steal and an array of esoteric equipment to represent their unique abilities and status. You will also find a datasheet for the Rogue Trader's attendant voidsmen crew, allowing them to be armed and equipped to protect their captain on the battlefield. Alongside these datasheets are a selection of Battle-forged rules for these models. These include heroic new Warlord Traits – enabling you to depict everything from ruthless traders to swashbuckling privateers – and new Stratagems, allowing you to use ancient teleportation matrices to arrive on the battlefield, utilise ancient archeotech grenades and much more.

## CODEX SUPPLEMENT: BLOOD AXES (PG 76-79)

The Blood Axes clan possess an instinctive grasp of battlefield strategy that – while still undeniably Orky – allows them to surprise even the most seasoned enemy commanders. The rules found here supplement those found in *Codex: Orks* with a collection of army and Battle-forged rules. These include kunnin' new Warlord Traits, allowing the Warlords of your Blood Axe clan to be especially sneaky. Also included are new Relics and a selection of new Stratagems you can spend CPs on during battle, to augment the abilities of your Blood Axe warriors and bamboozle your opponents with sneaky tricks.

## ARMY OF RENOWN: SPEED FREEKS SPEED MOB (PG 80-83)

A Speed Freeks Speed Mob is an Orks Army of Renown (see opposite) that contains only the most wild and daring Ork drivers and their ramshackle vehicles. Such machines are specifically tuned for extreme speed, often to the detriment of their structural integrity. This Army of Renown provides unparalleled mobility, even more so than the Evil Sunz armies found in *Codex: Orks*. On these pages, you will find new abilities for units from this Army of Renown, as well as a Warlord Trait for the truly speed-obsessed Ork Warlord. Models in a Speed Freeks Speed Mob also have access to two new Kustom Jobs that deranged Meks can apply to your vehicles, as well as a selection of new Stratagems, allowing your vehicles to become true weapons of fast-moving destruction!



## ARMY OF RENOWN

An Army of Renown is a specialised force that has earned fame or infamy across the 41st Millennium, the experience of which has given its warriors unique skills to use on the battlefield.

An Army of Renown is a variant army list for a particular Faction in ~~War hammer~~ 40,000 that is themed around a particular disposition of forces. Each imposes certain restrictions on what units can be included, but it also grants access to a wider range of rules such as Stratagems, Relics etc. to reflect that Army of Renown's unique methods of waging war in the 41st Millennium.

If you wish for your army to become an Army of Renown, it must first adhere to all the restrictions laid out for that Army of Renown, it must be Battle-forged and it must not include any Specialist Detachments. You can then make a note in the Army Faction section of your Army Roster of which Army of Renown your army is. Some, or all the units from an Army of Renown then gain the benefits listed, such as new keywords, abilities, Stratagems etc. Note that your army does not automatically become an Army of Renown just because it happens to abide by the restrictions – you must choose for it to be an Army of Renown.

### Crusade Army of Renown

You can use any of the rules listed in an Army of Renown to make a Crusade Army of Renown when you start a Crusade force. In this case, the Restrictions and Benefits apply to your entire Crusade force – replace all instances of 'army' listed in the Restrictions and Benefits sections to instead say 'Crusade force', and make a note in the Crusade Faction section of your Order of Battle of which Army of Renown your Crusade force is. Note that means that certain units can never be added to your Order of Battle; but it will result in a particularly focused and themed collection. Whenever you select a Crusade army from such an Order of Battle, it must be Battle-forged and cannot include any Specialist Detachments.



# INDEX: ASTRA CARTOGRAPHICA

**Over the following pages you will find rules for including the forces of the Astra Cartographica in your army, including abilities, datasheets, Warlord Traits and Stratagems.**

An **ASTRA CARTOGRAPHICA** Detachment is one that includes at least two **ASTRA CARTOGRAPHICA** units and does not include any models (not including **AGENT OF THE IMPERIUM** or **UNALIGNED** models) without the **ASTRA CARTOGRAPHICA** keyword.

Rogue Traders are natural born leaders, merchants of death and talented explorers with a keen eye for profit and survival. Special agents of the Imperium, they are given a license – a Warrant of Trade – to do nearly anything that they deem necessary. To be successful, and to survive, a Rogue Trader must be a fighter, explorer, diplomat, deal broker and much more. Their Warrants of Trade give them the power and autonomy to explore the least known regions of the galaxy, where terrible dangers – and indeed huge riches – can be found. Seeking glory, treasure and continued expansion of the Imperium, they have probed beyond explored space, recovered lost colonies from Mankind's earlier ages, and exploited untold xenos civilisations.

A Warrant of Trade is a letter of marque that empowers the bearer to go beyond the borders of the Imperium and to trade and make war in the Emperor's name. These charters are hereditary, with some dating back to before the Horus Heresy. However, given the size of the galaxy and the hazardous nature of the Rogue Trader occupation, as many new warrants are issued as there are multi-generational dynasties of successful Rogue Traders.

Some Rogue Traders are pious individuals, devout worshippers of the Emperor who are eager to spread the Imperium's dominion. Others are no more than glorified pirates, cut-throats in search of plunder, or vociferous leaders seeking to forge a legacy for themselves. There are as many amongst the Rogue Traders who seek to plant the Imperial flag upon uncharted worlds as there are conquistadors looking for new lands to conquer in their own name. No two Rogue Traders are exactly alike, but all of the most successful ones exhibit the same dynamic skills that allow them to not only survive, but flourish in the most dangerous of frontiers.

## ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets, rather than described in full. These abilities are described below.

### WARRANT OF TRADE

*The Warrant of Trade gives Rogue Traders autonomy on a similar level to that of Space Marine Chapter Masters and Planetary Governors.*

This unit can ignore keyword requirements when embarking on an **IMPERIUM TRANSPORT** model. All of the other **TRANSPORT** model's restrictions still apply.

### AGENT OF THE IMPERIUM

*Rogue Traders have complete authority to travel almost anywhere in the galaxy.*

If your army is Battle-forged, you can include one **AGENT OF THE IMPERIUM** unit in each **IMPERIUM** (excluding **FALLEN** units) Patrol, Battalion and Brigade Detachment in your army without those units taking up slots in those Detachments. The inclusion of an **AGENT OF THE IMPERIUM** unit does not prevent other units from their Detachment benefiting from Detachment abilities (e.g. Chapter Tactics, Defenders of Humanity etc.), and it does not prevent other units from your army benefiting from abilities that require every model in your army to have that ability (e.g. Combat Doctrines). An **AGENT OF THE IMPERIUM** unit included in a Patrol, Battalion or Brigade Detachment in this manner is ignored for any rules that state all units from that Detachment must have at least one Faction keyword in common (e.g. in a matched play game), and when determining your Army Faction.

*Eyva Phalomor sat in her command throne aboard her flagship, The Riches He Bestows. She rested her chin between the thumb and forefinger of her right hand. She rested her left foot upon her right knee.*

*Not one of the scores of officers who crewed the bridge said a word. Nor did any of the forty-three members of her entourage that stood on the dais below. Phalomor did not countenance distraction when thinking.*

*And I have much to consider.*

*Before Phalomor was the forge world of Sigma-Ulstari. She saw the thin strips of landmass sat on enormous oceans of deadly pollutants. She could see where colossal forge-spires scratched the atmosphere.*

*But she also saw fire and death.*

*Hundreds, perhaps thousands, of ships – Human, Ork and Tyranid – burned. Many more vessels fought on, Ork against Human against Tyranid against Ork.*

*My eyes have seen much, Phalomor thought. Though few battles as disordered as this.*

*She tried to make sense of what was happening. Where the orbital battlelines were, the tell-tale signs of feints and counter-attacks, but she saw none of it. It was like a drunken brawl, except instead of bored deckhands the fighters were kilometres-long voidships.*

*Already the Black Templars of High Marshal Helbrecht were plunging into the fray, guns from battle-barges and strike cruisers hammering the foe. Phalomor curled her lip in amusement.*

*She remembered when she still enjoyed drunken brawls. That had been many decades ago, now, before the burden of responsibility crushed desire for excitement.*

*'Follow the Black Templars in, clean up the mess they leave behind. Follow standard sweeping protocols. No one is to chase targets on their own. This is not a day for individual glory. Scalps will win no captain a prize. Nor will foolhardy boarding operations be tolerated or rewarded. We are here to win cleanly – nothing else.'*





Rogue Traders are daring explorers, ruthless conquerors and cunning merchants. It is their task to explore and exploit the uncharted regions of the galaxy in the name of the Imperium, and their families bear a Warrant of Trade – an ancient legal document that helps to identify Rogue Traders as being amongst the Imperial elite. Some command whole armadas of ships and control armies numbering in the millions, whilst others operate from a single vessel and have a small retinue of followers.

# CARTOGRAPHICA ROGUE TRADER

**3** POWER

| No. | Name | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | Cartographica Rogue Trader | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 9 | 4+ |

A Cartographica Rogue Trader is equipped in one of three ways:

- Digital laser; household pistol; monomolecular cane-rapier; concealed archeotech weapon; concussion grenades; disruption field generator; multi-spectral auspicator
- 2 negotiator pistols; bladed limb; court blade; archeotech grenades; refractor field; servo-skull targeters
- Heirloom pistol; court blade; monomolecular rapier; archeotech grenades; concealed archeotech weapon; disruption field generator; multi-spectral auspicator

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Digital laser | 12" | Pistol 1 | - | - | - | Each time an attack is made with this weapon, if a hit is scored, the target suffers 1 mortal wound and the attack sequence ends. |
| Heirloom pistol | 12" | Pistol 2 | 4 | -1 | 1 | - |
| Household pistol | 12" | Pistol 1 | 5 | -3 | 2 | - |
| Negotiator pistol | 12" | Pistol 3 | 5 | -2 | 1 | - |
| Bladed limb | Melee | Melee | +3 | -2 | 1 | - |
| Court blade | Melee | Melee | User | -1 | 1 | Each time the bearer fights, it makes D3 additional attacks with this weapon. |
| Monomolecular cane-rapier | Melee | Melee | +1 | -2 | 1 | Each time the bearer fights, it makes 3 additional attacks with this weapon. |
| Monomolecular rapier | Melee | Melee | +1 | -4 | 2 | - |

| OTHER WARGEAR | ABILITIES |
|---|---|
| Archeotech grenades | The bearer gains the **ARCHEOTECH GRENADES** keyword. |
| Concealed archeotech weapon | Once per battle, at the start of the Fight phase, you can select one enemy unit within Engagement Range of the bearer. If you do so, roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds. |
| Concussion grenades | The bearer gains the **CONCUSSION GRENADES** keyword. |
| Disruption field generator | The bearer has a 4+ invulnerable save. |
| Multi-spectral auspicator | Each time the bearer makes an attack, re-roll a hit roll of 1. |
| Refractor field | The bearer has a 5+ invulnerable save. |
| Servo-skull targeters | At the start of the Shooting phase, select one enemy unit visible to the bearer. Until the end of the phase, the bearer gains the following ability: '**Enemy Sighted (Aura):** While a friendly **ASTRA CARTOGRAPHICA** unit is within 6" of this model, each time a model in that unit makes an attack against that enemy unit, the target does not receive the benefits of cover against that attack.' |

## ABILITIES

**Warrant of Trade, Agent of the Imperium** (pg68)

**Captain on Deck (Aura):** While a friendly **VOIDSMEN-AT-ARMS** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

**Master and Commander:** If your army is Battle-forged, you can include a maximum of one **CARTOGRAPHICA ROGUE TRADER** model in each Detachment in your army. This model cannot be taken in a compulsory Battlefield Role slot unless taken in an **ASTRA CARTOGRAPHICA** Detachment.

## KEYWORDS

FACTION KEYWORDS: **IMPERIUM, ASTRA CARTOGRAPHICA**

KEYWORDS: **INFANTRY, CHARACTER, AGENT OF THE IMPERIUM, ROGUE TRADER, CARTOGRAPHICA ROGUE TRADER**

# VOIDSMEN-AT-ARMS

**2** POWER

| No. | Name | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| 4-9 | Voidsman | 6" | 4+ | 3+ | 3 | 3 | 1 | 1 | 6 | 4+ |
| 1 | Voidmaster | 6" | 4+ | 3+ | 3 | 3 | 1 | 2 | 7 | 4+ |

If this unit contains 6 or more models, it has **Power Rating 4**.
Every Voidsman is equipped with: lasgun; laspistol.
The Voidmaster is equipped with: artificer shotgun; laspistol.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Artificer shotgun | 18" | Assault 2 | 4 | -1 | 1 | - |
| Lasgun | 24" | Rapid Fire 1 | 3 | 0 | 1 | - |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - |
| Voidsman rotor cannon | 24" | Heavy 4 | 6 | -1 | 1 | - |

| OTHER WARGEAR | ABILITIES |
|---|---|
| Canid | Once per battle, when this unit is selected to fight, you can select one enemy unit (excluding VEHICLE units) within Engagement Range of this unit. Roll one D6, subtracting 2 if that unit has the MONSTER keyword: on a 2-5, that unit suffers 1 mortal wound; on a 6, it suffers D3 mortal wounds.<br>*We recommend placing a Canid model next to the unit as a reminder, removing it once this ability has been used (a Canid does not count as a model for any rules purposes).* |

## WARGEAR OPTIONS

- For every 5 models in this unit, 1 model's lasgun can be replaced with 1 Voidsman rotor cannon.
- This unit can have up to 1 Canid.

## ABILITIES

**Warrant of Trade, Agent of the Imperium** (pg 68)

**Masters of Close Confines:** While this unit is wholly within an Area Terrain feature, each time a model in this unit makes a melee attack, add 1 to that attack's hit roll.

FACTION KEYWORDS: **IMPERIUM, ASTRA CARTOGRAPHICA**
KEYWORDS: **INFANTRY, AGENT OF THE IMPERIUM, CONCUSSION GRENADES, VOIDSMEN-AT-ARMS**



Voidsmen-at-arms provide security on the ships of many Rogue Traders. Well drilled, disciplined and often well equipped, they are highly adept at fighting in the close quarters of vessel corridors and chambers.

## POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).

### HQ

| Cartographica Rogue Trader | |
|---|---|
| Unit Size | 1 model |
| Unit Cost | 60 pts |

### ELITES

| Voidsmen-at-arms | |
|---|---|
| Unit Size | 5-10 models |
| Unit Cost | 8 pts/model |
| • Canid | +5 pts |
| • Voidsman rotor cannon | +10 pts |

# WARLORD TRAITS

If an **ASTRA CARTOGRAPHICA CHARACTER** model is your **WARLORD**, you can use the Astra Cartographica Warlord Traits table on this page to determine what Warlord Trait they have. You can either roll one D3 to randomly generate one, or you can select one.

## 1. MASTER OF HIGH SOCIETY

*To endure the untold dangers found on the outer edges of the Imperium requires more than just superlative martial skill – it takes a mastermind of logistical organisation. Only those Rogue Traders who prepare for everything can expect to survive for long.*

While this **WARLORD** is on the battlefield, each time you spend a Command point to use a Core Stratagem or Astra Cartographica Stratagem, you can roll one D6: on a 5+, that Command point is refunded.



## 2. PRIVATEER (AURA)

*Many Rogue Traders become obsessed with securing rare archeotech and discovering relics. Some are willing to sacrifice almost anything to recover what they have become determined to acquire.*

While a friendly **VOIDSMEN-AT-ARMS** unit is within 6" of this **WARLORD**:

- That unit has the Objective Secured ability (see the Warhammer 40,000 Core Book).
- That unit can make ranged attacks without any action it is performing failing.

## 3. DUELLIST

*Some Rogue Traders invest considerable time and effort into perfecting their duelling skills. Not only do these come in handy on dangerous missions, but they also impress fellow nobles at important functions.*

Each time this **WARLORD** makes a melee attack:

- You can re-roll the hit roll.
- An unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

*Captain Threntellian of the 19th Phalomor Rangers Troop 'Gold Guard' wiped the Tyranid's ichor off his combat knife onto the rags worn by a dead greenskin at his feet.*

*'Filthy creatures,' he said. He chuckled. He could have been referring to either of the alien creatures.*

*There were hundreds of xenos corpses around the chamber. There were greenskins skewered by Tyranid claws or sporting horrific lasburns. There were Tyranids with great gashes cleaved into them by Ork cleavers or peppered with shotgun pellets. Among them were several bodies of unfortunate Mechanicus cyborg soldiers and Threntellian's own Rangers. His smile turned to a frown at the sight of his own troops.*

*'See to our dead,' he ordered. 'I want all of our fallen returned to the fleet. One day their fate might be ours, so we see to their care.'*

*Threntellian drew a dataslate from a thigh-mounted pouch secured on his carapace armour. The screen, which glowed in different shades of dull greens, showed his position and marked corridors and chambers of the forge-spire his troops were in.*

*'Now, where are you...' he muttered. 'You must be close...'*

*Threntellian looked to the screen then around him several times.*

*He saw a closed metal door emblazoned with the cog of the Adeptus Mechanicus.*

*'Found you,' he said. He tapped the dataslate a few times. Instantly he heard heavy metallic stomping coming towards him. The sound was met by sickening squelches and bone-breakages.*

*Threntellian looked over his shoulder. Two ambots strode towards him, paying no mind to the dead they crushed.*

*'Open it,' he said, gesturing to the door. 'Phalomor desires what is inside. We will consider it payment from our friends in the Mechanicus for our liberation of them.'*

# STRATAGEMS

If your army is Battle-forged and contains any **ROGUE TRADER CHARACTER** units, you have access to the Stratagems shown here and can spend Command points to activate them. These reflect the unique strategies used by the Rogue Traders.

## VIOLENT ACQUISITION 1CP

***Astra Cartographica – Battle Tactic Stratagem***

*If a Rogue Trader discovers something they wish to acquire, nothing will stop them from seizing it.*

Use this Stratagem in your Shooting phase, when an **ASTRA CARTOGRAPHICA** unit from your army is selected to shoot, or in the Fight phase, when an **ASTRA CARTOGRAPHICA** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack that targets a unit within range of an objective marker, an unmodified hit roll of 6 scores 1 additional hit.

## MASTER OF THE VOID 1CP

***Astra Cartographica – Requisition Stratagem***

*Some Rogue Traders have sailed the void for decades, even centuries. In that time they have acquired invaluable experience and skills. Little in the galaxy now surprises them.*

Use this Stratagem before the battle, when you are mustering your army. Select one **ASTRA CARTOGRAPHICA CHARACTER** model in your army and determine one Warlord Trait for that model (this must be a Warlord Trait they can have); that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

## CLOSE-QUARTERS BARRAGE 1CP

***Astra Cartographica – Strategic Ploy Stratagem***

*Voidsmen are drilled daily in close-quarters fighting. They are highly disciplined, and their reflexes frighteningly quick. They are truly a deadly foe to face in close confines.*

Use this Stratagem at the start of your Shooting phase. Select one **VOIDSMEN-AT-ARMS** unit from your army that is within Engagement Range of any enemy models. Until the end of the phase, Rapid Fire, Assault and Heavy weapons that models in that unit are equipped with gain the 'Pistol' Type characteristic instead.

## CONCUSSION GRENADES 1CP

***Astra Cartographica – Wargear Stratagem***

*Concussion grenades unleash violent shock waves and deafening noises upon detonation, completely staggering those caught in the blast.*

Use this Stratagem in your Shooting phase, when an **ASTRA CARTOGRAPHICA CONCUSSION GRENADES** unit from your army is selected to shoot. Select one enemy unit (excluding **VEHICLE** and **MONSTER** units) within 6" of that unit. Roll one D6: on a 2+, until the start of your next Movement phase, each time a model in that enemy unit makes an attack, subtract 1 from that attack's hit roll.

## TELEPORTARIUM CHAMBER 1CP

***Astra Cartographica – Wargear Stratagem***

*Many Rogue Trader vessels are equipped with teleportarium chambers, allowing individuals to be transported instantaneously wherever they are needed.*

Use this Stratagem before the battle, during the Declare Reserves and Transports step (if you are playing a mission without this step, use this Stratagem during deployment instead). Select up to one **CARTOGRAPHICA ROGUE TRADER** unit and up to one **ASTRA CARTOGRAPHICA VOIDSMEN-AT-ARMS** unit from your army. You can set up these units from a teleportarium instead of setting them up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up these units anywhere on the battlefield that is more than 9" away from any enemy models. If more than one unit was selected, both units must be set up on the battlefield in the same turn and within 3" of each other. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

## ARCHEOTECH GRENADES 1CP

***Astra Cartographica – Wargear Stratagem***

*Some Rogue Traders find rare weapons on their missions, many of which they keep for themselves. Unusual grenades, for instance, can prove to have all kinds of devastating effects on an enemy.*

Use this Stratagem in your Shooting phase, when an **ASTRA CARTOGRAPHICA ARCHEOTECH GRENADES** unit from your army is selected to shoot. Select one enemy unit that is not within Engagement Range of any models from your army and is within 6" of that unit. Roll one D6, subtracting 2 if that enemy unit has the **CHARACTER** keyword: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 2D3 mortal wounds.



Voidmaster with artificer shotgun and laspistol



Voidsman with laspistol and lasgun



Voidsman with Voidsman rotor cannon





Canid



Rogue Trader



Voidsman with lasgun



Voidsman with lasgun

# CODEX SUPPLEMENT: BLOOD AXES

**Over the following pages you will find Warlord Traits, Relics and Stratagems for ORKS units that are from the Blood Axe clan.**

Many clans view the Blood Axes with mistrust. On occasion they have traded with more isolated Imperial outposts, or fought for them as mercenaries. They have even been known to plan battles in advance, and consider retreat to be something that could be done on purpose!

Many Blood Axes sport camouflage, seeing little value in being shot before reaching enemy lines. Other Orks mock them for this, though they ignore the jibes. The Blood Axes' success more than makes up for being the butt of any jokes from ladz who, in there view, are likely to get killed very soon anyway. Their penchant for camouflage means that many of their number are Kommandos – Orks who like to sneak up on the enemy using every dirty trick they can think of.

Blood Axe Warbosses seem to have a better understanding of grand strategy than their compatriots from the other clans – knowing when to combine a Dakkajet strike with a ground attack, or send in a mob of Kommandos. This trait makes them especially dangerous to foes who underestimate the Blood Axes' grasp of actual tactics until it's far too late.

## KEYWORDS

*Codex: Orks* describes how most of the Ork units belong to a clan, and how you can use the **<CLAN>** keyword to specify which clan such a unit is from. The rules in the following section are for **BLOOD AXES** units.

Some rules in this section refer to a **BLOOD AXES** Detachment. This is one that only includes units with the **BLOOD AXES** keyword (excluding units with the **SPECIALIST MOBS** and **UNALIGNED** keywords).

## KOMBI-WEAPONS

A kombi-weapon is any weapon whose profile includes the word 'kombi' (kombi-rokkit, kombi-skorcha etc.), and any Relic that replaces a kombi weapon.

'Look 'ere, I didn't see nuffin'. Wun minute da shiny fing was dere, den it weren't. Da fact dat it ended up in me pokkit don't prove nuffin'. It weren't me!'

*- Bargug 'da Slippery'*

# WARLORD TRAITS

If a **BLOOD AXES CHARACTER** model is your **WARLORD**, you can use the Blood Axes Warlord Traits table below to determine what Warlord Trait they have, instead of one from another source. You can either roll one D3 to randomly generate one, or you can select one.

## 1. EXTRA KUNNIN'

*Some Orks have more know-wotz than others.*

Once per battle round, when you use a Strategic Ploy Stratagem, if this **WARLORD** is on the battlefield, you can reduce the CP cost of that Stratagem by 1CP. Note that the CP cost is only reduced by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs.

## 2. COUNTA-TAKTICS (AURA)

*This warlord bellows orders for his ladz to react to enemy movements.*

While a friendly **BLOOD AXES CORE** unit is within 6" of this **WARLORD**, that unit is eligible to perform Heroic Interventions as if it were a **CHARACTER**.

## 3. DUKAN' KUVVA

*This warlord is exceptionally skilled at camouflaging and taking cover, and passes on his knowledge to nearby greenskins.*

At the start of your opponent's Shooting phase, if this **WARLORD** is wholly within an Area Terrain feature, select one friendly **BLOOD AXES BOYZ** or **BLOOD AXES KOMMANDOS** unit wholly within that terrain feature. Until the end of the phase, that unit cannot be selected as the target of ranged attacks made by enemy models that are not within 12" of that terrain feature.



# RELICS

If your army is led by a **BLOOD AXES WARLORD**, you can, when mustering your army, give one of the following Shiny Gubbinz Relics to a **BLOOD AXES CHARACTER** model in your army instead of giving them another Relic. Named characters cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Shiny Gubbinz Relics your models have on your army roster.

## STRAIGHT SHOOTA

*The Straight Shoota is a one-of-a-kind weapon. It is fitted with an optical scope made using components stolen from a number of different weapons, including Imperial, T'au and even Aeldari.*

Model equipped with a kustom shoota only. This Relic replaces a kustom shoota and has the following profile:

| WEAPON | RANGE | TYPE | S | AP | D |
|---|---|---|---|---|---|
| Straight Shoota | 24" | Dakka 14/10 | 5 | -1 | 1 |

**Abilities:** Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

## FIGHT DETECTA

*This discarded Imperial auspex comes in handy for greenskins who want to find a fight more quickly – when an enemy is nearby, it lights up and makes noises, much to the Orks' delight.*

At the end of the Reinforcements step of your opponent's Movement phase, if an enemy unit was set up as Reinforcements this turn within 12" of the bearer, you can select one **BLOOD AXES CORE** unit from your army that is not within Engagement Range of any enemy units and is within 6" of the bearer. That **BLOOD AXES** unit can declare a charge as if it were your Charge phase, but its models can only declare that enemy unit as the target of that charge. Add 2 to that charge roll.

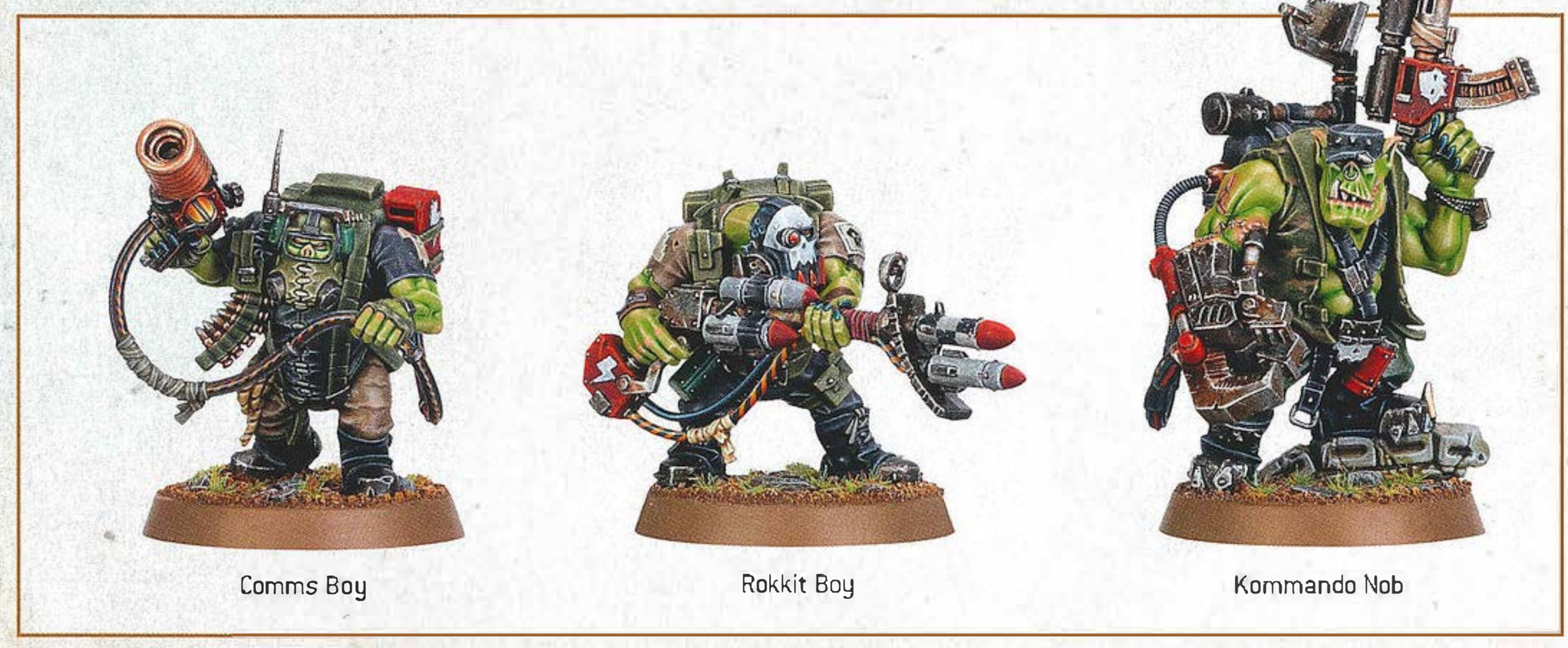
## NOISE BOX

*The wielder has acquired a broken voxcaster from a fallen Imperial warrior. He has taken to it quickly, enjoying bellowing orders over the system.*

The bearer has the following ability:

'**Noise Box (Aura)**: While an enemy unit is within 6" of this model:

- Subtract 1 from the Leadership characteristic of models in that unit. If this model has destroyed any **CHARACTER** units during the battle, subtract 3 from the Leadership characteristic instead.
- Subtract 1 from Combat Attrition tests taken for that unit.'



Comms Boy

Rokkit Boy

Kommando Nob

# STRATAGEMS

If your army includes any **BLOOD AXES** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

## YOUNGBLOODZ 1CP/2CP

***Blood Axes – Battle Tactic Stratagem***

*Stormboyz eager to prove themselves fight extra hard.*

Use this Stratagem in the Fight phase, when a **BLOOD AXES STORMBOYZ** unit is selected to fight. Until the end of the phase, add 1 to the Strength characteristic of models in that unit. If that unit contains 10 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

## GOT 'EM TRAPPED 2CP

***Blood Axes – Battle Tactic Stratagem***

*Blood Axes take extra satisfaction in outmanoeuvring the enemy and mobbing them with ladz.*

Use this Stratagem at the start of the Fight phase. Select one enemy unit within Engagement Range of two or more **BLOOD AXES** units (excluding **CHARACTER** units) from your army. Until the end of the phase, each time a **BLOOD AXES** model makes an attack against that unit, an unmodified hit roll of 6 scores 1 additional hit.

## TRIGGA DISCIPLINE 1CP/2CP

***Blood Axes – Battle Tactic Stratagem***

*Sometimes, the best kind of trigger discipline is to have none at all.*

Use this Stratagem in your Shooting phase, when a **BLOOD AXES LOOTAS** unit from your army is selected to shoot. Select one enemy **VEHICLE** unit. Until the end of the phase, each time a model in that **LOOTAS** unit makes an attack against that **VEHICLE** unit, you can re-roll the hit roll. If that **LOOTAS** unit contains 10 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

## SURPRIZE! 1CP

***Blood Axes – Strategic Ploy Stratagem***

*Some Kommandos are experts in fighting from cover, evading their enemies' blows and using the terrain against them.*

Use this Stratagem at the start of the Fight phase. Select one **BLOOD AXES KOMMANDOS** unit that is wholly within an Area Terrain feature. Until the end of the phase:

- While an enemy unit is within Engagement Range of this unit, that enemy unit cannot make use of any rules that allow it to fight first and never counts as having made a charge move this turn, irrespective of any abilities that unit may have.
- Each time an attack is made against that unit, subtract 1 from that attack's hit roll.

## GLORYBOYZ 1CP

***Blood Axes – Strategic Ploy Stratagem***

*If an Ork sees another Ork in a good fight, the greenskin will rush over to get a piece of the action.*

Use this Stratagem in your Charge phase, when a **BLOOD AXES** unit from your army makes a charge move. Select one enemy unit that was a target of that charge. Until the end of the phase, each time a **BLOOD AXES STORMBOYZ** unit declares that enemy unit as a target of a charge, add 2 to that charge roll.

## SPOTTED 'EM! 1CP

***Blood Axes – Strategic Ploy Stratagem***

*Sometimes, when Blood Axe Kommandos see an enemy – even one well hidden – they fully expect other ladz to see them too. Somehow, it works, and other Orks open fire on the foe.*

Use this Stratagem at the start of your Shooting phase. Select one enemy unit within 12" of and visible to a **BLOOD AXES KOMMANDOS** unit from your army. Until the end of the phase, each time a **BLOOD AXES** model in your army makes an attack against that enemy unit, the target unit does not receive the benefits of cover against that attack.

## TAKTICAL AWARENESS 2CP

***Blood Axes – Strategic Ploy Stratagem***

*Orks of the Blood Axes are capable of showing levels of tactical awareness far in excess of Orks in other clans.*

Use this Stratagem at the start of any phase. Select one **BLOOD AXES** unit from your army. Until the end of the turn:

- That unit can start to perform an action even if it Advanced this turn.
- That unit can make ranged attacks without any action it is performing failing.
- If that unit has the **CHARACTER** keyword, it can still use any aura abilities it has while performing an action.

## SPESHUL AMMO 1CP/2CP

***Blood Axes – Requisition Stratagem***

*Whether through trade or conquest, some Blood Axes acquire unusual ammunition types, which they use to great effect.*

Use this Stratagem in your Shooting phase, when a **BLOOD AXES** unit from your army is selected to shoot. Until the end of the phase, shootas models in that unit are equipped with have a Type characteristic of Dakka 4/2 and an Armour Penetration characteristic of -1 (this includes the Shoota profile of kombi-weapons, page 76). If that unit contains 10 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

ARMY OF RENOWN

# SPEED FREEKS SPEED MOB

The Orks belonging to speed mobs are, as their name would suggest, obsessed with speed. The faster the better. When they gather together, they only get tougher and quicker, as each greenskin eggs the others on in an endless cycle of competition and desire to be the fastest.

Orks love to go fast. There is something about speed that fulfils a deep need in the Orkish temperament – just like the thunder of guns, the clank of tracks or the din of battle. They like to feel the wind whipping into their faces and hear the throaty roar of supercharged engines. It is hardly surprising that bikes, aircraft and buggies of all kinds are popular with the Orks.

Those greenskins who become addicted to the sensation of 'goin' fasta' will most likely find their way into the Speed Freeks, a kult whose members rarely, if ever, leave the saddle. These grinning loons roar into battle on exhaust-belching jalopies and crude but effective flying machines, intent on getting into the thick of the fighting before their ground-pounding comrades.

Speed Mobs are groups of these speed-obsessed maniacs who gravitate together in search of the most violent competition, the best races and the most dangerous tracks. To these adrenaline junkies, Orks of other persuasions – or even other Speed Freeks – are intensely boring, their every spoken word and gesture appearing to them as slow and dull. Whilst racing and in battle, the Orks of the Speed Freek Speed Mobs pull off daring manoeuvres, ram foes or rivals at high speed and unleash every ounce of bizarre dakka they've been able to lash to their rides.

A Speed Freeks Speed Mob is an Army of Renown (pg 67).



## RESTRICTIONS

- Your army can only include **SPEED FREEKS**, **WAGON** and **AIRCRAFT** units.

## BENEFITS

- All of the units from your army gain the **SPEED MOB** keyword.
- You have access to the Speed Freeks Speed Mob Warlord Trait, Stratagems and Vehicle Kustom Jobs (see *Codex: Orks*).
- If your army is Battle-forged, the Command Benefits of the Outrider Detachment (see the Warhammer 40,000 Core Book) is changed to '+3 Command points if your **WARLORD** is part of this Detachment.'
- **SPEED FREEKS** units from your army gain the Adrenaline Junkies ability (see below).
- If your army is Battle-forged, **SPEED FREEKS BIKER** units from your army gain the Objective Secured ability (see the Warhammer 40,000 Core Book).

# ABILITY

## ADRENALINE JUNKIES

*Not only are Speed Freeks always eager to get stuck into the fray, they are also convinced that going fast makes them invincible.*

- This unit never gains a Clan Kultur (see *Codex: Orks*), but its inclusion in a Detachment does not prevent other units from that Detachment (excluding other units with this ability) from gaining a Clan Kultur.
- Each time this unit fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.
- Each time this unit Advances in your Movement phase, until the end of your Shooting phase, it counts as having made a Normal Move instead.
- Models in this unit have a 6+ invulnerable save. In your Movement phase, each time this unit is selected to Advance, until the start of your next Movement phase, models in this unit have a 5+ invulnerable save.



# VEHICLE KUSTOM JOBS

If your army is a Speed Freeks Speed Mob, you have access to these Kustom Jobs in addition to those found in *Codex: Orks*. All the usual rules for upgrading units from your army with Kustoin Jobs listed in *Codex: Orks* also apply to the ones found here.

| KUSTOM JOB | POWER | POINTS |
|---|---|---|
| Drag Chains | +1 | +15 |
| Raised Suspenshun | +1 | +10 |

## DRAG CHAINS

*When 'retreating', some Speed Freeks throw out huge coils of spiked chains behind their vehicles, which rip through their enemies.*

**SPEED MOB VEHICLE** model only. In your Movement phase, each time this model is selected to Fall Back, select one enemy unit (excluding **VEHICLE** or **MONSTER** units) within Engagement Range of this model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

## RAISED SUSPENSHUN

*Some greenskins raise the suspension of their rides, turning their vehicles into high-speed gun platforms.*

**SPEED MOB VEHICLE** model only. While this model is within Engagement Range of any enemy models, it is still able to make ranged attacks against enemy units that are not within Engagement Range of it.

# WARLORD TRAIT

If a **SPEED MOB CHARACTER** model is your **WARLORD**, they can have the Warlord Trait below instead of one from another source.

## SPEED KING

*This warlord's fanatical devotion to speedcraft is inspirational to all the ladz around him.*

While a friendly **SPEED FREEKS** unit (excluding **CHARACTER** units) is within 6" of this **WARLORD**, each time a model in that unit makes an attack, re-roll a wound roll of 1.



# STRATAGEMS

If your army is a Speed Freeks Speed Mob, you have access to these Stratagems, and can spend CPs to use them.

## BLITZA DAKKA — 1CP

***Speed Freeks Speed Mob – Battle Tactic Stratagem***

*The Speed Freeks fire so many rounds, some just have to hit the target.*

Use this Stratagem in your Shooting phase, when a **SPEED MOB** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack that targets an enemy unit within 12", re-roll a hit roll of 1. If that **SPEED MOB** unit has the **KUSTOM BOOSTA-BLASTAS** keyword, re-roll a hit roll of 1-2 instead.

## CHAAAAARGE! — 2CP

***Speed Freeks Speed Mob – Battle Tactic Stratagem***

*When Warbikers charge at full pelt, the power behind their assault is so great that they can smash through the enemy.*

Use this Stratagem in your Charge phase, when a **WARBIKERS** unit from your army makes a charge move. Until the end of the turn:

- Add 1 to the Strength characteristic of models in that unit.
- Each time a model in that unit makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

## CRASHIN' THROUGH — 1CP

***Speed Freeks Speed Mob – Battle Tactic Stratagem***

*Speed Freeks take immense pleasure in crushing enemy positions with flat-out vehicle charges.*

Use this Stratagem in your Charge phase, when a **SPEED FREEKS** unit from your army finishes a charge move. If that unit has the Spiked Ram ability (see *Codex: Orks*), it cannot use that ability this turn. Select one enemy unit within 1" of that **SPEED FREEKS** unit and roll one D6 for each model that **SPEED FREEKS** unit contains (to a maximum of six D6):

- If that **SPEED FREEKS** unit has the **BIKER** keyword, for each dice result of 4+, that enemy unit suffers 1 mortal wound.
- If that **SPEED FREEKS** unit has the **VEHICLE** keyword (excluding **MEGATRAKK SCRAPJETS** and **KUSTOM BOOSTA-BLASTAS** units), for each dice result of 4+, that enemy unit suffers D3 mortal wounds.
- If that **SPEED FREEKS** unit has the **MEGATRAKK SCRAPJETS** or **KUSTOM BOOSTA-BLASTAS** keywords, for each dice result of 2-5, that enemy unit suffers D3 mortal wounds; for each dice result of 6, that enemy unit suffers 2D3 mortal wounds.

## MORE GITZ OVER 'ERE! — 1CP

***Speed Freeks Speed Mob – Strategic Ploy Stratagem***

*Sometimes new targets that emerge are just too juicy to ignore.*

Use this Stratagem in your Movement phase, when a **SPEED MOB** unit from your army Falls Back:

- That unit is still eligible to shoot this turn even though it Fell Back.
- If that unit has the **BOOMDAKKA SNAZZWAGONS** keyword, until the end of the turn, each time a model in that unit makes a ranged attack, an unmodified hit roll of 6 scores 1 additional hit.

## ATTACK OUT O' DA SUN' — 2CP

***Speed Freeks Speed Mob – Strategic Ploy Stratagem***

*A common Deffkopta tactics is to fly high into the sky before diving down upon the foe.*

Use this Stratagem at the end of your turn. Select one **DEFFKOPTAS** unit from your army. Remove that unit from the battlefield. In the Reinforcements step of your next Movement phase, you can set that unit back up on the battlefield anywhere that is more than 9" away from any enemy models. If the battle ends and that unit is not on the battlefield, it is destroyed.

## LOTSA SQUIGS! — 1CP

***Speed Freeks Speed Mob – Wargear Stratagem***

*The crew of the Rukkatrukk Squigbuggy keep finding more squigs to launch at the enemy.*

Use this Stratagem in your Shooting phase. Select one **RUKKATRUKK SQUIGBUGGIES** unit from your army. Add 1 to the number of squig mines that unit has remaining.





# CRUSADE RULES

**In this section you'll find additional rules for playing Crusade battles with your army during an Octarius System campaign, such as Crusade Relics, Agendas and Requisitions that are inspired by the conflict in the Octarius System. You will also find additional content for Orks Crusade forces, as well as Imperial Crusade forces that contain a Rogue Trader. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.**



This section contains the following additional rules:

## CAMPAIGN BADGE

At the end of every battle that is part of an Octarius System campaign, every unit that was part of your Crusade army in that battle that does not already have it gains the Octarius System campaign badge. Such a unit gains the **OCTARIUS SYSTEM** keyword. Note that it keeps this keyword, and therefore any associated Battle Honours, for future battles, even if those battles are not part of an Octarius System campaign.

## CRUSADE RELICS (PG 87-88)

In addition to the Crusade Relics presented in other sources, this section contains a selection of Crusade Relics that can be selected for **OCTARIUS SYSTEM CHARACTERS** when they gain a Battle Honour. On page 87 you will find a number of Artificer Relics that can be selected for **OCTARIUS SYSTEM CHARACTERS** even after your Octarius System campaign has finished.

In addition, whilst playing an Octarius System campaign your **OCTARIUS SYSTEM CHARACTERS** can also gain Antiquity Relics from page 88. These are divided into three groups, and access to them is available to armies that have fought as part of a specific alliance in the Octarius System campaign, be it the Defenders, Attackers or Agents of Disruption. Note that the Crusade Relics on page 88 are only available to the applicable units while your army is taking part in the Octarius System campaign (pg 34-63).

## ASTRA CARTOGRAPHICA (PG 89-91)

Rogue Traders perform a unique and invaluable role within the Imperium, often without being subject to its strict laws. As such, these adventurers, pathfinders and privateers maintain personal fleets and armies, as well as vaults of unique technologies, from a lifetime of trade within the Imperium and outside its borders. In this section, you will find new Agendas for the unique exercising of their warrants of trade, as well Archeotech Curiosity Relics they have discovered on the battlefield – a new type of upgrade that can be utilised using Requisitions.

## LOOTED VEHICLES (PG 92-95)

Orks are consummate recyclers, with nothing of value ever going to waste. Even the smallest piece of technology is collected up by diligent gretchin assistants and rebuilt into new and useful forms by the ingenious Mekboyz. Often they will recover the ravaged vehicles of their foes, and cobble together their accumulated wreckage into new war machines. The rules for adding these to your army, as well as the datasheets for them can be found on pages 93-95.

# CRUSADE RELICS

When an **OCTARIUS SYSTEM CHARACTER** gains a Crusade Relic you can instead select one of the Relics from the appropriate list below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

## ARTIFICER RELICS

An **OCTARIUS SYSTEM CHARACTER** can be given one of the following Artificer Relics, instead of one of the ones presented in other sources.

### Order of the Octarian Star

*The wars in the Octarius System are some of the most bitterly fought in the galaxy. A significant portion of the Imperial forces that are fed into this deadly meat grinder never see the end of battle. However, for those who perform admirably and survive in the face of the elemental forces, the rewards are great.*

**IMPERIUM** model only. At the end of the battle, in the Update Experience Points step, if the bearer destroyed any enemy units during that battle, it gains one additional experience point. In addition, if the bearer destroyed any enemy **OCTARIUS SYSTEM WARLORD** models during that battle, it gains one additional experience point.

### Da Overfiend's Second-best Basha

*The Overfiend is a ferocious and adaptable fighter. When Hive Fleet Leviathan arrived in the Octarius Sector, he soon discovered that the enormous iron club he favoured was not as effective at staving in the reinforced chitinous skulls of the biggest Tyranid beasts as he'd hoped. When he discarded it, his boyz ensured that it was still put to good use.*

**ORKS** model equipped with big choppa or 'uge choppa only. This Relic replaces a big choppa or 'uge choppa and has the following profile:

| WEAPON | RANGE | TYPE | S | AP | D |
|---|---|---|---|---|---|
| Second-best Basha | Melee | Melee | +3 | -3 | 3 |

### The Swarm Crown

*This adaptation was first seen on the battlefields of the Octarius System. It is thought that the crown's spiny protrusions enhance the bearer's synaptic control over their underlings. Whatever the reason, creatures with this adaptation direct the tides of Tyranid creatures like a conductor at the centre of a concerto.*

**TYRANID SYNAPSE** or **PATRIARCH** model only. The bearer has the following ability:

'**The Swarm Crown (Aura):** In your Command phase, you can select one friendly **TYRANID** unit that is within 6" of the bearer. Until your next Command phase:

- If that unit is performing an action, it can shoot without that action failing.
- That unit is eligible to declare a charge in a turn in which it Fell Back.'

### The Eye of Octaria

*This jagged talisman absorbed countless souls during the Blood Crusade. Found at the bottom of a gore-filled crater by those dedicated to the Dark Gods, it promises untold power to any who can bind it to their will – as long as they feed its insatiable hunger for souls.*

**CHAOS** model only.

- Add 1 to the Attacks characteristic of the bearer.
- Each time the bearer makes a melee attack, add 1 to that attack's wound roll.
- At the end of the battle, in the Update Crusade Cards step, if 7 or less enemy models were destroyed by a melee attack made by the bearer, the bearer must take an Out of Action test (subtract 1 from the roll when doing so). **TITANIC** models count as 10 models for this ability.

### Multi-target Tracking Node

*This targeting scanner is developed to allow Battlesuits to rapidly track individual enemies within the vast hordes of troops deployed by Ork and Tyranid forces in the Octarius System. Its multiple lenses ensure that each shot finds a new target, preventing already slain foes from absorbing shots meant for their nearby fellows.*

**T'AU EMPIRE BATTLESUIT** model only. Each time the bearer makes a ranged attack that targets an enemy unit with a Starting Strength of 11 or more, you can re-roll that attack's wound roll.

### The Orb of the Awakeners

*This orb – containing potent control engrams – allows the bearer to directly control the countless Necron Canoptek constructs that maintain the deathless legions. When it is activated, these constructs strike with a viciousness previously unseen.*

**NECRONS** model only. In your Command phase, you can select one friendly **CANOPTEK** unit that is within 6" of the bearer. Until your next Command phase:

- Improve that unit's Weapon Skill and Ballistic Skill characteristics by 1 (to a maximum of 3+).
- Add 1 to charge rolls made for that unit.

### Mask of Morai-Heg

*The scale of bloodshed in the Octarius System drew many followers of the Crone Goddess to the area. It is said that those who view the universe through the eyes of this mask can see the very flow of souls on their way to the warp. It even allows the wearer to see their own fate played out in visions, though whether they seek to embrace or thwart that fate is up to them – presuming Morai-Heg allows it.*

**AELDARI** model only.

- Each time the bearer would lose a wound, roll one D6: on a 5+, that wound is not lost.
- Each time an Out of Action test is failed for the bearer, you can re-roll that test.

## ANTIQUITY RELICS

An **OCTARIUS SYSTEM CHARACTER** of Heroic rank can be given one of the following Antiquity Relics instead of one of the ones presented in other sources. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

The following Antiquity Relics are only available to **OCTARIUS SYSTEM CHARACTERS** during the Octarius System campaign. Each is only available to armies that are part of a campaign alliance, and can only be selected while your army is part of the stated campaign alliance. Each time one of these Antiquity Relics is selected, the War Zone points you contribute to your alliance in your next battle is reduced by 1 (to a minimum of 1).

### Tyrant Skull Totem

*Many forces attempting to resist the onslaught of the Hive Mind have found that the skulls of leader-beasts often retain an echo of psychic dominance, causing temporary confusion in the smaller, subservient beasts of the Tyranid swarm. They have also been shown to affect other creatures whose brain patterns are susceptible to the shadow in the warp.*

Defender alliance only. Each time an enemy unit makes a melee attack against the bearer:

- Subtract 1 from that attack's hit roll.
- If that enemy unit is a **TYRANID** unit (excluding **SYNAPSE** units), subtract 1 from that attack's wound roll.

### Disruption Orb

*This orb broadcasts disruptive sonic frequencies shown to cause extreme discomfort to nearby organisms, especially those with higher brain function. When activated, they have provided a crucial, if temporary break from many who seek respite from their foes.*

Agents of Disruption alliance only. Once per battle, at the start of the Fight phase, you can activate this Relic. When you do so, select one enemy unit that is within 3" of this model. That enemy unit is not eligible to fight until after all eligible units from your army have done so.

### Amplification Node

*Implanted into the bearer, this node amplifies psychic brain activity, overwhelming those who would seek to deny their domineering will.*

Attacker alliance **PSYKER** model only. Once per Psychic phase, when you take a Psychic test for this model, you can re-roll that Psychic test.

*Eyva Phalomor sat behind an ornately carved wooden desk in her private quarters aboard* The Riches He Bestows. *'Tell me, what have you found?' she asked the holographic images projected onto the table, each one of officers or agents that she had deployed to Sigma-Ulstari's surface.*

*'The world would have fallen within months, perhaps weeks without our timely arrival, my Lady,' said General Oorencroft. 'The majority of Sigma-Ulstari's forge-spires are either fallen or contested. I have deployed the bulk of our regiments around the tower called Xion-secundus. It had already fallen to the enemy, who had largely abandoned it. The forge-spire also lies across a potential Ork line of retreat from Xion-tertius. We will eliminate any greenskins that come from there.'*

*'Good,' said Phalomor.*

*'My lady, our bomber wings intercepted a Tyranid megaswarm en route to forge-spire Alpha-primaros. Significant damage was inflicted,' said Air-Marshal Gelnn.*

*'That will earn us much gratitude,' Phalomor said.*

*Others gave their reports. They spoke of Mechanicus columns saved, forge-spires relieved and aliens slaughtered. They reported on successful collaborative efforts with both the Black Templars and Indomitus Crusade forces. Everything was well.*

Hundreds of generals and admirals speak my name with praise, *Phalomor thought.*

*'Casualties? Losses?' she asked.*

*'Minimal,' answered General Oorencroft.*

*'Minimal,' repeated Admiral Poloros.*

This has been a good investment, *Phalomor thought.* The appearance of doing much whilst sacrificing little.

*'Ladies, gentlemen, you are all dismissed. Continue your business. Captain Threntellian, you will stay.'*

*'Yes, my Lady,' chorused Phalomor's officers and agents. Their images disappeared.*

*'Captain Threntellian, tell me of your operation.'*

*'The infiltration of Xion-secundus was a success. Xenos presence was minimal, Mechanicus presence was nil. Casualties were well within parameters required for successful task completion. It took approximately one local hour to reach the chamber. It was exactly where you said it would be.'*

*'Fine work, Captain. Continue.'*

*'It took four ambots the better part of three local hours to tear their way through the door. I established defensive perimeters and posted guards to our evacuation route. We sustained several enemy raids whilst the ambots were at work, but suffered no break. The ambots eventually got through.'*

*'And?'*

*'It was there, my Lady. The box, with your sigil emblazoned on its top, as you said it would be. There were other treasures also. Far beyond my ability to identify.'*

*'And you recovered it all?'*

*'Yes, my Lady.'*

*'And no one has opened anything, attempted to use anything or otherwise interfered with anything you found.'*

*'No, my Lady. All were placed in secure storage and evacuated safely. I have it all in my personal possession now and will bring it to you personally via shuttle, upon your request.'*

*'Show me.'*

*Threntellian lifted a small box and presented it to her. It was unmarked, besides Phalomor's sigil. Her heart leapt.*

*'Bring it to me, now.'*

# ASTRA CARTOGRAPHICA

## AGENDAS

If your Crusade army includes any **ROGUE TRADER** units, you can select one Agenda from the Rogue Trader Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

### ACQUISITION AT ANY COST

***Rogue Trader Agenda***

*Rogue Traders are experts at identifying chances to acquire rare goods, unable to resist the opportunity lest it not arise again during their lifetime.*

Keep an Acquisition tally for each **ASTRA CARTOGRAPHICA** unit from your army. If you selected this Agenda, **ASTRA CARTOGRAPHICA** units from your army can attempt the following action:

**Call Extraction Drone (Action):** At the end of your Movement phase, one **ASTRA CARTOGRAPHICA** unit that is within range of an objective marker that has not had this action performed on it can start to perform this action. A unit cannot start to perform this action while there are any enemy units (excluding **AIRCRAFT** units) within range of the same objective marker. This action is completed at the start of your next Command phase. Each time this action is completed, add 1 to that **ASTRA CARTOGRAPHICA** unit's Acquisition tally.

Each unit gains a number of experience points equal to their Acquisition tally.

### AGGRESSIVE NEGOTIATION

***Rogue Trader Agenda***

*Sometimes valuable goods cannot be traded, and the only way to acquire them is by force.*

Keep a Valuables tally for each **ASTRA CARTOGRAPHICA** unit from your army. Each time an **ASTRA CARTOGRAPHICA** unit from your army destroys an enemy unit that is within 6" and has any Relics or Crusade Relics, add 1 to that unit's Valuables tally.

Each unit gains 2 experience points for each mark on their Valuables tally. If the total of all Valuables tallies in your army is 4 or more, you can use the Master of Negotiation Requisition once for 0RP after that battle, as if you had spent 1RP.



# ARCHEOTECH CURIOSITY RELICS

Archeotech Curiosity Relics are a new type of upgrade that can be given to Rogue Traders or other **CHARACTER** units from the same Crusade army. You can only acquire Archeotech Curiosity Relics for your army by utilising the Requisitions detailed below.

## REQUISITIONS

*Rogue Traders accompany many Imperial Crusade fleets, especially those venturing into lost or uncharted systems. Their role is often as guides, scouts, ambassadors or simply as an accompanying force, providing additional firepower in exchange for a share in any riches uncovered.*

If your Order of Battle includes any **ROGUE TRADER** units, you can spend Requisition points (RPs) to use the following Requisitions:

### DEALER IN EXQUISITE GOODS 2RP

*Rogue Traders are constantly on the lookout for unique treasures to add to their collection, and are always happy to barter with their allies – as long as they feel like they are getting the better end of the deal.*

Purchase this Requisition at any time. Select one unit from your Order of Battle that has any Relics or Crusade Relics. Select one of these Relics and remove it from that unit's Crusade card (even though Relics gained cannot normally be removed). If you removed a Relic, you can replace it with another Relic available to that unit. If you removed a Crusade Relic, you can instead replace it with an Archeotech Curiosity from the list opposite, rolling 2D6 if you are replacing an Artificer Relic, 3D6 if you are replacing an Antiquity Relic or 4D6 if you are replacing a Legendary Relic.

### MASTER OF NEGOTIATION 1/2RP

*Even while on campaign with other Imperial forces, Rogue Traders will maintain agents and contacts with other civilisations, ensuring that no precious commodities slip through their grasp.*

Purchase this Requisition at any time. Generate one Archeotech Curiosity and give it to a **ROGUE TRADER** unit (excluding named characters) on your Order of Battle. To do so, for each Requisition point spent, you can roll up to two D6 when generating your Archeotech Curiosity (see right). Make a note of the Archeotech Curiosity on the unit's Crusade card and add 1 to its Crusade points total (+2 instead if you rolled three or more D6 when generating that Archeotech Curiosity). This upgrade is permanent to this unit, and cannot be removed or changed.

## ARCHEOTECH CURIOSITY EFFECTS

*Rogue Traders maintain a veritable museum of unique treasures about their flagships, many dating from the dawn of the Imperium, or even older. A few of their rarest and most coveted treasures are not of Human origin at all...*

To discover the effects of your Archeotech Curiosity, roll a number of D6 as determined by the Requisition you have purchased. You must select a different table from each of the following for each D6 rolled. Each result will give you an ability that Archeotech Curiosity has. Once you have determined all the effects of your Archeotech Curiosity, you must give it a name. The bearer is now considered to have the abilities determined for that Archeotech Curiosity. Each Archeotech Curiosity is considered to be a Crusade Relic for other rules purposes.

***Example:*** *Laura is generating an Archeotech Curiosity for her Rogue Trader, using the Master of Negotiation Requisition. She has paid 2 Requisition points and decides to roll three D6. Each D6 must be rolled on a different table, so she rolls one D6 on the Weapon Augmentations table, one on the Psychic Augmentations table and one on the Physical Augmentations table. Laura rolls the Guidance Augury, Warp Shroud and Speed Amplifier results. She decides that this Archeotech Curiosity will be called a D'vorahn Hypersphere, and adds the name and its abilities to her Rogue Trader's Crusade card.*

## WEAPON AUGMENTATIONS

D6 ROLL - EFFECT

### 1. MACRO-ANATOMY SCANNER
Each time this model makes an attack against a **MONSTER** unit, re-roll a wound roll of 1.

### 2. THREAT TRACKER
Each time an enemy unit declares a charge against a friendly unit within 6" of this model, unless this model is within Engagement Range of any enemy models, this model can fire Overwatch at the charging unit as if it were also a target of that charge (this is in addition to any other units that are firing Overwatch).

### 3. STRUCTURAL ANALYSER
Each time this model makes a melee attack against a **VEHICLE** unit, an unmodified hit roll of 6 automatically wounds the target.

### 4. IMPACT AMPLIFIER
Each time this model makes a melee attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

### 5. PROJECTILE ACCELERATOR
Add 6" to the Range characteristic of ranged weapons this model is equipped with.

### 6. GUIDANCE AUGURY
Each time this model is selected to shoot, you can re-roll one hit roll when resolving that model's attacks.

## PSYCHIC AUGMENTATIONS

D6 ROLL - EFFECT

### 1. WARP DAMPENER
In your opponent's Psychic phase, this unit can attempt to deny one psychic power as if it were a **PSYKER**.

### 2. WARP CONDUIT
If this model is not a **PSYKER**, this model can attempt to manifest one psychic power in your Psychic phase, as if it were a **PSYKER**. Each time a Psychic test is taken for this unit when using this ability, roll one D6 instead of 2D6. It knows *Smite*. If this model is already a **PSYKER**, in each of your Psychic phases, this model can attempt to manifest one additional psychic power.

### 3. WARP SHROUD
Unless this model is the closest eligible target, enemy models cannot select it as the target of psychic powers.

### 4. WARP ABSORBER (AURA)
While an enemy **PSYKER** unit is within 12" of this model, subtract 1 from Psychic tests taken for that unit.

### 5. WARP AMPLIFIER (AURA)
Once per Psychic phase, after making a Psychic test for a friendly **PSYKER** unit that is within 6" of this model, you can add 1 to that Psychic test.

### 6. WARP AEGIS
In the Psychic phase, each time this model would lose a wound as a result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

## PHYSICAL AUGMENTATIONS

D6 ROLL - EFFECT

### 1. RIGIDITY AMPLIFIER
Add 1 to armour saving throws made for this model.

### 2. AUTHORITY AMPLIFIER
Add 3" to the range of the bearer's aura abilities (to a maximum of 9").

### 3. FORCE AMPLIFIER
Add 1 to this model's Strength characteristic.

### 4. RESILIENCE AMPLIFIER
Add 1 to this model's Toughness characteristic.

### 5. FURY AMPLIFIER
Add 1 to this model's Attacks characteristic.

### 6. SPEED AMPLIFIER
Add 2" to this model's Move characteristic.

## ACTION AUGMENTATIONS

D6 ROLL - EFFECT

### 1. GRAVITIC DAMPENER
Add 1 to charge rolls made for this model.

### 2. STABILITY ACTUATOR
This model is eligible to shoot in a turn in which it Falls Back.

### 3. GRAVITIC AMPLIFIER (AURA)
While a friendly unit is wholly within 6" of this model, each time an enemy unit declares that unit as the target of a charge, subtract 1 from the charge roll.

### 4. DECEIT-FIELD
After both players have deployed their armies, you can redeploy this model. If the mission uses the Strategic Reserves rules, any of those models can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many models are already in Strategic Reserves. If both players have abilities that redeploy models, roll off; the winner chooses who redeploys their models first.

### 5. MAGNIFICENCE PROJECTOR
Each time a melee attack is made against this model, subtract 1 from that attack's hit roll.

### 6. MULTI-FOCAL AUTO-FILTER
Each time this model makes a ranged attack against a unit with a Starting Strength of 11+, you can re-roll a wound roll of 1.

# LOOTED VEHICLES

*Ork vehicles are very rarely created completely from scratch. They are more often cobbled together from other pre-existing vehicles, whether they be those taken from their rivals, or salvaged from the battlefield. Of the latter, Orks love nothing more than taking the creations of their foes and 'improving' them with all kinds of strange new additions, as well as adding the mandatory big red button, before deploying them to the battlefield to blast and crush their former owners.*

If your Crusade Faction is **ORKS**, you can spend accumulated Scrap points to add looted vehicles to your Order of Battle. If you have any **MEK** or **BIG MEK** units on your Order of Battle, you can spend Scrap points on the Loot Vehicle Mek Job. If you purchase this Mek Job, delete the listed amount of Scrap points from your army's Scrap points total.

## MEK JOB

### LOOT VEHICLE — 6+SP

Purchase this Mek Job either before or after a battle. Add one **LOOTED WAGON**, **LOOTED 'EAVY WAGON** or **BATTLE FORTRESS** unit to your Order of Battle. The Scrap point cost of this Mek Job depends on which unit you wish to add. The starting Scrap point cost for each unit can be found in the table below.

| UNIT | STARTING SCRAP POINT COST |
|---|---|
| **LOOTED WAGON** unit | 6 |
| **LOOTED 'EAVY WAGON** unit | 8 |
| **BATTLE FORTRESS** unit | 16 |

Each datasheet also lists a selection of wargear options. Some wargear options will also carry an additional Scrap point cost. If you select to use one of these wargear options when creating your looted vehicle, add that number of Scrap points to the total cost. Once you have decided which options you wish to use, the Scrap points total for your selected vehicle and wargear options is deducted from your army's Scrap points total. This looted vehicle's Power Rating is equal to its total Scrap points cost. You cannot purchase this Mek Job if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

***Example:*** *Andy wishes to add a looted vehicle to the Order of Battle for his Orks Crusade force. Because he has 11 Scrap points, he chooses to add a* **LOOTED 'EAVY WAGON** *unit to his Order of Battle for 8 Scrap points, and uses the weapon option to equip it with a killkannon, which costs 1 additional Scrap point. He also replaces that model's big shoota with a rokkit launcha using the second weapon option, and adds 2 more rokkit launchas using the third weapon option for 1 additional Scrap point. The total Scrap point cost of Andy's* **LOOTED 'EAVY WAGON** *unit is 10 Scrap points, which he deducts from his army's Scrap points total. He then creates a Crusade card for this unit with a Power Rating of 10, and then adds this unit to his Order of Battle.*



# LOOTED WAGON

**6-7** POWER

Some of this model's characteristics change as it suffers damage, as shown below:

| No. | Name | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | Looted Wagon [6+ wounds remaining] | 12" | 5+ | 5+ | 6 | 7 | 10 | 3 | 6 | 4+ |
| | Looted Wagon [3-5 wounds remaining] | 8" | 5+ | 5+ | 5 | 7 | N/A | D3 | 6 | 4+ |
| | Looted Wagon [1-2 wounds remaining] | 6" | 5+ | 5+ | 4 | 7 | N/A | 1 | 6 | 4+ |

A Looted Wagon is equipped with: 1 big shoota [see *Codex: Orks*]

## WARGEAR OPTIONS

- This model can be equipped with up to two of the following [+1 Scrap point]: 1 big shoota; 1 skorcha [see *Codex: Orks*].
- This model can be equipped with up to 6 shootas [+1 Scrap point][see *Codex: Orks*].

## ABILITIES

**'Ere We Go, Ramshackle, Waaagh!** [see *Codex: Orks*]

**Explodes:** When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**Kustom Red Button:** Once per battle, at the start of your Command phase, you can select for the driver to hit the inviting and mysterious red button mounted on his dashboard. When you do, roll one D6 and consult the table below to determine the effect.

**D6 Result**

**1 Snack Dispensa:** A hidden compartment delivers the driver a tasty grilled squig. No effect.

**2-3 Boosta:** Until your next Command phase, add 4" to this model's Move characteristic.

**4-5 More Dakka:** Until your next Command phase, each time this model makes a ranged attack, an unmodified hit roll of 6 scores 1 additional hit.

**6 Hidden Rokkits:** Until your next Command phase this model is equipped with 1 rokkit launcha [see *Codex: Orks*]

## TRANSPORT

This model has a transport capacity of 10 **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models.

## KEYWORDS

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, TRANSPORT, LOOTED, LOOTED WAGON**



Greenskins make significant use of captured transport vehicles. They seize Chimeras, Rhinos and Goliath Trucks most commonly, but some Meks even find a way to 'upgrade' T'au Devilfish or Adeptus Mechanicus Skorpius transports.



Blowing up the foe with what used to be the enemy's own battle tanks is a source of great amusement to many Orks. Meks love to get their hands on such vehicles, tinkering with them to no end to get the shootiest tank of all.

# LOOTED 'EAVY WAGON

**8-10** POWER

Some of this model's characteristics change as it suffers damage, as shown below:

| No. | Name | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | Looted 'Eavy Wagon [7+ wounds remaining] | 10" | 5+ | 5+ | 7 | 7 | 12 | 3 | 7 | 3+ |
| | Looted 'Eavy Wagon [4-6 wounds remaining] | 7" | 5+ | 5+ | 6 | 7 | N/A | D3 | 7 | 3+ |
| | Looted 'Eavy Wagon [1-3 wounds remaining] | 4" | 5+ | 5+ | 5 | 7 | N/A | 1 | 7 | 3+ |

A Looted 'Eavy Wagon is equipped with: 1 big shoota (see *Codex: Orks*).

## WARGEAR OPTIONS

- This model can be equipped with one of the following (+1 Scrap point): 1 killkannon; 1 lobba; 1 zzap gun (see *Codex: Orks*).
- This model's big shoota can be replaced with one of the following: 1 rokkit launcha; 1 skorcha (see *Codex: Orks*).
- This model can be equipped with up to two of the following (+1 Scrap point): 1 big shoota; 1 rokkit launcha; 1 skorcha (see *Codex: Orks*).

## ABILITIES

**'Ere We Go, Ramshackle, Waaagh!** (see *Codex: Orks*)

**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**Kustom Red Button:** Once per battle, at the start of your Command phase, you can select for the driver to hit the inviting and mysterious red button mounted on his dashboard. When you do, roll one D6 and consult the table below to determine the effect.

**D6 Result**

**1 Shouty Speakas:** A hidden sound system starts blaring discordant 'music' for the crew. No effect.

**2-3 Boosta:** Until your next Command phase, add 4" to this model's Move characteristic.

**4-5 More Dakka:** Until your next Command phase, each time this model makes a ranged attack, an unmodified hit roll of 6 scores 1 additional hit.

**6 Force Fields:** Until your next Command phase, this model has a 5+ invulnerable save.

## KEYWORDS

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Vehicle, Looted, Looted 'Eavy Wagon**

# BATTLE FORTRESS

**16-21** POWER

Some of this model's characteristics change as it suffers damage, as shown below:

| No. | Name | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | Battle Fortress (14+ wounds remaining) | 10" | 5+ | 5+ | 9 | 8 | 26 | 9 | 8 | 3+ |
| | Battle Fortress (7-13 wounds remaining) | 7" | 5+ | 5+ | 8 | 8 | N/A | 6 | 8 | 3+ |
| | Battle Fortress (1-6 wounds remaining) | 4" | 5+ | 5+ | 7 | 8 | N/A | 3 | 8 | 3+ |

A Battle Fortress is equipped with: 1 big shoota; 1 deffkannon; 1 killkannon; 1 twin big shoota (see *Codex: Orks*); krushin' tracks.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---|---|---|---|---|---|---|
| Twin skorcha | 12" | Heavy 2D6 | 5 | -1 | 1 | Each time an attack is made with this weapon, that attack automatically hits the target. |
| Krushin' tracks | Melee | Melee | User | -2 | 2 | - |

## WARGEAR OPTIONS

- This model's deffkannon can be replaced with 1 supa-gatler (see *Codex: Orks*).
- This model's killkannon can be replaced with 1 of the following: 1 lobba; 1 twin big shoota; 1 zzap gun (see *Codex: Orks*).
- This model can be equipped with up to two of the following (+1 Scrap point): 1 big shoota; 1 rokkit launcha; 1 skorcha (see *Codex: Orks*).
- This model can be equipped with up to four zzap guns (+1 Scrap point each) (see *Codex: Orks*).
  - For each zzap gun selected using this option, this model must be equipped with one of the following: 1 twin big shoota (see *Codex: Orks*); 1 twin skorcha.

## ABILITIES

**'Ere We Go, Waaagh!** (see *Codex: Orks*)

**Explodes:** When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

**Unstoppable:** This model is eligible to declare a charge in a turn in which it Fell Back.

**Kustom Red Button:** Once per battle, at the start of your Command phase, you can select for the driver to hit the inviting and mysterious red button mounted on his dashboard. When you do, roll one D6 and consult the table below to determine the effect.

**D6 Result**

**1 Skreenwipers:** Flexible scrapers deploy to clean the accumulated dirt and gore from the vision ports. No effect.

**2-3 Boosta:** Until your next Command phase, add 3" to this model's Move characteristic.

**4-5 Extra Spikes:** Until your next Command phase, after this model makes a charge move, roll one D6 for each enemy unit within Engagement Range: on a 4+, that unit suffers D3 mortal wounds.

**6 More Dakka:** Until your next Command phase, each time this model makes a ranged attack, an unmodified hit roll of 6 it scores 1 additional hit.

## TRANSPORT

If this model is equipped with a supa-gatler, it gains the TRANSPORT keyword, and has a transport capacity of 20 FLASH GITZ or <CLAN> INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models.

## KEYWORDS

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, TITANIC, LOOTED, BATTLE FORTRESS**



The largest pilfered vehicles are Battle Fortresses – mobile strongholds that bristle with weaponry, gun turrets and additional armour plates. They are frequently based on Imperial super-heavy tanks, such as Shadowsword or the Baneblade.

# GLOSSARY

**Below you will find a glossary that contains a number of terms used in this book.**

**Adrenaline Junkies (pg 80):** An ability for **SPEED FREEKS** units from a Speed Mob Army of Renown.

**Alliances (pg 37):** For an Octarius System campaign, players are organised into one of three teams, known as alliances: the Attackers, the Defenders or the Agents of Disruption. The results of each of their games contribute to their alliance's overall result.

**Army of Renown (pg67):** A variant army list for a Faction that can be used in your games of Warhammer 40,000 to represent a specialised force. It must be Battle-forged, cannot include any Specialist Detachments, and will have other specific restrictions that must be adhered to. Doing so, however, will provide you with unique benefits.

**Archeotech Curiosity (pg 90):** A type of Crusade Relic available to your army through Requisitions, while your Order of Battle contains a **ROGUE TRADER** unit.

**Campaign Badge (pg 86):** A keyword a unit gains if it was part of your Crusade army in an Octarius System campaign.

**Campaign Master (pg 36):** The individual who organises and runs an Octarius System campaign.

**Campaign Master's Edicts (pg 51-52):** Optional rules for a Campaign Master to use when running an Octarius System campaign.

**Campaign Phase (pg 38):** An Octarius System campaign is split into several phases, as decided by the Campaign Master at the start of the campaign.

**Campaign Stage (pg 39):** Each phase of an Octarius System campaign is split into stages in which players play games.

**Campaign Tree (pg 38):** Each phase of an Octarius System campaign is described by a Campaign Tree, which shows which missions are used during each stage and what the Victor Bonuses for each stage are.

**Codex Supplement: BloodAxes (pg 76-79):** Additional rules for **ORKS** Detachments from the **BLOOD AXES** clan.

**Critical Mission (pg 52):** A Campaign Master's Edict that allows players to receive additional rewards for accomplishing specific tasks during a battle.

**Full-scale Bombardment (pg 51):** A Campaign Master's Edict that allows players to call in powerful artillery strikes during Octarius System campaign battles.

**Index: Astra Cartographica (pg 68-73):** Rules for including **ROGUE TRADERS** units in your army.

**Legendary Mission (pg 54-63):** A unique mission to each phase of the Octarius System campaign, played at the end of each phase, and inspired by a key event from *War Zone Octarius Book 2: Critical Mass*.

**Loot Vehicle (pg 92):** A Mek Job available to Ork Crusade Armies, which allows you to add unique new datasheets to your Order of Battle by spending Scrap points.

**Octarius System Campaign (pg 34-63):** A campaign system for your games of Warhammer 40,000 inspired by the events of *War Zone Octarius Book 2: Critical Mass*.

**Speed Freeks Speed Mob (pg 80-83):** An Army of Renown for Orks.

**Strategic Value (pg 41):** At the end of an Octarius System campaign, the alliance with the highest total Strategic Value – earned by winning a campaign phase – is the overall winner.

**Victor Bonus (pg 42-43):** A bonus that all players in an alliance gain during an Octarius System campaign if their alliance wins a particular stage of the campaign. The Victor Bonus gained for winning a stage can be found on the Campaign Tree for that campaign phase.

**War Zone Points (pg 39):** These are used to determine the winner of a campaign phase. They are most commonly achieved by playing games in an Octarius System campaign.