

AGE OF THE EMPEROR

— THE SIEGE OF TERRA —



THE TEMPUS
FUGITIVES

WAAAGH!
DA ORKS!

WARHAMMER
40,000

FINAL



IT IS THE 3¹ST MILLENNIUM. THE AGE OF THE EMPEROR HANGS BY A THREAD AS THE IMPERIUM FALLS IN ON ITSELF. NOW IS THE TIME FOR THE ORKS TO STRIKE! CRUSH DA 'UMIES! HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN WHAT THE HUMANS CALL "THE SIEGE OF TERRA"; A CAMPAIGN THAT CHRONICLES THE BRUTAL GAMBIT FOR THE THRONE OF THE IMPERIUM AND WHEN THE ORKS STABBED THEM IN THE BACK AND NICKED THEIR STUFF!

IMPORTANT!

THIS IS NOT A TOURNAMENT. YOU WILL GET MORE OUT OF THE WEEKEND IF YOU ENJOY THE EXPERIENCE RATHER THAN FOCUS ON THE OUTCOME OF YOUR GAMES. TRY AND PLAY WITH YOUR OPPONENT RATHER THAN AGAINST THEM.

The Tempus Fugitives have designed this campaign weekend to be (we hope) as enjoyable as possible. Once again (all together now) it is **important to remember that the campaign weekend is not a tournament**. If you are **expecting anything other than to just have fun – turn back now!** The games you play are all connected to part of a greater event – the Siege of Terra and the galaxy changing battles that surround it.

Games Workshop has a really fantastic Throne of Skulls Grand Tournament programme and should you want to get involved in a true test of your skill at Warhammer 40,000 please contact Direct Sales on 0115 91 40000 or see the events page at www.uk.games-workshop.com

The Age of the Emperor: The Siege of Terra campaign weekend presents Games Workshop hobbyists with an opportunity to play in a different style than they may be used to. In short, Tempus Fugitives' campaigns are all about trying out new ideas and contributing to an adventure. In fact the story is almost as important as the actual games themselves and players should be

prepared to get into the mindset of the army they have brought to battle with.

If you and your opponent have a great game, the actual outcome of the battle becomes less important. Once more (with feeling), you are playing with your opponent – not against them.

The team running the event is there to help describe the campaign story as it unfolds and they will work out what impact your games have upon it. Most importantly they are there to ensure everybody has a great time. **Remember – it's only toy soldiers!**

Games will be driven by the narrative of the campaign. This means that during the course of the event various games may appear a bit one-sided when viewed from the usual gaming perspective.

In any war, commanders have to deal with unfair and unbalanced situations, using cunning and skill to prevail against overwhelming odds, and the same may be true for you. However, whatever the scenario or battlefield conditions, your game and your story will always count in the big scheme of things; the Tempus Fugitives will always try to make sure that you are not asked to play a game you simply can't win before any dice are cast. There will always be critically important mission objectives that you will need to strive to achieve.

Most importantly remember that, as this is a team event, even if you lose your individual battle your taskforce or faction may still do well overall; don't worry about 'winning', just think about having a good time.

It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a top notch event that everyone can enjoy.



ACKNOWLEDGMENTS

This weighty tome you hold in your slightly clammy hands is the third exciting instalment in the epic Age of the Emperor saga - the latest Tempus Fugitives Warhammer 40,000 campaign weekend. We have not arrived at this point by mere chance or by some whim; instead we are here because of a number of important people helped us along the way. The bad news is that the list is quite lengthy - so we'll group them together so as to hopefully not leave anyone out.

Most important of all - the Tempus Fugitives would like to thank **Games Workshop** for giving many of us jobs and all of us a grim darkness to play with. Without their universe to run around in, we'd all be playing Risk or Sudoku...

The wives, girlfriends, boyfriends, partners and right hands of the Tempus Fugitives - for letting their worse halves go and play with lead dollies 'up north' several times a year. The Tempus Fugitives are most serious about their work and no fun was had in the preparation of this weekend... Any rumours of 80's disco dancing on the revolving stage in the Reflex bar in Nottingham high street are completely unfounded.

My personal thanks go to **Andrew Fish** for his continued input and creativity both with the campaign packs as well as the website.

The **UK Events team** deserve mention here. The support received over the years from **Brian Aderson** and **Andy Joyce** has meant that we have had the confidence to try and pull these events off.

And last but not least we'd like to thank all those who have visited our website and forums. The feedback and support given to our campaign weekends has encouraged us to try and put together the best Warhammer 40,000 campaign weekend we possibly could.

WEEKEND SCHEDULE

Friday 14th May 2010

18:00 – 21:00 Pre-Register in Bugmans*
(Non-Compulsory)

Saturday 15th May 2010

08:30 – 10:00 Arrive & Check-In

10:00 – 10:30 Welcome and Introductions

10:30 – 10:45 Game 1 Briefing

10:45 – 12:45 Game 1: Invasion Doubles

12:45 – 13:45 Lunch

13:45 – 14:00 Game 2 Briefing

14:00 – 17:00 Game 2: Cities of Death Doubles

17:00 – 17:15 Afternoon Break

17:15 – 17:30 Game 3: Briefing

17:30 – 20:00 Game 3: Heavy Assault

18:00 – 19:00 Dinner *

20:00 – 23:00 Quiz and relax in Bugmans

Sunday 16th May 2010

09:30 – 10:00 Doors Open

10:00 – 10:30 Recap & Briefing

10:30 – 13:00 Game 4: Cities of Death

13:00 – 14:00 Lunch & Army Judging

14:00 – 14:15 Game 5 Briefing

14:15 – 17:15 Game 5: Heavy Assault

17:15 – 17:30 Final Break

17:30 – 18:00 Award Ceremony

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*Tickets for Age of the Emperor: The Scouring will be available during Pre-Registration on Friday and after Dinner on Saturday. They will be available to purchase online from Thursday 13th May 2010.



OUTLINE OF PLAY

In addition to your fully painted army and this campaign pack you will need the following:

- The English language version of the Warhammer 40,000 5th Ed rulebook and the Cities of Death expansion
- Dice, Templates, objective counters and Tape measure
- Superglue and poly cement
- The appropriate English language version of your Codex and any Imperial Armour material relating to your army. No photocopies!
- At least two copies of your army roster (one to be handed in during registration)
- A Tray to carry your models
- Pen and paper
- Somewhere to sleep overnight. (For help contact Nottingham Information Centre on 0115 915 5330)
- Money for refreshments. Hot drinks and doughnuts are provided in the mornings as part of your ticket as are lunch on both days and dinner on Saturday.

How the Campaign Works

Upon arrival each player will be assigned to a team, called a Task Force, containing up to **ten** players. You and the other players in your Task Force are allied field commanders fighting as armies loyal to the Emperor of Mankind, the Warmaster Horus, the Orks of the Slammadak Empire or the Eldar of the Iyanden Craftworld.

The campaign will be fought in five rounds and take place on a number of Warzones. Each round a series of battles will be fought using the 5th Edition Warhammer 40,000 game rules. Each player within the campaign will take part in each round.

There are a number of Task Forces for each faction each with their own agendas, strengths and weaknesses. When you purchase your ticket you are assigned to a taskforce. Before the first game on Saturday you will be asked to gather at one of the task force muster points and nominate a Task Force Commander. The role of the Task Force Commander is of crucial importance to the team and it is the Commander's responsibility at the end of each game to collate results and hand those back to your Faction Marshal, who will be represented by a member of the event team. **Do not elect an incompetent Taskforce Commander – you will regret it!**

Initiative

The initiative in the first round is determined by the narrative for each Warzone and is indicated under the Warzone description. Initiative in each subsequent round is determined by the results of the previous round.

At the beginning of each round Task Forces will receive a Mission Briefing. The Taskforce Commander (taking advice from the Taskforce) must then decide upon the battle stance of the turn and may have the choice of which mission you will play to achieve them. The mission selected must be the same for the whole Task Force – you cannot change it depending on who your opponent is.

Once they have made their joint decision the players in Task Force with the Initiative must select the tables on which the games will be played and sit at the table edge facing towards the stage wall. Players on the opposing side then come over to their assigned Warzone and pair up. Deployment is determined as normal unless specified in the mission.

Battle Stance

Your campaign points determine the outcome of the campaign. Each round you may set how your taskforce intends to fight – Aggressive, Defensive or Balanced (which is the default setting of 3 campaign points for a win and 1 for a draw). Aggressive stance awards 4 campaign points for wins but nothing for draws or losses and your aggressive strategy does not allow you to seize the Initiative. Defensively rewards wins and draws equally with 2 campaign points and your more patient strategy allows you to seize the Initiative on a 5+. As you must decide your Battle Stance before you play your games each round you have to rely on your judgement as to its outcome. Choose carefully as picking an aggressive stance makes your draws worthless, while defensive stance squanders any bonus from winning. If in doubt choose a balanced stance.

Feint

Once during the campaign, the Task Force Commander may declare his Task Force is making a feint at the point that Battle Stances are declared. At the end of the round, the Task Force Commander may then change the Task Forces Battle Stance to a different stance and receive Campaign Points accordingly.

As your games finish you must report the result (Win, Lose or Draw) to the stage along with your opponent. **You cannot give your results in without your opponent present.**



CRUSHING DA HUMANS IN DA AGE OF DA EMPEROR

The Tempus Fugitives

If you have any questions about rules, registration details or the event then either e-mail us at: tfevents@tempusfugitives.co.uk or write to us at:

The Tempus Fugitives
24 Rowan Green East
Brentwood
Essex
CM13 2ED

From the moment of entry into the event the decisions of all Tempus Fugitive event staff (who will be clearly identified at the commencement of the event) in all issues of fair play and health and safety are final. No discussion will be entered into once a decision is made. Players are asked to participate in the Age of the Emperor campaign weekends in a sporting and co-operative manner. Players that fail to do so will be penalised in a simple Yellow and Red card system issued at the Tempus Fugitive event team's discretion. A Yellow Card offence which is repeated will result in a Red Card being given which requires the player to be excluded from the event.

5th Edition Rules of Engagement

The Warhammer 40,000 5th Edition rules will be used for this campaign weekend, as will the latest Frequently Asked Questions (FAQ) documents from the Games Workshop website. These errata have been specifically updated for 5th Edition and are of real importance for players taking part.

The Warhammer 40,000 Cities of Death expansion will be used in this campaign. Specific information as to how these rules interact with the 5th Edition rulebook can be found overleaf.

Campaign Rules of Engagement

Except for the Heavy Assault force, each player will require an army selected from a single army list - see the section entitled Permitted Armies.

All models within your armies should conform to "what you see is what you get" (WYSIWYG). In other words, all equipment that can be appropriately shown should be clearly modelled on each miniature.

Units (but not formations) from the Apocalypse Expansion, Apocalypse Reload and Imperial Armour: Apocalypse are permitted in this campaign. Home-made Apocalypse datafax are not permitted.

If a vehicle is described in more than one publication (for example the Griffon), the codex takes priority for its rules, if it is not found in your codex, then use its Apocalypse datasheet rules, if it does not appear in a specific Apocalypse datasheet (not including formations) then use Imperial Armour rules. Please contact the Tempus Fugitives if in doubt.

With a few notable exceptions, you may not include Special Characters or special units (such as Legion of the Damned) from any army Codex. Any named characters available to the armies participating in the Siege of Terra will be indicated on the relevant army selection page.

No allies of any kind may be taken in an army (including Kroot Mercenaries, Grey Knights etc). Instead Armies may use the Faction Specific Units instead which are found in this document.

Any reference to 'your army' or 'the entire army' always refers to your specific forces and not those of any player allied to you or playing with you in a doubles game. This avoids confusing issues such as multiple Legion tactics or other such benefits.

Any reference to 'friendly' units or models may be applied to both your units as well as those of any allied players you are battling alongside in a doubles game.

A NOTE ON UNIQUE UNITS AND NAMED CHARACTERS

The whole point of playing in a 'historical' setting is to allow you to re-enact some of the fantastic battles you have read about in the books and novels. You must include at least one named character in your army. An Ork army without Naffork Gud or Teefin Skum just isn't quite as exciting! However, as this is a wargame it is possible that you will either play alongside other players with the same characters or may even pair up with them for the doubles. Just assume that either one of the duplicate characters is just a similar character or pick another partner.



Using Cities of Death in the Age of the Emperor: The Siege of Terra

The key principle to bear in mind when you play Cities of Death games is that the rules found in the Warhammer 40,000 take precedence in the event of a conflict. That said, the following clarifications should help keep your games running more smoothly.



Line of Sight

The line of sight rules as presented in the Warhammer 40,000 rulebook are perfectly suited to Cities of Death and mean that the cramped and crowded confines of a city board are deadlier than ever. Players need to take great care when standing models near windows or doorways, and tanks can no longer rumble along behind walls with impunity - you never know who's watching, and what weapon they're aiming at you. On pages 10-11 of the Cities of Death rulebook there is an explanation on Determining Line of Sight. The rules as they are presented here are completely superseded by what follows in the Warhammer 40,000 rulebook.

Organising a Cityfight

The Organising a Cityfight section of Cities of Death (pages 14-16) contains all the information you need to

prepare your Cityfight games. In several places it refers you to the main rulebook. Use the Organising a Battle section (pages 86-95) of the Warhammer 40,000 Rulebook to clarify any points that do arise.

Self-contained Missions

The Cityfighting Missions (Cities of Death, page 42) are entirely self-contained, and don't need any reference to the main rulebook at all with the exception of what counts as a Scoring Unit at the end of a game - basically, only Troops choices under the latest rules. Players must adopt this rule instead of using the Cityfighting Victory Points table (page 46 of Cities of Death) to determine victory. Likewise, the 5th edition rules allow even a single model to contest an objective, something that suits the desperate all-or-nothing nature of cityfight battles.

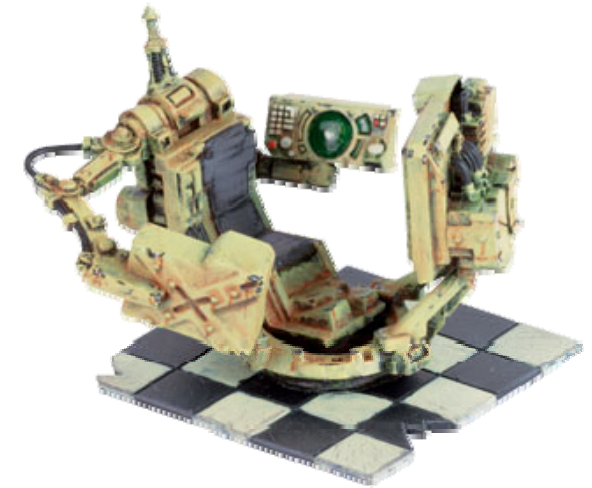


Intact Buildings

In games of Cities of Death the Warhammer 40,000 rulebook offers rules allowing models to move into, defend and fire at intact buildings. Jump Infantry are free to land on roof tops but take dangerous terrain tests as normal.

Stratagems

There are two Cityfighting Stratagems that are directly affected by the rules change. Fortunately, both have a simple solution for the alteration. These are as follows:



Command Centre Stratagem

The Command Centre stratagem used to allow units to ignore Target Priority tests and grants the Counter-Attack special rule to a unit within 12". Since Target Priority tests no longer exist, it now only grants Counter-Attack to a unit, although that special rule is undoubtedly better using the new Assault rules.

Preliminary Bombardment Stratagem

Preliminary Bombardments still exist and can now be found tucked away on page 258.

NEW STRATAGEM (ORKS ONLY) POTATO SQUIGS (DIRTY TRICK)

An unusual creature, the Potato Squig likes to burrow in warm or wet tunnels rich in carbon deposits. The exhausts of enemy vehicles make an excellent example of these habitats.

After deployment, roll a die for each enemy vehicle. On a roll of a 5+ they are Crew Stunned for the first turn.



Painting and the Best Army Award

The Age of the Emperor was a time of legends for the fledgling Imperium of Mankind. We would ask all players to choose painting schemes that reflect the Warhammer 40,000 universe during this time and doing this will greatly increase everyone's enjoyment of the campaign.

All models **MUST** be painted and representative of the appropriate type of troop. Models must be scratch built or at least be based on or comprise of at least 50% Citadel miniature components. **You cannot use a model that does not meet these criteria. If you are planning a conversion that you think may need clarification please contact us before the event.** You cannot represent units with models that are smaller than the Citadel equivalent. For example, an Epic scale space marine on a 40,000 slottabase is not acceptable.

At the Age of the Emperor: The Siege of Terra Campaign Weekend we will give an award for the Best Army. This is awarded to the player who participates in the weekend with a force that, in the opinion of both players and judges, is the best in terms of painting and character.

To qualify as the 'Best Army' particular attention will be paid to well themed armies which reflect the time of the Siege of Terra as the homeworld of humanity faces its darkest hour.

Because we believe that due credit should go to players that have painted their own armies, only players who have painted their armies themselves may be eligible for the coveted award of Best Army. We ask all participants to be honest if shortlisted.

A number of armies will be shortlisted on the Saturday lunch break and then will be voted on by the players during the Sunday lunch break. The winner will be announced at the end of the Campaign Weekend.

Awards Ceremony

The Age of the Emperor was a time of heroism and the Awards Ceremony is an opportunity to give recognition to those who have made great sacrifice on the altar of war. As soon as possible after the conclusion of the final game we will begin the awards ceremony and we strongly recommend all players to stay for the ceremony to cheer (or commiserate with) those awarded!

Ere We Go, Ere We Go, Ere We Go! – Ork Diplomacy





GAME 1 INVASION DOUBLES

Squadrons sent ahead of the main army, Invasion Forces are selected according to the following restrictions. Part of the fun of these small armies is doing something a bit unique that you might not have the time to do with a larger army.

IMPORTANT: YOU MUST INCLUDE AT LEAST ONE NAMED CHARACTER IN EACH ARMYLIST

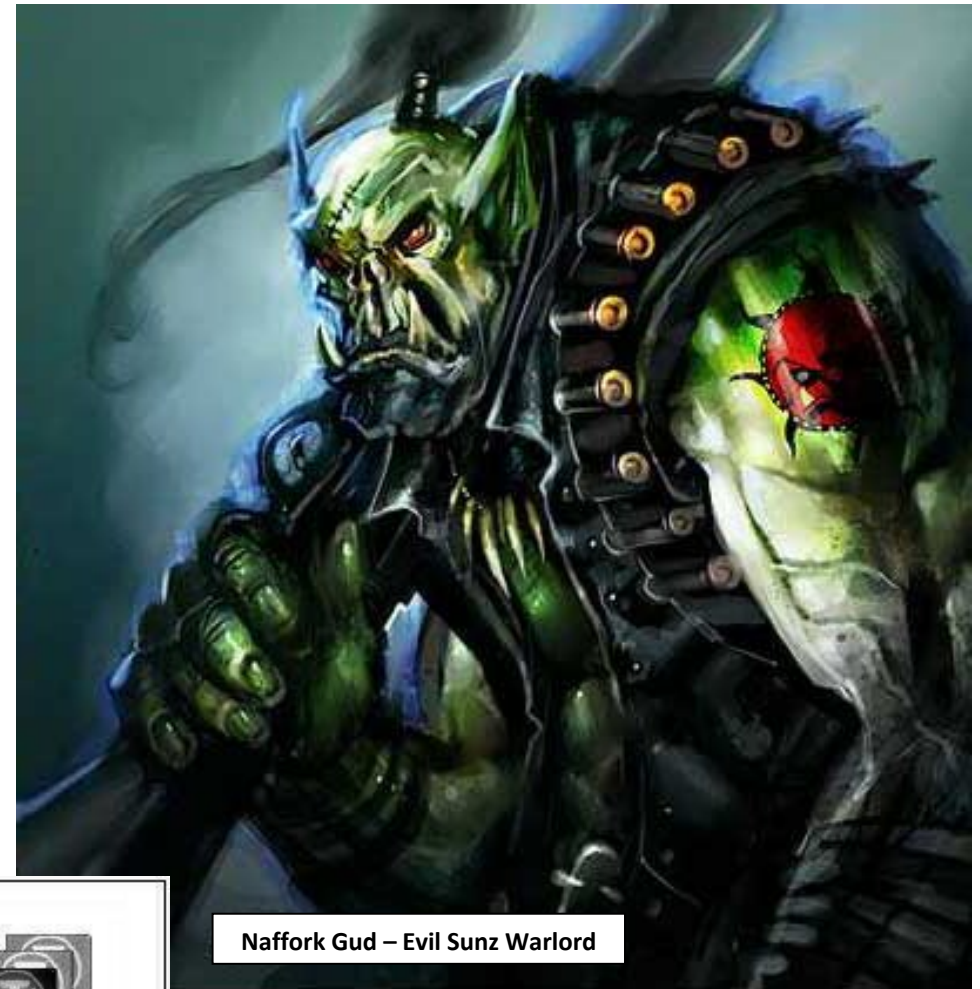
Each player must have no more than 1000 points.

Invasion Forces fight the Capture and Control mission using the Dawn of War deployment from the 5th Edition Warhammer 40,000 rulebook. If sides are tied on Objectives then Kill Points are used to determine the victor. All walkers and non-vehicle Troops and Elites units count as scoring unless stated otherwise.

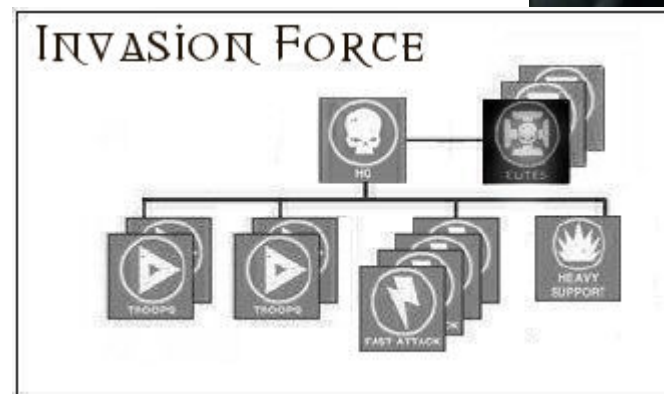
Invasion Forces must have at least 150 points of Elite choices. You may spend remaining points from anywhere in the Codex subject to the Invasion Force Organisation chart provided.

No Apocalypse Formations or units with Structure points are allowed.

Fliers and Artillery may not be taken. Units such as these are not deployed for the type of missions undertaken by an Invasion Force.



Naffork Gud – Evil Sunz Warlord



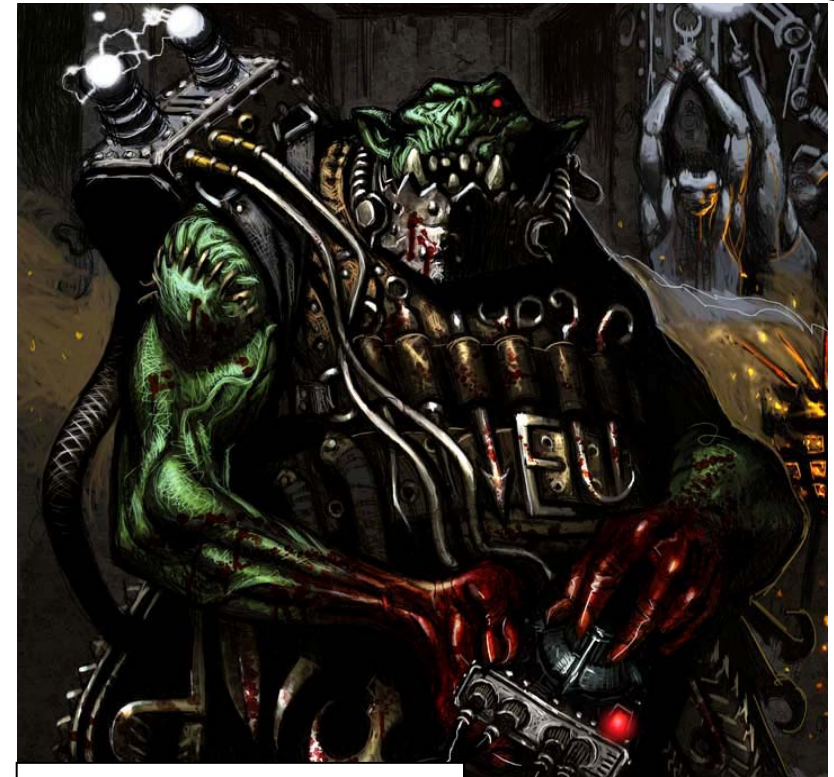


GAME 2 & 4 - CITIES OF DEATH

In the nightmare confines of the ruins of civilisation across the galaxy, the fate of Terra will be decided. The forces of the Orks drain vital resources from humanity as their Civil War grins onwards. Cities of Death armies are chosen using the following rules:

IMPORTANT: YOU MUST INCLUDE AT LEAST ONE NAMED CHARACTER IN EACH ARMYLIST

- A Cities of Death army must be no more than 2000 points.
- Each Player may take up to three Stratagems from the Cities of Death Expansion or from this campaign pack.
- Cities of Death armies fight missions from the Cities of Death expansion for Warhammer 40,000. If sides are tied on Objectives then Kill Points are used to determine the victor. Only non-vehicle Troops choices count as scoring unless stated otherwise.
- Cities of Death armies may include models or units from the Invasion Force
- Your Cities of Death army may NOT include units with Structure points, Gargantuan Creatures or any Apocalypse Formations.
- Any Flyers use the rules for aircraft found in the Apocalypse expansion. All hits against Flyers are glancing and Flyers can never count as obscured.
- Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one publication the most recent version must be used.
- Units (including vehicles) carrying Missile Launchers, Autocannon, or vehicle mounted Defensive weapons may be upgraded to AA capability for +10 per weapon. This does not apply to any weapon type that has a blast radius or a template. These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s.
- Each table has a set amount of terrain on them. Either player may move any terrain pieces they wish and may arrange them in any way they desire before either side deploys. Players may not add any terrain to the table except for any number of ruins. Each ruined building placed on the table allows the player placing it to give a non-vehicle unit in their army the move through cover, skilled rider or stealth special rule. Additionally the unit counts as scoring. The chosen ability must be clearly recorded by the owning player and their opponent must be informed.
- Players must provide any terrain which they are given via a Stratagem. If these are not used then the terrain benefits are not applied.
- Cities of Death game 2 is a doubles game played on a 12x4 table. Game 4 is a singles game played on a standard 6x4 table.



Bignutz Shokkstikk – Ork Mek Boss

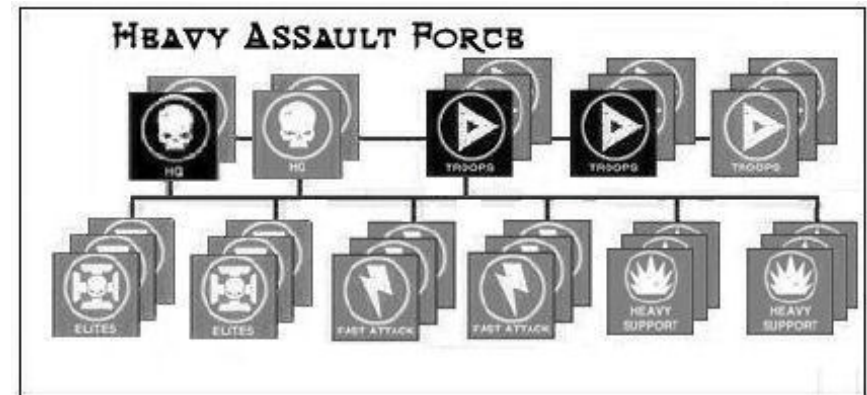


GAMES 3 & 5 - HEAVY ASSAULT FORCE

Smashing aside all but the most solidly built defences, the Heavy Assault Force represents conflict on an almost unimaginable scale. The army is subject to the following restrictions:

IMPORTANT: YOU MUST INCLUDE AT LEAST ONE NAMED CHARACTER IN EACH ARMYLIST

- Must be no more than 3000 points and is selected from the Heavy Assault Force Organisation Chart. They may include Legendary Units (which, unless specified, count as non-compulsory HQ choices).
- Up to 1000 points of the Heavy Assault Force may be spent to include a single Gargantuan Creatures or a single unit with Structure Points. The unit taken counts as a Heavy Support Choice unless otherwise specified. These units use the rules found in the Apocalypse expansion. A destroyed Gargantuan Creature or Super Heavy vehicle is worth d3 Kill Points.
- **ALLIES:** Up to 1000 points of the Heavy Assault Force may be chosen freely from any allied armylist in the same faction but may not take more than one Legion (so an Iron Hands player loyal to the Emperor may have Imperial Guard and Cult Mechanicus units but may not include White Scars or Death Guard). These allied forces cannot be the compulsory HQ or Troop units in the army. Allies still count as selections on the force organisation chart.
- A Heavy Assault Force usually (but not always) fights the Annihilation or Capture and Control missions from page 91 of the 5th Edition Warhammer 40,000 rulebook and deploys using the Pitched Battle rules. Taskforces with the initiative may decide which mission to play to achieve their objectives so make sure your army works in more than one type of mission. All members of the Task Force must play the same mission and they must inform their opponents before the game begins.
- Any Flyers use the rules for aircraft found in the Apocalypse expansion. Each unit taken counts as a Fast Attack Choice unless otherwise specified. All hits against Flyers are glancing and Flyers can never count as obscured.
- Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one publication the most recent version must be used.
- Units (including vehicles) carrying Missile Launchers, Autocannon, or vehicle mounted Defensive weapons may be upgraded to AA capability for +10 per weapon. This does not apply to any weapon type that has a blast radius. These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s.
- Heavy Assault games are played on a standard 6x4 table.





WARZONES OF THE SIEGE OF TERRA

"SEVEN LONG YEARS, BUT NOW TERRA IS FINALLY WITHIN MY GRASP..." - THE WARMASTER HORUS

CHONDAX

(ULTIMA SEGMENTUM)



Following on from their successful campaign against the Thousand Sons on Prospero, the embattled Space Wolves soon found themselves engaged on two fronts as they were lured into a prolonged conflict by the Alpha Legion. While supporting the main assault on Chondax with the White Scars Legion, the Primarch Leman Russ's martial honour was insulted by threats from the Primarch Alpharius of the Alpha Legion. In this way Alpharius drew the Space Wolves into a clash with the Ork Warlord Slamadak and his nascent Ork Empire. With greenskins now assaulting Chondax, it soon became clear that the conflict was becoming far greater than either Russ or Jaghatai Khan of the White Scars had anticipated. When word reached them that the Warmaster was now threatening Terra, Khan was forced to withdraw and the Sons of Russ faced an enemy on two fronts alone. The Wolves soon found their supply lines being sabotaged by Alpha Legion operatives while the Orks met them in open warfare. Even Russ in his rage could see the strength of his warriors being sapped at a time when the Emperor would need them most.

ARMIES INVOLVED: Space Wolves (Emperor); Alpha Legion (Warmaster); Orks

WARZONE SPECIAL RULES: The Wolves are not without guile themselves and Wolf Scouts have been making strikes ahead of the main warzone, targeting key Ork units. The Alpha Legion operations have taken their toll however and it is a fortunate Wolf Lord who can bring his full might to bear. Any force (except for Alpha Legion) attempting to fight in this warzone suffers d6 AP - wounds (or glancing hits) to d3 non-HQ units to represent sabotage prior to battle.



MOLECH

(SEGMENTUM TEMPESTUS)



Only a few light years from Terra, the planet Molech was a key staging point for a hundred of the Emperor's loyal Imperial Army regiments as well as three of the Martian Mechanicum's Titan Legions. It was thought that such a massive build up of men and materiel would prove too heavy a cost for a conventional invading force to pay, and so the world would be bypassed in favour of pushing on to Terra. But not all of the Warmaster's allies are of the conventional nature and soon the skies of Molech rained with blood as the four Dark Gods played their hand in the Emperor's downfall. In response, forces from the Iron Hands, Salamanders and Raven Guard rushed to revenge themselves in their first major engagement since the massacre at Isstvan.

ARMIES INVOLVED: Isstvan Veterans (Emperor); Martian Mechanicum (Emperor); Chaos Daemons (Warmaster)

WARZONE SPECIAL RULES: The industrial surface of Molech is pitted with pockets of warp space, a by-product of the mass daemonic summoning that the Word Bearers enacted. Whenever a unit uses the Deep Strike special rule, is transported in a Drop Pod or Termite or makes a Run move, roll a D6. On a roll of a 5+ the unit may assault in the assault phase.



SANGRAAL (SEGMENTUM PACIFICUS)



While Terra continued to be fortified, Imperial Tactica indicated that Sangraal would be the position that the Warmaster would most likely attempt to fortify in his push towards the heart of the Imperium. Previously virus bombed by the Night Lords Legion, the planet Sangraal was a mess of displaced populations and unexploded munitions. Rogal Dorn saw the plight of the Sangraal natives and knew that such a populace could not be abandoned to feed the disquiet that sustained Horus' forces. Already Lorgar's Word Bearers had begun to erect churches in the larger population centres. To smash their hold, in the largest convoy action of the civil war, Dorn commanded Alexis Pollux and nine companies from their legion to form the Crimson Fist; a brotherhood of warriors who took their campaign name from the binding Oath of Moment taken by Pollux and the Primarch. True to his oath, Pollux organised a relief effort of over a thousand transports from his Legion to deliver vaccine to the beleaguered cities. But the roads to Sangraal were long and still preyed on by the Night Lords.

ARMIES INVOLVED: Imperial Fists (Emperor); Word Bearers (Warmaster); Night Lords (Warmaster)

WARZONE SPECIAL RULES: Located in the galactic South, this world is of critical political importance but is hotly contested by dedicated adversaries. This world is a game of cat and mouse played out by intractable foes. After playing a feint, the Task Force commander may retain the ability to play another at a later round on a roll of a 4+.

"I WILL TELL YOU OF SANGRAAL, THE LIES TOLD TO MY FATHER. THERE WAS A TIME THAT HE WOULD ONLY HAVE ASKED AND I WOULD HAVE BURNED A THOUSAND WORLDS FOR HIM. BUT THOSE DAYS ARE LONG PAST AND IT WAS NOT BY MY HAND THAT THIS WORLD WAS SCORCHED. MY GOLDEN BROTHER COULD NOT BRING THE PLANET TO COMPLIANCE AND THE FEAR OF DISAPPOINTING OUR FATHER BURNED HIM AS HE WOULD THEN BURN SANGRAAL. BUT LIKE A SPIDER REALISING TOO LATE IT HAS BEEN CAUGHT IN ITS OWN WEB, MY BROTHER REALISED THAT OUR FATHER WOULD NOT THANK HIM FOR A WORLD DELIVERED IN SUCH A MANNER, ESPECIALLY IN LIGHT OF MY CENSURE. AND SO THE SIN BECAME MINE TO BEAR FOR MY BROTHER AND HE COULD ATONE FOR HIS TRANSGRESSIONS AND BECOME MY FATHER'S CHAMPION."

- From the Libre Noctis



SCIONS OF GORK AND MORK

There are several units which may be taken by the Orks during the Age of the Emperor: The Siege of Terra. They are detailed on the following pages and are considered fully usable for this campaign weekend. However, they are not to be considered official in any way outside of the Age of the Emperor: The Siege of Terra Campaign Weekend. Where a unit is restricted to one army, it is clearly indicated in the unit entry.

CHORK NAGHRIZ – DA WALKA, GOFF WARLORD

HQ UNIT

ORKS ONLY

350 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Chork Naghriz	9	2	6	6	5	5	6	10	4+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Evy Armour
- Fists of Steel (count as rending)
- *Dust Vulcha*: Range 12" Str D6+4 AP1 pistol
- Beard Squig (Makes an additional Power Klaw attack even when using Roundhouse Kick)
- Hard as Nails (ignores the first unsaved wound taken each player turn)

E' Luvs Da Big Uns

Chork Naghriz may only ever join units of Big Uns.

Special Rules

- Big Unz
- Feel No Pain
- Waaagh!
- Furious Charge
- Mob Rule
- Roundhouse
- Independent Character
- 5+ Inv save
- Da Boss (Chork and all mobs within 12" are Fearless)

Roundhouse Kick: Instead of making his normal attacks in close combat, Chork may instead make a single Strength 10 Attack that ignores armour and invulnerable saves. Hits from this kick ignore the Eternal Warrior special rule.

Big Unz: Coming from the super-dense star systems at the galactic core, the Ork horde led by Chork Naghriz is immense. With Nobz the size of warbosses, Orks the size of nobz and grotz the size of Orks it is little wonder that Chork is such a monster in stature himself. If you include **Chork** then any Orc Boyz, Burna Boyz, Tankbustas, Lootas or Stormboyz in his army may be upgraded to Big Unz. They gain +1 Strength, +1 Wound, +1 Initiative and +1 Attack for +13 points per model. This must be applied to every model of that type in the unit.

Goff Warlord: Goff armies are particularly brave in the face of overwhelming enemy force. All units in an army led by a Goff Warlord are Stubborn. A Warlord does not share command. You cannot include more than one Warlord in your army.

SKUMSOG SNIKTEEF – BLOOD AXE WARLORD

HQ UNIT

ORKS ONLY

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Skumsog Snikteef	6	2	5	5	3	4	4	9	4+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Evy Armour
- Tank Hamma
- Slugga
- Cybork Body

Special Rules

- Independent Character
- Infiltrate
- Mob Rule
- Furious Charge
- Waaagh!
- 5+ Invulnerable save

Blood Axe Warlord: Renowned for their kunnin and sneakiness, Blood Axe armies may take a single Kommando mob as a Troops choice. A Blood Axe Warlord may re-roll any of their reserve rolls. A Warlord does not share command. You cannot include more than one Warlord in your army.



WOTZUL GARMAGG – SNAKE BITE WARLORD HQ UNIT

ORKS ONLY

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Wotzul Garmagg	6	2	5	5(6)	4	4	4	9	4+

Unit Composition

- 1 (Unique)

Unit Type

- Beast

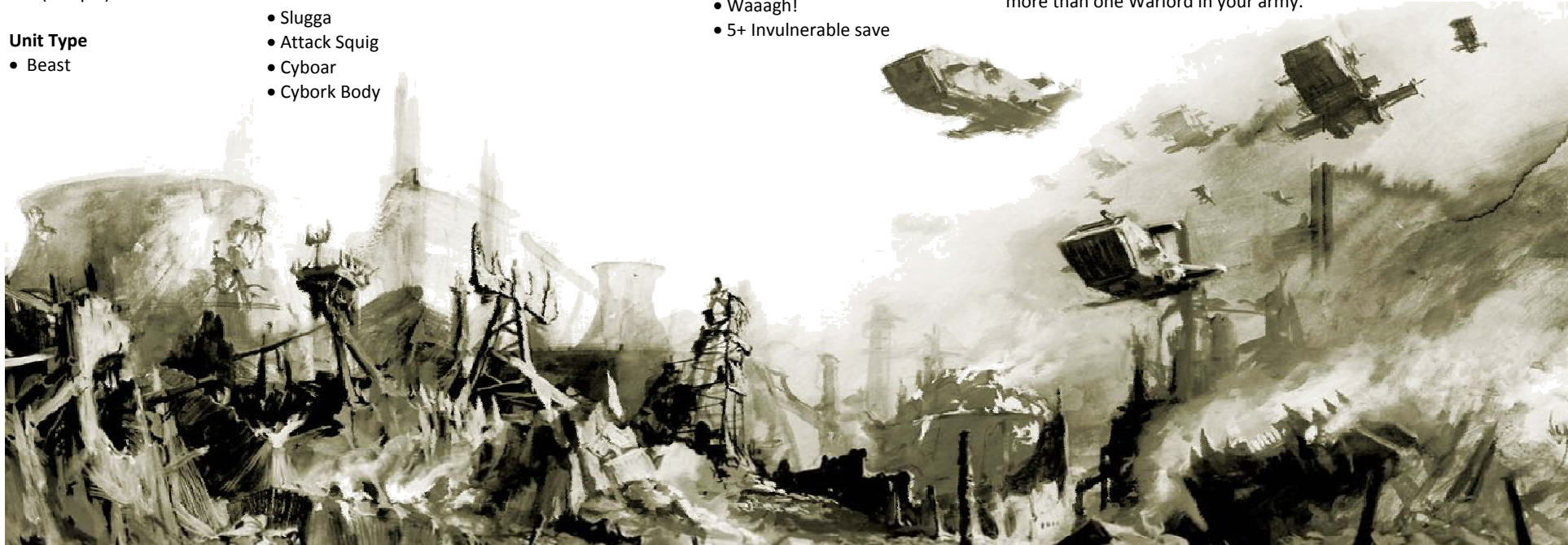
Wargear

- Power claw
- Slugga
- Attack Squig
- Cyboar
- Cybork Body

Special Rules

- Independent Character
- Mob Rule
- Furious Charge
- Waaagh!
- 5+ Invulnerable save

Snakebite Warlord: Snakebite armies have bred particularly savage Grotz and Squigs. Gretchin Mobs and models with Attack Squigs may re-roll hits on the first turn of combat in an army led by a Snake Bite Warlord. A Warlord does not share command. You cannot include more than one Warlord in your army.



NAFFORK GUD – EVIL SUNZ WARLORD HQ UNIT

ORKS ONLY

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Naffork Gud	6	2	5	5(6)	4	4	4	9	4+

Unit Composition

- 1 (Unique)

Unit Type

- Jetbike

Wargear

- Twin-linked zzap gun
- Deffcopta
- Cybork Body
- Buzzsaw

Special Rules

- Independent Character
- Mob Rule
- Furious Charge
- Waaagh!
- 5+ Invulnerable save

Evil Sunz Warlord: The Evil Sunz makes use of lots of vehicles and as such a good Warlord keeps a Big Mek or two on hand to keep his wagonz in the best condition. An army led by an Evil Sunz Warlord may always pay for a Big Mek in the army who does not take up an HQ slot. All Evil Sunz vehicles may have Red Paint Job for free (must be represented on the models though, of course). A Warlord does not share command. You cannot include more than one Warlord in your army.



TEEFIN SKUM – DEATH SKULL WARLORD

HQ UNIT

ORKS ONLY

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Teefin Skum	6	2	5	5	3	4	4	9	4+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Evy Armour
- Twin-Linked Deffgun
- Slugga
- Cybork Body
- Da Kompensata (Rending close combat weapon)

Special Rules

- Independent Character
- Bomb 'em – Provided Teefin Skum does not move he may call on his boyz to fire an unlimited range Killkannon shot at the enemy.
- Mob Rule
- Furious Charge
- Waaagh!
- 5+ Invulnerable save

Death Skull Warlord: Renowned for their lootin and shootin, Death Skull armies may take a single Lootaz mob as a Troops choice. A Death Skull Warlord tends to be luckier than his peers and so he may force any successful armour saves taken against **his** Deffgun or Slugga shooting to be re-rolled. A Warlord does not share command. You cannot include more than one Warlord in your army.

BIGNUTZ SHOKKSTIKK – MEK BOSS

HQ UNIT

ORKS ONLY

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Bignutz Shokkstikk	5	2	4	5	3	4	4	9	4+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Evy Armour
- Kustom Force Field
- Kustom Mega Blasta
- Cybork Body
- Choppa
- Mek's Tools

Special Rules

- Independent Character
- Zzap Em Good – all Zzap guns may re-roll misses.
- Mob Rule
- Furious Charge
- Waaagh!

Mek Boss: A Mek Boss is found at the heart of a bizarre force of *the orky-know-wots*. Armies led by a Mek Boss (and not including any Warbosses, or Warlords) may include maximum sized mobs of Killa Kanz as a Troops choice. Furthermore all Deff Dreads and all mobs of Killa Kanz that still contains more than one Kan at the end of the battle counts as scoring units.

KULTIST OF MORK

REPLACES KOMMANDO NOB

ORKS ONLY

85 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Kultist of Mork	5	2	5	4	2	3	4	8	6+

Unit Composition

- Any Kommando Mob may replace its Nob with a Kultist of Mork

Wargear

- Mork's Teeth
- Stikk Bombs

Unit Type

- Infantry

Special Rules

- Mob Rule
- Furious Charge
- Waaagh!
- Infiltrate
- Move Through Cover
- Ambush (C:O pg 62)
- Killa Reputation (C:O pg 62)
- Master of Teras Morkai (5+ Cover Save)

The shadowy Kult of Mork has trained many of the galaxies most kunnin and dangerous Ork assassins. Armed with the rippy looking blades known as the Teeth of Mork, these blackened blades are as long as a man's arm. Consecrated in the blood of their enemies and dedicated to Mork these warrior monks are rightly feared by their enemies.



CYBOAR MOB

FAST ATTACK UNIT

ORKS ONLY

80 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Cyboar Boy	4	2	3	5	1	2	2(3)	7	4+
Cyboar Boss	4	2	4	5	2	3	3(4)	7	4+

Special Rules

Furious Charge
Mob Rule
Fleet
Rage

Some Ork warbands such as those belonging to the Snake Bite clan have a rite of passage that every young Ork must undertake. If an Ork is particularly skilled at hunting during his trials then he may be fortunate enough to catch a wild boar. If the Ork is brave enough he may be able to beat the boar into submission so that it will let him ride on its back. The Ork benefits from the speed and ferocity of his mount, whilst the boar, for his part in the bargain, is treated to daily gruel, a smelly sty and the occasional smack on his nozzle with a large stick. As time goes by the Boar is upgraded by the warbands Pigdok and Mekboy to become a ferocious Cyboar. Then the real fun begins.

Squad Composition

- 1 Cyboar Boss & 2 Cyboar Boys

Unit Type

- Beasts

Wargear

- Slugga or Shoota
- Hunting Spear
- Stikk Bombz
- Cyboar

Options

- The Mob may be joined by up to 9 additional Cyboar Boyz at +24 points each.
- The Cyboar Boss may replace his hunting spear with a Power Klaw at +15 points or a big choppa for +5 points. The Cyboar Boss may take a Boss pole for +5 points.
- One Cyboar Boy may be upgraded to a Pig Dok for +30 points. Pig Dok's are equipped with an 'urty syringe, stikk bombs and Dok's Tools.

Cyboar: A Cyboar is extremely tough, reinforced with steel plates and bionic limbs, has its tusks replaced by blades and has an injection device which pumps it full of stimulants. Because of the toughness of the Cyboar and its value as cover, the rider gets 4+ armour save. The bionic augmentation makes the Cyboar a potent additional weapon and the rider counts as being armed with an additional close combat weapon. During assaults and sweeping advances, models mounted on a Cyboar that pass through difficult terrain take an automatic wound (saves allowed), as the Cyboar has a tendency to butt rocks and trees.

Hunting Spear: The Cyboar boyz are armed with long spears tipped with an explosive. They automatically use the spear on the first turn they charge in the game. After use it is discarded. A hunting spear counts as a +1 Strength power weapon and the user strikes with an Initiative of 6. The Ork still gets the benefit of Furious charge with the Hunting Spear and so the total strength bonus is +2.

FREEBOOTERZ MOB

TROOPS UNIT

ORKS ONLY

140 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Freebooter	4	2	3	4	1	2	2	7	5+
Freebooter Kaptin	4	2	4	4	2	3	3	7	5+

The most common Freebooterz of all are the Mobz of Pirates or Banditz which roam from settlement to settlement in search of a good scrap and plenty of loot. They are led by an especially roguish Kaptin who affects a colourful and distinctive style of dress often featuring a large Kaptin's hat with the Jolly Ork symbol painted on it.

Squad Composition

- 1 Kaptin and 9 Freebooterz

Unit Type

- Infantry

Wargear

- Snazzgun
- A Pair of Kutlass (two close combat weapons)
- Stikk Bombz

Options

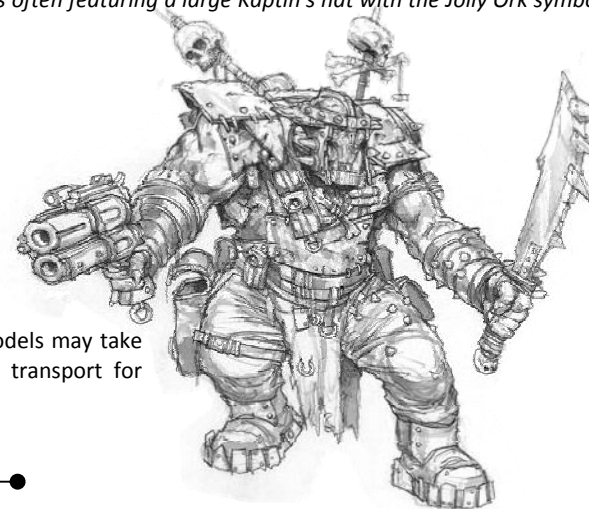
- The Mob may be joined by up to 10 additional Freebooterz at +13 points each.
- The Kaptin may replace one of his Kutlass with a Power Klaw at +25 points. The Kaptin may take a Boss pole for +5 points and a Squig-Parrot for +10 points (counts as an attack squig).
- The unit may take either Shootier, More Dakka or Blasta for +5 points per model.

Special Rules

- **Furious Charge**
- **Mob Rule**
- **Untrustworthy Gitz** (May not be joined by anyone!)

Transport

Mobs of 12 or fewer models may take a Trukk as a dedicated transport for +35 points.





MADBOYZ MOB

FAST ATTACK UNIT

ORKS ONLY

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Madboy	4	2	3	4	1	2	2	7	6+

Ork Kultur can sometimes cause self-respecting boyz to look at the orky-know-wots of the world and go a bit... well... mad. The Ork finds his mind full of distractions and contradictions. Wild ideas about the universe buzz round his brain. Curious bits of unconnected knowledge keep intruding upon his consciousness. These disturbed Orks are called Madboyz. While some Madboyz are just plain crazy, others are inspired geniuses whose ideas are immensely valuable to the Orks (and quickly stolen by any Mek worth his teef). All Madboyz are unpredictable and somewhat anarchic, so they live together and on the battlefield they fight as a single mob. Other Orks have the utmost respect for Madboyz, whose crazed notions are seen as a sign of favour from Gork (or possibly Mork).

Squad Composition

- 10 Madboyz

Unit Type

- Infantry

Wargear (would you trust them with anything bigger?)

- Slugga
- Choppa

Transport

Mobs of 20 or fewer models may take a Weirdboy Battlewagon as a dedicated transport for +145 points.

Options

- The Mob may be joined by up to 20 additional Madboyz at +10 points each.

Special Rules

- Fearless
- Furious Charge
- Mob Rule
- Nutty Gitz (May only be joined by Weirdboy!)

Madboy

At the beginning of each Ork turn, the Ork player rolls a dice for each mob of Madboyz and consults the table below. The result applies until the roll is made at the start of the next Ork turn. Weirdboys in the unit allow the result to be re-rolled. The Madboy abilities apply to Weirdboys in the unit:

- 1 We iz dead! The unit is pinned for the turn (even though normally immune).**
- 2 Right Ladz! The unit gains +1 Attack.**
- 3 Oooh, So Strong! The unit gains +1 Strength.**
- 4 I Knows Fung Koo! The Unit gains +1 WS**
- 5 Dats Nuffink! The Unit gains Feel No Pain.**
- 6 Soopa Ork! The unit gains all of the above bonuses (except We iz Dead!)**

MEKBOY DRAGSTA

FAST ATTACK UNIT

ORKS ONLY

70 POINTS

	BS	FRONT	SIDE	REAR
Dragsta	2	10	10	10

Unit Composition

- 1 Mekboy Dragsta

Vehicle Type

- Fast

Crew: Mekboy

Wargear

Kustom Forcefield
Hull Mounted Twin-Linked Kustom Mega Blasta
Red Paint Job

Options

A Mekboy Dragsta may be given any of the following upgrades:

- Armour plates +10 points
- Grot riggers +5 points
- Reinforced ram +5 points

May replace the Kustom Mega-Blastas with a single hull mounted Mekboy Big Gun (does not include crew):

Bubble Chukka	+55 points
Lifta Droppa	+55 points
Traktor Kannon	+55 points
Pulsa Rokkit Salvo	+45 points
Shokk Attack Gun	+40 points

Mekboyz build many kontrapshuns for their warbosses, but they always save the best and craziest ideas for their own kustom speshuls. Mekboy Dragstas (or speedstas) are one of those very special creations and are usually built by Meks in the Kult of Speed. With an engine usually found in a pulsa rokkit and a chassis extended and lowered for maximum speed, the dragsta is simply one of the fastest and most dangerous wheeled vehicles the Orks use. As no Ork vehicle is complete without some fiending device to smash their foes, dragstas usually have bizarre Mekboy contraptions built into them which blast away as the Mekboy races past the battle.



OGRYN MOB

ELITE UNIT

ORKS ONLY

75 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Ogryn	4	3	5	5	3	2	3	6	5+

Orks sometimes encounter communities of Ogryns that have escaped the Great Crusade. Naturally a Warboss is only too keen to recruit them into his warband. For their part the Ogryns find the Ork's company amusing and delight in the same destruction and noise as the Orks. As such they begin to consider themselves part of the warband and become driven by the same primal urges that propel the Ork Waagh.

Squad Composition

- 3 Ogryns

Unit Type

- Infantry

Wargear

- Dakkagun
- Stikk Bombz

Options

- The Mob may be joined by up to 12 additional Ogryns at +25 points each.

Transport

Mobs of 6 or fewer models may take a Trukk as a dedicated transport for +35 points.

Special Rules

- Count as two models for transport purposes.
- Furious Charge
- Mob Rule

TINBOYZ MOB

HEAVY SUPPORT UNIT

ORKS ONLY

120 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Tinboyz	3	2	5	5	3	2	2	5	3+

An Ork Big Mek really relishes the chance to get his hands on a captured Imperial robot. This is because Imperial robots are crammed with all kinds of complex gubbins which the Big Mek can use for any number of other projects. In fact it is of constant amazement to Mekboyz that humans waste so many interesting bits on just one robot. Once properly modified, or even built from scratch, an Ork robot is known as a Tinboy. It is traditional to make the Tinboy look like an exaggerated and awkward version of Space Marines, Eldar or some other enemy.

Squad Composition

- 3 Tinboyz

Unit Type

- Infantry

Wargear

- Big Shoota
- Big Choppa

Options

- The Mob may be joined by up to 7 additional Tinboyz at +40 points each.
- Any Tinboy may replace its big shoota with one of the following weapons: a skorcha at +5 points or a deffgun or rokkit launcha for +10 points.
- Any Tinboy may replace its huge choppa with a power klaw at +15 points.

Transport

Mobs of 6 or fewer models may take a Trukk as a dedicated transport for +35 points.

Special Rules

- Count as two models for transport purposes.
- Fearless
- Slow and Purposeful





BUBBLE CHUKKA HEAVY SUPPORT UNIT

ORKS ONLY

80 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Mekboy	4	2	3	4	1	1	2	7	6+
Grotz	2	3	2	2	1	2	1	5	-

Unit Composition

1 Bubble Chukka
1 Mekboy
3 Grotz

Wargear

- Mekboy is armed with a slugga and choppa.
- Grotz are armed with blastas.

Unit Type

- Artillery

Bubble Chukka: To fire the weapon, choose an enemy vehicle or squadron (but not a flier or super heavy vehicle). Roll 3d6, provided the total score is equal to or greater than the target's front armour and it is within 36" range it is caught in a force field and immediately rises up, floating a few feet above the battlefield. If they are out of range the shot misses. While in the bubble the unit is invulnerable to all attacks.

A unit caught in the bubble is helpless and may do nothing. Being caught in the bubble blocks all exit points and embarked passengers may not disembark. The bubble may not be attacked by allies outside of the bubble for fear of hitting the unit inside. In each player's movement phase the bubble bounces (with the unit inside counting as moving) 2d6 inches in a random direction. On a roll of a double for the random movement the bubble pops automatically. Should the bubble pop the unit is may act normally on its next turn.

Anything in the bubble's path is simply squashed or batted out of the way. Treat it as a tank shock. Vehicles and terrain are unaffected and instead cause the bubble to automatically pop (releasing the captured unit as above). If the bubble floats off the table the unit inside is considered destroyed. The Chukka can fire once every turn and may have multiple bubbles in play.

Utilising Mekboy force field tek-nowots the Bubble Chukka creates a force field around its target and lets them float away. Eccentric Big-Meks (is there any other kind?) usually try and perfect one of these contraptions at least once in their lives. The number of Big Meks trapped in bubbles encountered by the Imperial Expedition Fleets in deep space is a testament to how dangerous such a quest for perfection can be...

LIFTA DROPPA HEAVY SUPPORT UNIT

ORKS ONLY

80 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Mekboy	4	2	3	4	1	1	2	7	6+
Grotz	2	3	2	2	1	2	1	5	-

Unit Composition

1 Lifta Droppa
1 Mekboy
3 Grotz

Wargear

- Mekboy is armed with a slugga and choppa.
- Grotz are armed with blastas.

Unit Type

- Artillery

Lifta Droppa: To fire the weapon, choose an enemy vehicle or squadron (but not a flier or super heavy vehicle). Roll 3d6, provided the total score is equal to or greater than the target's front armour and it is within 36" range it is lifted into the air. If the vehicle is out of range or the roll is less than the vehicle's front armour value then the shot has missed. If the dice rolled are a triple the Lifta Droppa inverts the tractor beam and throws itself the distance rolled in a random direction described below.

Provided the Lifta Droppa has hit, roll a scatter dice. If a hit is rolled the vehicle is dropped on the spot and takes an automatic penetrating hit. If an arrow is rolled then the Lifta Droppa may move the vehicle up to 12" in the direction indicated before dropping it. If the vehicle is dropped on another vehicle then both suffer a penetrating hit and the dropped vehicle comes to rest facing in the direction indicated and to the side of the vehicle which it was dropped on. If the vehicle is dropped on a non-vehicle unit, the unit takes 2d6 wounds (saves permitted) and the dropped vehicle suffers a glancing hit. Move the non-vehicle unit exactly as though it had been tank shocked. If the vehicle is dropped into impassable terrain it is destroyed. The vehicle may not be dropped off the table edge.

Utilising extremely powerful gravity waves, the Lifta Droppa is a marvel of Orky-know-wots. Usually mounted on Mekboy Stompas and other warmachines, a few of them have found their way into field artillery used by the more tooth-conscious Warboss. Able to lift enemy vehicles many feet into the air and drop them on their allies, the Lifta Droppa is a guaranteed crowd pleaser.





PULSA ROKKIT LAUNCHER HEAVY SUPPORT UNIT

ORKS ONLY

80 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Mekboy	4	2	3	4	1	1	2	7	6+
Grotz	2	3	2	2	1	2	1	5	-

Unit Composition

1 Pulsa Rokkit Launcha
1 Mekboy
3 Grotz

Wargear

- Mekboy is armed with a slugga and choppa.
- Grotz are armed with blastas.

Unit Type

- Artillery

Pulsa Rokkit Launcha: To fire the weapon each turn, choose a target within 72" of the launcher. Place a marker at the point of impact. The Rokkit is treated as Ordnance that scatters 2D6". Hits from a Pulsa Rokkit ignore cover. When it has landed, roll on the following table:

1 Dud – The Pulsa Rokkit casing shatters harmlessly on impact. It has no effect (other than making the Mek look stupid).

2 -3 Fzzrcrack - The Pulsa Rokkit sends out a short sharp pulse of force, all units within 3D6" must take a Pinning test.

4 - 5 Thrrrummm - The ground itself trembles and shakes, all units with a model within 3D6" of the Pulsa Rokkit have their WS and BS reduced to 1 until the beginning of the next Ork turn and must take a Pinning test at -1 Ld.

6 Wohhhm - The Pulsa Rokkit thrum and shakes, sending out waves of suppressive energy. All units within 3D6" are pinned (even Fearless units) and take D6 S6 hits, Vehicles (including skimmers and fliers) instead take a glancing hit.

A Pulsa Rokkit is far more than a mere incendiary device. It contains a large and unstable force field generator that teeters on the brink of contradictory physics; should its force field be disrupted, it will collapse with unpredictable but usually devastating results. The Orks like to encourage such a potentially lethal disruption by wiring the force field into a missile and firing the whole contraption at the enemy.

The resultant impact drives the potent force field inside into a state of collapse, sending out great waves of suppressing force that can grind an enemy face first into the dirt. The Pulsa Rokkit Salvo is a smaller version of the massive Pulsar Rokkits that are launched from tall assault ramps. Instead these have more in common with the Imperial Whirlwind launcher, being a salvo of Ork-sized Rokkits held in a rack and designed to be fired over the course of a battle.

TRAKTOR KANNON HEAVY SUPPORT UNIT

ORKS ONLY

80 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Mekboy	4	2	3	4	1	1	2	7	6+
Grotz	2	3	2	2	1	2	1	5	-

Unit Composition

1 Traktor Kannon
1 Mekboy
3 Grotz

Wargear

- Mekboy is armed with a slugga and choppa.
- Grotz are armed with blastas.

Unit Type

- Artillery

Traktor Kannon: To fire the weapon, choose an enemy vehicle (but not a flier or super heavy vehicle). Roll 3d6, provided the total score is equal to or greater than the target's front armour and it is within 36" range it is caught in a force field and is immediately dragged towards the kannon. If they are out of range the shot misses.

A vehicle affected by the Kannon beam is dragged 4d6 inches towards the Traktor Kannon. Each vehicle (friend or foe) struck by the vehicle being dragged suffers an automatic glancing hit. Enemy units in its path suffer tank shock (even if the vehicle being dragged is not a tank). Once the Traktor Kannon has finished dragging the enemy vehicle resolve a single glancing hit on the enemy tank +1 to the result for each terrain feature or vehicle struck. Should the vehicle being dragged strike impassable terrain it travels no further and instead suffers a penetrating hit as though hit by and AP1 weapon.

Nothing says Orky power than when your Traktor Kannon grabs hold of an enemy tank and yanks it across the battlefield. Even better when the tank is smashed into another tank or dragged through a really thin gap between two rocks... well you get the idea!



WEIRDBOY BATTLEWAGON

HEAVY SUPPORT UNIT

ORKS ONLY

150 POINTS

	BS	FRONT	SIDE	REAR
Weirdboy Battlewagon	2	14	12	10

Unit Composition

- 1 Weirdboy Battlewagon

Wargear

Weirdboy Tower

Vehicle Type

- Tank, Open-topped

Options

May take any of the following upgrades:

Crew: Weirdboy and Minderz**Transport Capacity:** 20

'ard case +15 points
 armour plates +10 points
 deff rolla* +20 points
 grot riggers +5 points
 red paint job +5 points
 reinforced ram* +5 points
 stikkbombz chukka +5 points
 warphed +30 points

* May not take both a deff rolla and a reinforced ram

May take up to four of the following:

Big shoota +5 points
 Rokkit Launchas +10 points

Weirdboy Tower

Even in his tower surrounded by cables to drain off the more dangerous psychic discharges, a Weirdboy cannot control his powers. At the beginning of each turn roll a D6 and consult the chart below to see what power the Weirdboy has automatically cast. Because of the design of the tower, a Weirdboy automatically passes his psychic test.

1 Wagon-Banger! Energies fly out of the tower and tear through the wagon. The Battlewagon takes an automatic glancing hit.

2 Frazzle. The tower emits a deadly beam of green energy. Resolve as a Frazzle (C:0 pg 37).

3 Zzap! A massive blast like a thunderbolt lashes out. Resolve as a Zzap (C:0 pg 37).

4 Invincible! The Battlewagon is covered in a shimmering barrier. Count as equipped with a Kustom Force Field until the beginning of the next Ork turn.

5 Bampf! The Battlewagon vanishes in a puff of green smoke. Immediately place it anywhere on the board using the rules for Deep Strike.

6 Waaagh! The Battlewagon shudders with the Weirdboy's war cry. Resolve as a Waagh! (C:0 pg 37).

WEIRDBOY STOMPA

LEGENDARY UNIT

ORKS ONLY

500 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Weirdboy Stompa	4	2	10	1	4	13	13	12

Unit Composition

- 1 Weirdboy Stompa

Fire Points: The Stompa has four fire points in the hull.

Vehicle Type

- Super-heavy Walker

Wargear

Instead of a head, the Stompa has a Weirdboy Tower
 One arm is a Titan Close Combat Weapon
 One arm carries a Killkannon and two big shootas
 Three Super-Rokkits
 One Skorcha Turret
 The rear of the stompa is a big shoota with 180° arc

Structure Points: 4**Transport Capacity:** 30

Access Points: The Stompa has a rear hatch.

Effigy: The Weirdboy Stompa is an inspiring sight. All Ork Mobs within 12" are Fearless

Weirdboy Tower

Even in his tower surrounded by cables to drain off the more dangerous psychic discharges, a Weirdboy cannot control his powers. At the beginning of each turn roll a D6 and consult the chart below to see what power the Weirdboy has automatically cast. Because of the design of the tower, a Weirdboy automatically passes his psychic test.

1 Stompa-Poppa! Energies fly out of the tower and tear through the stompa. The Stompa takes an automatic destroyer hit.

2-3 Zzap! A massive blast like a thunderbolt lashes out. Resolve as a Zzap (C:0 pg 37).

4 Invincible! The Stompa is covered in a shimmering barrier. Count as equipped with a Kustom Force Field until the beginning of the next Ork turn.

5 Bampf! The Stompa vanishes in a puff of green smoke. Immediately place it anywhere on the board using the rules for Deep Strike. If this movement would take it into impassable terrain or within 1" of an enemy model reduce the scatter distance by the minimum necessary to avoid it/them. The Stompa and any units carried aboard may assault on the turn it Deep Strikes.

6 Waaagh! The Stompa shudders with the Weirdboy's war cry. Resolve as a Waagh! (C:0 pg 37).