

CODEx

ARMAGEDDON



**GAMES
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WARHAMMER
40,000

INTRODUCTION

"Armageddon, a world whose name is known across the Imperium. Armageddon, a world whose name has become a byword for war and destruction on a massive scale. Armageddon, where the fate of a thousand worlds hangs in the balance."

Lord Commander Solar Eugenia

Welcome to a world torn apart by war. Welcome to Armageddon. The book you are now reading is a guide to one of the largest conflicts in the Imperium's recent history. You will find details concerning the world of Armageddon, including its history and topography, the forces fighting for its survival or conquest, and the state of the war at the present time. Codex: Armageddon breaks down into the following sections:

The Third Armageddon War. In these pages is the history of this war-shrouded world, including details of the most recent and most devastating campaign. You will find descriptions of the forces arrayed in Armageddon's defence, as well as an analysis of the multitudinous hordes that threaten to overwhelm the Emperor's domains. This section deals with the build-up of events and forces that have led to one of the largest planetary battles in the Imperium's history, along with the numerous conflicts surrounding it. There are also biographies of the main protagonists involved in the campaign and ideas for playing games of Warhammer 40,000 set during the Third Armageddon War.

Forces of Armageddon. These full colour pages show examples of superbly painted miniatures that can be used to represent the forces in the Armageddon campaign. Included are uniform guides for numerous Imperial Guard regiments and Space Marine Chapters, as well as samples of the distinctive markings of notable Ork warbands involved in the war. There are also many photographs showing the different kinds of terrain and warzones being fought over in the campaign.

The Army List Variants. These four army lists allow you to collect and game with some of the different fighting forces involved in the Armageddon war. These are based upon the lists in other Codexes and enable you to field an army of vehicle-mad Ork Speed Freeks, the mechanised infantry companies of the Armageddon Steel Legion, the fanatical Space Marines of the Black Templars, or the unyielding warriors of the Salamanders Chapter.

CODIX: ARMAGEDDON

Written by

Andy Chambers, Jervis Johnson
& Gavin Thorpe

Cover Art

David Gallagher

Internal Art

Karl Kopinski, Paul Dainton,
Alex Boyd, Adrian Smith
& John Wigley

Graphics

Nuala Kennedy & Neil Hodgson

Miniatures Designers

Alan Perry, Michael Perry, Jess Goodwin,
Brian Nelson, Mark Bedford
& Tim Adcock

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General Titus stood upon the observation platform above the bridge of his Leviathan Command vehicle. Here, sixty feet above the ash dunes, the wind was fierce and his protective cape whipped around him. He took a pair of magnoculars from an aide and observed the massive force arrayed under his command. The strategic displays of the command centre could not convey the sheer majesty of the army.

To his left strode five massive Warlord Battle Titans of the Iron Skulls Legion, kill pennants fluttering in the wind, and in front of them four Warhound Scout Titans stalked across the orange-red ash wastes. Around the feet of the huge Titans advanced three full regiments of the Armageddon Steel Legion. A dozen companies of Leman Russ tanks, dwarfed by the huge war engines that blotted out the faint light of Armageddon, ploughed towards their objective - the bridges over the River Stygies - trailing a massive dust cloud in their wake. Gigantic Baneblade and Shadowword super-heavy tanks lumbered to his right, a heavily armoured reserve ready to move forward and unleash the awesome firepower of their massed battlecannons and volcano cannons. And all around were the men and vehicles of the Steel Legion, Chimera transports beyond counting, thirty thousand men riding inside, accompanied by more tanks and batteries of artillery.

An adjutant directed the General's gaze to the south, where the Orks were said to be mustering after making planetfall. Adjusting the focus of his magnoculars, Titus gave a gasp of disbelief. There were the Orks. The shapes of a dozen Gargants jutted up from the undulating ash wastes, a swarm of smaller vehicles surrounding them. But it was not this that had given Titus such a shock. For miles in every direction around the Gargants, the ash desert was green; a sea of Orks so massive that the mind refused to acknowledge the possibility. Titus examined his forces once more, his heart in his throat.

"Emperor's mercy," he whispered to himself, "I pray I have enough men to face that!"

HISTORY OF ARMAGEDDON

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

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

In 941.M41, the Ork warlord Ghazghkull Thraka invaded Armageddon at the head of a massive Ork Waaagh. At the time, Armageddon was under the command of Overlord Herman von Strab, who was once described by Princeps Prime Kurtiz Mannheim of the Iron Skulls Titan Legion as, *"the greatest waste of flesh and bone born in the last five hundred years"*. It was von Strab's complete lack of preparation that cost the Imperium dearly. Even when a hulk of massive size was

sighted in the Armageddon system, von Strab did nothing to investigate or report its appearance to other Imperial authorities. When the Orks crashed onto the western continent of Armageddon Prime, von Strab sent out his planetary defence regiments piecemeal, and they were smashed to pieces by the vastly superior Ork armies. Armageddon Prime quickly capitulated, its supply lines were cut and Ork warriors stormed through the tunnels of its hives. It was Commissar Yarrick who ordered the Astropaths to send a signal for aid, which earned him von Strab's displeasure and his subsequent exile to Hades Hive. However, it was this act which was to ultimately save Armageddon from falling to Ghazghkull.

Von Strab was not concerned with the loss of Armageddon Prime, declaring that the Orks would never be able to cross the thick jungles that separated them from Armageddon Secundus. He was wrong. Ghazghkull's forces swept out of the jungles and embarked on a massive conquest, crossing the Stygies and Diabolus rivers and marching on the hives of Armageddon Secundus. Von Strab ordered Princeps Mannheim to lead his Titans into battle against the Ork armies, unsupported by other forces. Mannheim had little choice but to obey, though he knew that it would lead to the destruction of his forces.

Although they inflicted heavy casualties on the Orks, the Legio Metalica were all but annihilated by the numerous Ork Gargants that opposed them. Everywhere the Imperial forces were being driven back in disarray.

The Orks swept onwards, storming Infernus Hive as the Season of Storms broke in full fury. Refugees numbering in tens of thousands marched across the inhospitable ash dunes, dying from exposure to the harsh environment or falling prey to the rampaging mobs of Ork Speed Freaks which constantly harried them in their flight. As the Orks moved southwards they split, descending on the Hades and Helsreach hives. When the Orks besieged the massive cities, von Strab unleashed a secret weapon, a massive stock of virus bombs from his personal arsenals. However, the ancient devices frequently malfunctioned and although they took a heavy toll of the unprotected Orks, many humans were lost too as missiles flew out of control and plunged into Imperium lines or exploded in the refugee camps. At Helsreach, converted supertankers took those unable to fight across the Tempest Ocean and, once the last ship had left, those who remained grimly swore to defend the city to the last man. Suicide teams charged into the Ork encampments and detonated home-made explosives, while the dockside loaders welded themselves into the armoured cabs of their cranes and fought with the gigantic Gargants rampaging across the city. The fighting was bitter, but in the end, Helsreach fell to the Orks.



Although the battle for Armageddon had been ferocious, it was at Hades Hive that the conflict entered a new stage of savagery and fierceness. Led by Commissar Yarrick, the defenders of Hades Hive fought as though they were possessed. The Orks made so little headway against such stiff resistance that Ghazghkull himself joined the attack, leading his forces from the front. Thus the stage was set for the greatest contest of wills in the entire war. For weeks, Ghazghkull tried every stratagem taught to him by Gork and Mork: making lightning assaults and feints, attacking in massive waves and trying to reduce the hive by bombardment. Yarrick countered every ploy: sending out sabotage parties to destroy the Ork Warlord's siege engines, counter-attacking along a flank when the Orks tried to storm the barricades, and falling back from diversionary attacks to draw the Orks into ambushes. When Ghazghkull mustered all of his Kommandos into a huge infiltration force, Yarrick assembled volunteer cadres of men who were once maintenance workers in the labyrinth of the hive's air and fuel ducts. A deadly battle was fought in the darkness between these drug-crazed psychopaths and the Ork Kommandos, and in the end it is said that not a single Kommando escaped alive.

As Yarrick and Ghazghkull fought over Hades, the remaining Ork columns rumbled southwards towards the only other surviving settlements – Acheron and Tartarus. At Acheron, as the Orks made their assault, the defenders swore to die rather than surrender. Such dedication was admirable but, in the end, unnecessary. The Orks were ripped asunder by the thunder of bombs and the crash of gigantic cannons as the sky overhead filled with the shapes of Space Marine Thunderhawk gunships. The Blood Angels led the reinforcements, the military commanders of

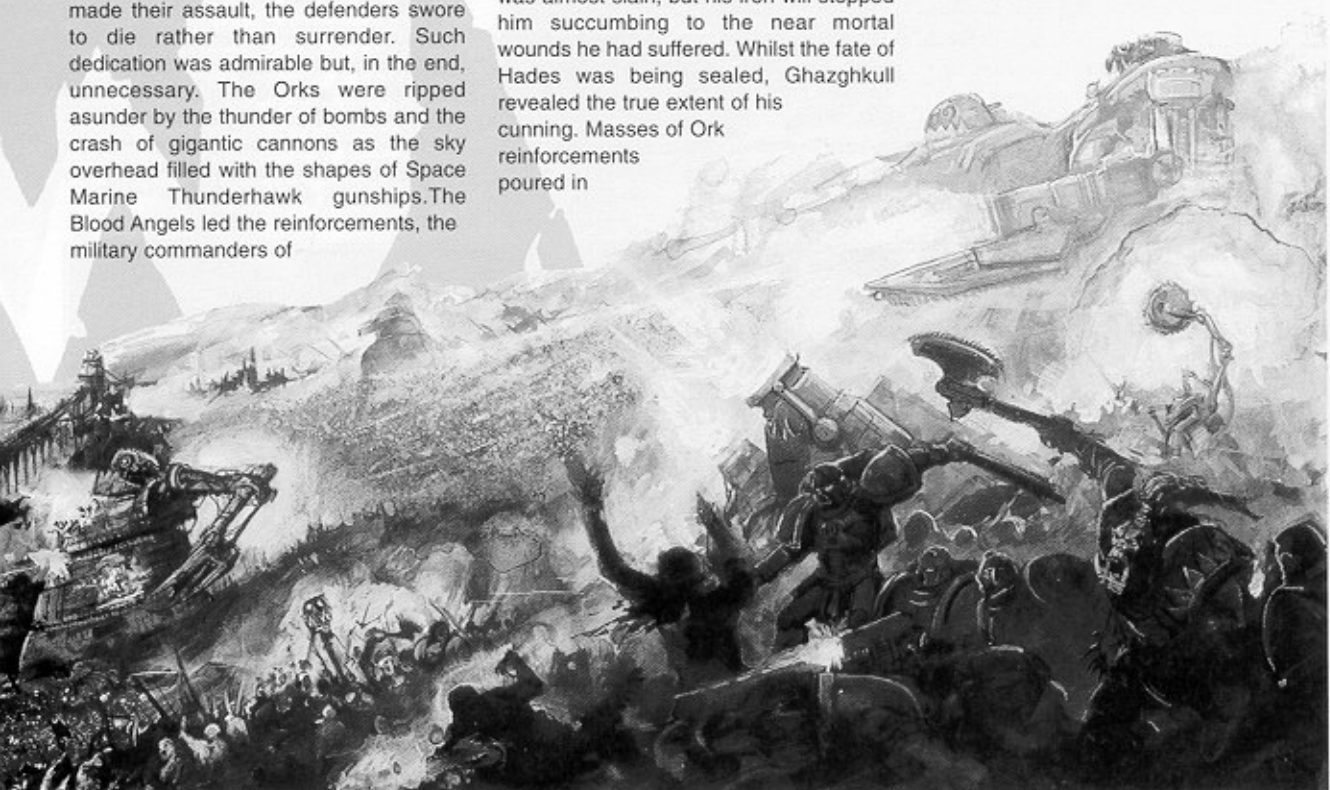
Armageddon ignoring von Strab's authority to follow Dante's legendary leadership. Von Strab was arrested for his crimes against the Imperium, though he later escaped.

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

The Space Marines arrived too late to save Hades, attacking the Orks even as they smashed their way inside. Yarrick was almost slain, but his iron will stopped him succumbing to the near mortal wounds he had suffered. Whilst the fate of Hades was being sealed, Ghazghkull revealed the true extent of his cunning. Masses of Ork reinforcements poured in

from the west, intent upon Tartarus Hive in the south. If Tartarus was overrun, the industrial power in the south would be smashed and the Orks could easily consolidate their position while the Imperial armies were being moved down from the north. As the Orks assaulted Tartarus, their vanguard already pushing into the streets of the hive city, Dante made his move. Transporting his Blood Angels back to their orbiting ships, he led a massive drop pod assault into the heart of the Orks. Though horrendously outnumbered, the Blood Angels set to massacring any Ork unlucky enough to be caught by them. Fuelled by their righteous hatred, the Blood Angels slew nearly half of the entire Ork army, and it was rumoured that Ghazghkull himself had been felled, though this later proved to be false. Leaderless and assaulted on all sides by the Emperor's forces, the Orks refused to surrender. Some fought to the death, others slipped into the ash wastes and eventually made their way to the jungles between the two continents of Armageddon.

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





"Orkses are never beaten in battle... we can always come back for anuvver go..." Anon

unsuspecting outpost. In 972.M41 the Imperial agri-world of Chigon 17 was overrun by a massive force of Orks allegedly under Ghazghkull's command. Despite the fact that the Imperial Guard defenders were well-equipped with tanks and other vehicles, they were defeated by the Orks in a lengthy guerrilla campaign which rendered the Imperial defences utterly useless. In 986.M41 the Imperial Battlecruiser, the *Radiant Way*, along with its attending escorts were lost with all hands in a sudden attack by Ork pirates, again led by Ghazghkull. The Imperium responded in force but discovered that the Orks had disappeared by the time they arrived.

What happened next...

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

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

Then, in 962.M41, an Imperial military base on Buca III was annihilated by missiles fired from an Ork base hidden on an asteroid. The asteroid entered the system from deep space and bypassed all the Imperial sensors undetected before unleashing its deadly missiles at the

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

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

++++ LAST KNOWN TRANSMISSION FROM TASK FORCE TRAJAN +++++

Priority level:Military Intelligence-utmost urgency
Transmitted:.....Fire of Heaven, Fleet Flagship, Desedna System
Date:3453999.M41
Transmitter:.....Astropath Prime Spartax
Receiver:Astropath-terminus Ragnafar
Author:Admiral Trajan
Thought:.....Sorrow awaits the foolhardy

Over the last 48 hours (Earth standard), I have received transmissions from over two dozen Imperial planets in this sector, indicating that they are under attack from Ork raiders. Attacks are spread over a five hundred light year radius. All indications are of a major Ork assault on a scale unknown in living memory. In all cases the Ork attackers have appeared on the planet without warning, and have used the element of surprise to their advantage. Our best estimate is that seven sparsely populated worlds have already been lost (see attached sub-files Alpha 1-7 & Beta 8-29).

Upon learning of the Ork attack I positioned picket ships at the periphery of our system. Within the last hour their long range sensors have picked up Ork ships entering the outer reaches from deep space. I am proceeding to attack and destroy the invaders. We are the Emperor's sword! They cannot stand before us.

++++ END TRANSMISSION +++++

THE THIRD ARMAGEDDON WAR

Phase 1: Opening Moves

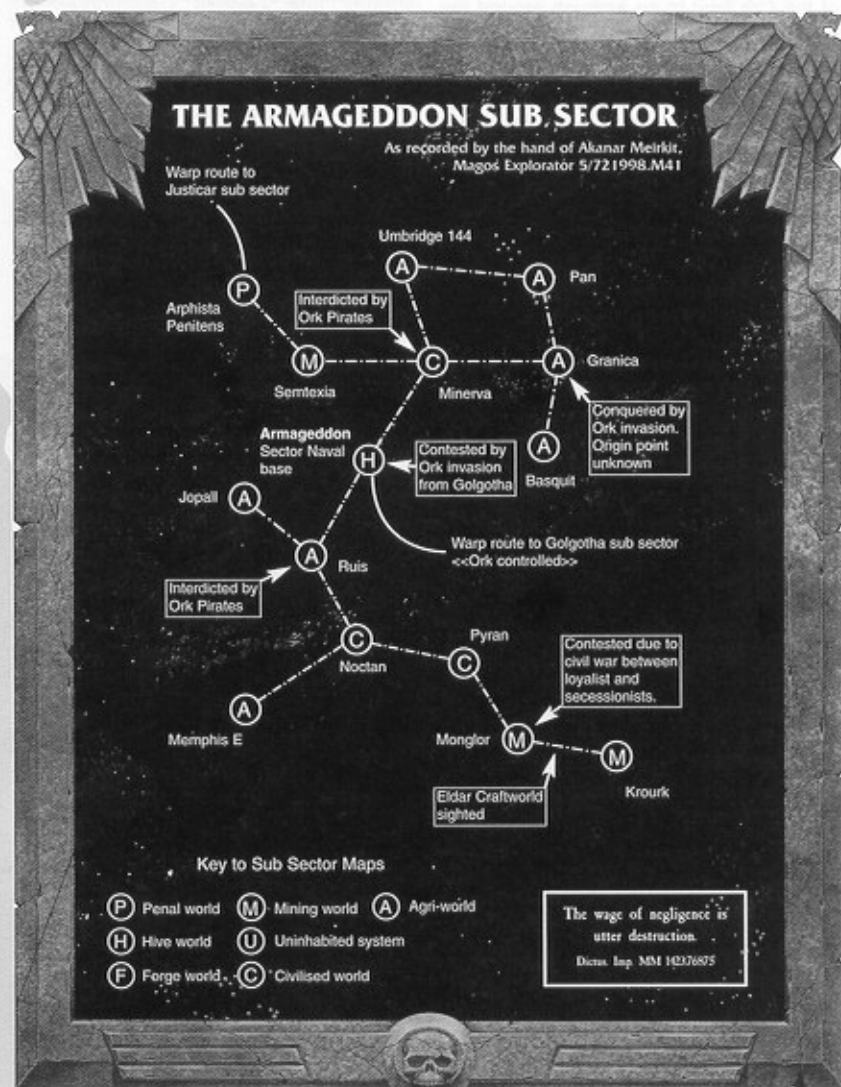
Amidst the wreckage of Ghazghkull's first invasion of Armageddon, a lengthy investigation of the planet's readiness and defences was begun in 948.M41. In light of the strategic value of Armageddon to the Imperium, extensive works were ordered by the Adeptus Terra to secure the Armageddon system against future attacks. Sector Naval command was transferred to the Armageddon system and the Naval facility of St. Jowen's Dock was rebuilt and expanded to accommodate all classes of interstellar warship. Three permanently manned monitor stations were established in the outer reaches, named after three great heroes of the second war of Armageddon; Mannheim, Dante and Yarrick. Ground based and orbital defences were rebuilt and heavily reinforced, minefields were seeded throughout the system and a substantial increase in the numbers of system ships and monitors were ordered.

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

The first signs of the coming storm was a series of attacks on systems surrounding Armageddon and other worlds nearby.

First the nearby world of Minerva suffered the depredations of Ork pirates, then the Agri-world of Ruis was likewise assailed. Over a period of months, in spite of the best efforts of the Imperial Navy, the number of merchant ships reaching Armageddon was cut by half. It was as though an unseen presence knew that the Imperial forces were bound by the need to guard the Armageddon system and were not free to patrol the sector as freely as they should. Almost overnight, the pirate raids grew into assaults on outposts and then into attacks against lightly-held colonies and satellites. Soon, the first full-scale planetary invasions began. Two dozen Imperial worlds came under attack

in as many hours and the Astropaths of Armageddon received constant reports of yet more Ork assaults. Every consultation of the Emperor's Tarot showed bloodshed, destruction and the sign of the Beast Resurgent. Rumours spread that Ghazghkull was returning to wreak his vengeance, and soon even the most obstinate bureaucrat could no longer deny that an Ork Waaagh! of gargantuan proportions was engulfing the Armageddon sector. After Task Force Trajan was presumed lost battling Orks in the Desdena system, General Kurov sent forth a call to nearby Imperial Guard regiments and Space Marine Chapters to muster in defence of Armageddon.



Phase 2:

Return of the Beast

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

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

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

beams incinerating wave after wave of fighta-bommerz.

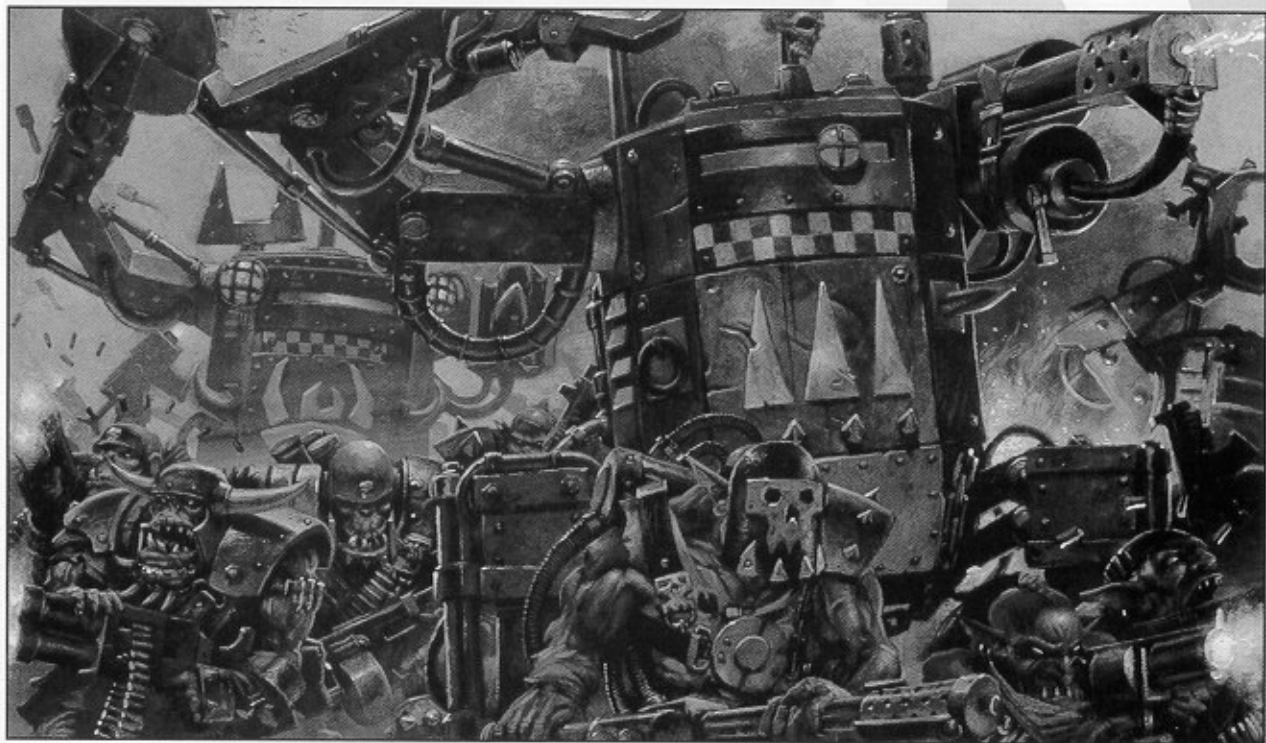
Nonetheless, the Ork fleet outnumbered that of Armageddon by six to one and the Imperial ships were gradually battered back. The Orks made suicidal rushes against the Imperial gun-lines with unbounded ferocity, losing a dozen of their ships in exchange for a single Imperial vessel. At the height of the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

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

arrive soon, and then Parol could hope that Ghazghkull's control of space could be challenged with some hope of success.

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

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



Phase 3: Ground Zero

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

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

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

As the fires of Hades' destruction lit the eastern horizon, the first Ork drop legions clashed with Imperial forces near Volcanus, Acheron and Death Mire.

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

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

As the aerial battles reached their height five days after the landings, Acheron Hive fell to the Orks without warning, captured by treachery from within. Garbled reports spoke of power grids sabotaged and the Orks boiling out from secret access tunnels at the very heart of the metropolis. The instigator of these foul crimes was soon revealed as none other than the infamous war-criminal Herman von Strab. He took over the hive as its new Overlord, announcing that it was his divine right to rule over Armageddon. Ork brute squads stood ready to silence any dissenters who doubted von Strab's determination. Despicably, much of the old nobility in Acheron welcomed back von Strab as a long-lost prince, choosing to genteely ignore the fact that he had thrown in his lot with some of the most dangerous aliens the galaxy had ever seen.

At Volcanus Hive, on the same day that Acheron fell, massed Ork infantry surged over the twenty square miles of defences atop Volcanus Mount just beyond the

hive's outer suburbs. Seventeen garrison regiments of Armageddon Hive militia were routed and the Orks captured many weapons and fortifications intact. Volcanus itself was soon besieged, surrounded by a ring of Orkish steel and relentlessly pounded by captured macro cannon and barrage bombs.

Outside Death Mire, the war went better. The Titans of Legios Tempestor and Victorium with their supporting regiments of Skitarii virtually annihilated the Ork Blackfire tribe in a three day running battle across the Plain of Anthrand. But the Ork landers fell from the skies like a relentless storm and fighting spread across Armageddon like a forest fire, until every hive and factory complex was embroiled. In many places, Ork attacks were beaten off, but again and again the Orks would regroup and attack within hours, stretching the defenders to their limit.

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



Phase 4: Total War

As the battles raged on the planet, Ghazghkull unleashed another of his carefully prepared surprises. Incredibly, dozens of the great asteroid fortresses encountered by Admiral Parol's ships began to descend from orbit. Slowed by powerful force fields, rockets and modified traktor kannon, the Ork Roks made landings in the verdant equatorial jungles and across Armageddon Primus and Secundus. Many were lost to ground fire or accidents but each one that survived became a bastion for the Orks, a rallying point and a ready-made fortress. As well as their huge guns and missile batteries, the Roks contained giant teleport arrays like those first used by Ghazghkull in his Piscina campaign. These were employed to teleport down Ork reinforcements, including Gargants and heavy artillery, in an endless stream. Commissar Yarrick personally led attacks by Cadian shock troops supported by the Titans of Legio Metallica and Legio Ignatum which destroyed several of the fortresses, but bloody battles around many others consumed whole regiments in hours. For the rest of the war, the Space Marines bore the brunt of eliminating the Ork fortresses where they could, the Salamanders Chapter winning particular acclaim for their successes against fortresses along Hemlock River.

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

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

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

As the beleaguered defenders pondered how to lift the siege, reports came in of a vast Ork horde rounding the Pallidus Mountains from the north east. Soon the horde was visible from the hive spire, a great sea of warriors which seemed to fill the empty expanse of the ash wastes to overflowing. Towering Gargants strode through the tide, like great ships rolling on a green sea. The guttural war chants of

the Orks could be heard from over twenty miles away, the ground shaking with their progress. Worst of all, the countless bannerpoles swaying over the horde bore the personal glyph of the mighty Ghazghkull himself.

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

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

"Surrender or die!"



'Orkimeses'

Imperial scholars have so far only been able to speculate about the presence in Warlord Ghazghkull's retinue of the technical genius whom they have dubbed 'Orkimeses'. Although the individual has not been identified, his handiwork has been reported many times on Armageddon; the teleportas used on the Orks' fortresses, the giant submersibles

used at Helsreach and Tempestora, the deadly upgunned Gargants in Ghazghkull's horde. All these indicate the presence of an alien mechanic of terrifying ability, one who is being actively sought by agents of the Officio Assassinorum.



Warlord Ghazghkull Mag Uruk Thraka

Ghazghkull is that most dangerous of Ork leaders, one with both drive and ability in abundance. A serious head injury in his youth awoke 'visions' from the Ork gods which have led him on a bloody path of conquest unmatched in recent history. He has returned to Armageddon after decades of planning and testing Imperium defences, and has succeeded in unifying dozens of Ork tribes and even contingents from several Ork empires. If Armageddon falls, Ghazghkull could unify Orks across the entire segmentum into an unstoppable Waaagh! which might threaten Earth itself.

FIGHTING THE THIRD ARMAGEDDON WAR

So, the fate of Armageddon hangs in the balance – and now you can take part in the battles that will decide if the Imperial defenders hold out or if the planet falls to the Ork hordes!

On the pages that follow, you will find new army lists for some of the forces that took part in the Armageddon campaign, and ideas for games to play based on the campaign. However, you can use armies from any of the published Codexes to fight battles set on Armageddon. The obvious choices are the Space Marines, Imperial Guard and Ork Codexes, as these are the armies doing the bulk of the fighting on Armageddon. The Blood Angels and Space Wolves are also involved in the campaign, so their Codexes can be used too, and, although the Dark Angels are not involved in the fighting yet, they will doubtless arrive soon.

In addition, both sides have small allied or mercenary forces fighting with them, so Dark Eldar and Chaos Space Marine players can use their armies as mercenaries fighting for the Orks, while Eldar players can take part as Imperial allies. With a little imagination even Tyranid players should find it easy enough to come up with some sort of justification for their army to take part!

Armageddon also offers an opportunity to use some of the special characters included in the Codexes in a battle. In particular, Yarrick from Codex: Imperial Guard and Ghazghkull from Codex: Orks are both involved in the fighting, and could (indeed should) be used in the occasional battle.

However, what makes the Third Armageddon War so exciting is that it gives you a chance to use some brand new armies in your games of Warhammer 40,000. That's where the new army lists on the following pages come in.

Using the new army lists

As mentioned above, the new army lists included in this Codex can be used for battles set on Armageddon. In addition, they can also be used for 'ordinary' games of Warhammer 40,000 as well. The new lists are different from other army lists you may already have seen. Instead of being a stand alone army list, each is used with a standard army list from another Codex, as shown on the chart to the right. For example, if you wanted to field a Speed Freaks army then you would use the new list presented in this

"Today will be a day long remembered by history. What we do today shall send a message across the stars and down through the years to our descendants for a hundred generations. If we should falter in our task, terrible shame will be borne by our successors. Another age of darkness shall shroud mankind from the light of the Emperor. But should we succeed, we shall be as a burning torch in the gloom of evil, a spark of hope in the midst of despair. So, brave warriors of Savlar, stand fast and be not afraid. We shall strike like the holy arrow at the heart of the Orks. We shall be a blade of deliverance for the people of Infernus.

So board your tanks with the Emperor's blessing. Load your guns with prayers in your heart. Strike down the foes of humanity with joy and vigour!

The Emperor is with us, who can stand against us?"

Colonel Cortar of the Savlar Chem Dogs at the relief of Infernus Hive.

Codex along with the army list in Codex: Orks. Unless noted in this volume, all rules, options and limitations that apply to the army chosen from the original Codex also apply to the new army.

ARMY

Speed Freaks

Black Templars

Salamanders

Steel Legion

CODEX REQUIRED

Codex: Orks

Codex: Space Marines

Codex: Space Marines

Codex: Imperial Guard

When you are choosing your army, you may make choices from the options presented in the list here, within the normal limitations of the Force Organisation chart being used, points values of the battle, etc. Some of the entries that follow replace an entry or option from the original Codex, while some options from the Codex may not be allowed with the new army. If this is the case, you may only use the entry or option presented in this Codex.



Commissar Yarrick

Commissar Yarrick had already enjoyed a long and distinguished career when Ghazghkull first invaded Armageddon. After being banished to Hades Hive for contradicting von Strab's orders, he masterminded a brilliant defence which stopped the Orks in their tracks. Although badly wounded, Yarrick survived the battle. He retired for a short while, but

returned to active duty once it was clear that Ghazghkull was still alive. For the last forty years he has been relentless in his pursuit of his old foe, and has now returned to Armageddon to command the Imperial defence of the planet.



Admiral Parol

Parol was the second son of the Imperial Commander of Loston, and as a result, his career in the Imperial Navy was virtually guaranteed. Because he was raised to command from an early age, he has a natural authority which few dare to challenge. He has proved himself in countless campaigns, and is renowned for the careful marshalling of the

resources at his disposal, as well as being a patient and meticulous planner. It was these qualities which led to him being promoted to his prestigious position in command of the fleet defence of Armageddon.

ORK KULT OF SPEED

Warboss Zagboss Shargrim spat a big, green gob of phlegm over the side of his battlewagon as it lurched up a rise with its engine roaring. A handful of fightabommerz were diving and swooping over some unseen target up ahead and Shargrim promised himself he would find those flyboyz and eat their guts if they killed everything before he got there. Black columns of smoke climbed skyward as the jets pounded the area with bombs before reluctantly breaking off to get rearmed. The battlewagon reared up at the top of the slope before crashing down onto the other side with a teeth jarring impact.

Below was some sort of Humie supply dump, with stacks of crates and barrels, and Imperial Guardsmen scuttling around dousing fires. Shargrim grinned and sounded the Waaagh-horn before hitching his driver to go faster. Around him, the massed vehicles of the Speed Kult raced down towards the shocked Humies at full throttle. Warbuggies vied with bikes and traks to cover the ground the fastest, trukhs packed with boyz careened against each other as they fought to get ahead, the greenskins' shouts inaudible over the thunder of engines. The column of ramshackle, bellowing vehicles snaked and twisted like a living thing as it converged on its prey.

SPEED FREEKS SPECIAL RULES

MOUNT UP!

All infantry in a Speed Freeks force must be deployed at the start of the battle aboard a truk, battlewagon or looted vehicle with transport capacity. During a game, any mob of Speed Freek Orks is allowed to mount up onto any transport vehicle they can fit onboard; they are not restricted to only using the transport they were deployed in at the start of the game.

MOBBING UP

Speed Freek Orks don't mob up like ordinary Orks. Instead, when things start looking a bit grim, they head for the nearest vehicle and mount up again. To represent this, when a mob of Speed Freek Orks fails a Morale check, it will fall back towards an empty transport vehicle, centring its 'fall back' corridor on the transport it is attempting to reach. If there are multiple transports available, the Freeks will fall back towards the one that takes them furthest away from the enemy. Note that models will be destroyed by crossfire if they move through any enemy units in the process (the exception being enemy units which were already fighting in an assault).

The Orks will embark when their fall back move brings them within 2" of a suitable transport (ie, one not already carrying

passengers and that has enough transport capacity to accommodate the whole mob). Once embarked, the Speed Freeks regroup automatically, ignoring the normal restrictions on regrouping such as enemy being within 6" or being below half strength. The embarked mob can't disembark again in the same turn it regroups aboard the transport, but it can regroup on the same turn that it failed the Morale check if a transport vehicle is handily close enough for it to jump back aboard. Speed Freeks caught by an enemy advance when they fall back from combat are destroyed as normal.

If for any reason there are no transports the Speed Freeks can fall back to, the mob scatters and counts as being destroyed; remove any remaining models from play. These rules replace the standard Ork mobbing up rules. Speed Freek Orks believe that going fast is more important than strength in numbers!

Note that Stormboyz units don't mob up at all – they use the standard fall back and regroup rules from the Warhammer 40,000 rulebook.

MOB SIZE CHECKS AND THE POWER OF THE WAAAGH!

Despite the fact that Speed Freeks use different rules for mobbing up, they can still take mob size checks and continue to benefit from the Power of the Waaagh! just like other Orks.

FAST RESPONSE

Speed Freek vehicles are usually at the forefront of battle, so if they are caught on the defensive, their reserves respond very quickly. To represent this, Speed Freeks are allowed to start rolling for their reserves earlier in scenarios which use the Reserves scenario special rules. Start rolling for Speed Freeks reserves on the first turn of the game instead of the second turn as is the case with other armies.

SCENARIOS

Ork Speed Kults do not have any special restrictions or advantages for missions because their full throttle approach works well within scenarios. For example, in a Raid the Speed Freeks must simply roar on, guns blazing, on the first turn. The shock of their fast approach will be just as powerful as sneaking into position would be for a conventional force. Likewise, it can be imagined that Speed Freeks defending in a Take and Hold mission or a Bunker Assault mission are the lead elements of the Speed Kult, trying to fight off an enemy counter-attack until the rest of the Boyz arrive (which will be mighty quick due to the Fast Response special rules).

Speed Freek Vehicle Upgrades

Grot Riggers +2 pts
All vehicles in the Kult of Speed must carry Grot Riggers. See page 37 of Codex: Orks for full rules.

Krusher (Battlewagons only) +10 pts
Many Speed Freek Battlewagons have spiked rollers, crushing claws, etc. If the Battlewagon makes a 'tank shock' attack on an enemy unit and the enemy don't fall back, then roll a D6 for each model forced to move out of the way of the vehicle. On a D6 roll of 4+ they are caught by the krusher and suffer a wound. Armour saves are taken as normal.

Armoured Top +8 pts
Some Ork vehicles have an armoured roof, enclosed weapon turrets, etc. A vehicle with this upgrade no longer counts as being open-topped.

Force Field +5 pts
Mekboyz are adept at constructing force field generators to protect open-topped vehicles. The vehicle still counts as being open-topped but no longer suffers the +1 modifier to its Damage rolls. If the vehicle was a Fast type before, it loses this ability due to the power drained by the generators.

SPEED FREES ARMY LIST

The Kult of Speed army list uses the following entries from Codex: Orks and from the new army list entries.

- HQ:** 0-1 WARBOSS*, 0-1 BIG MEK*, NOBZ WARBIKE MOB
ELITES: 0-1 STORMBOYZ, 'ARD BOYZ*, SKARBOYZ*
TROOPS: WARBIKE SQUADRON, WARBUGGIES/WARTRAKS, TRUKK BOYZ, 0-1 TANKBUSTAS**, 0-1 BURNA BOYZ**
FAST ATTACK: DETH KOPTA SQUADRON, 0-1 FIGHTA-BOMMERZ RAID, WARBIKE OUTRIDERS
HEAVY SUPPORT: BATTLEWAGON, LOOTED VEHICLE, GUNTRUKK

Note: A Warboss or a Big Mek must be chosen to lead the Kult of Speed. A Warboss and/or Big Mek may be upgraded to have a bodyguard.

* Must be transported in a wartrukk (transport capacity=10 models) at +30 pts or a battlewagon (transport capacity=20 models) at +120 pts.

** Must be transported in a wartrukk (transport capacity=10 models) at +30 pts.

HEADQUARTERS

NOBZ WARBIKE MOB

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Nobz	45	4	2	4	4(5)	2	3	3	7	6+/5+

Squadron: The squadron consists of between 3 to 5 Nobz warbikes.

Weapons: Twin-linked big shootas.

Character: The Nobz may be given any equipment allowed from the Ork Armoury with the exception of mega armour.

SPECIAL RULE

Warbikes: All the special rules that apply to warbikes also apply to Nobz warbikes. Note that Nobz on warbikes will suffer instant death if they are wounded by a hit of Strength 8 or more and fail to save.

FAST ATTACK

WARBIKE OUTRIDERS

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Outriders	35	4	2	3	4(5)	1	2	2	7	6+/5+
Outrider Nob	+22	4	2	4	4(5)	2	3	3	7	6+/5+

Squadron: The Warbike Outriders squadron consists of between 3 to 10 Outriders.

Weapons: Twin-linked big shootas.

Options: Some Outriders strip their warbikes of their big shootas and use sluggas and additional close combat weapons instead. These Outriders only cost 25 pts each.

Character: At an additional cost of +22 pts one of the Outriders may be upgraded to a Nob. He may be given any equipment allowed from the Ork Armoury, except mega armour.

SPECIAL RULES

Warbikes: All the special rules that apply to warbikes also apply to Outrider warbikes.

Scouts: Outriders may be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in Take and Hold, your Outriders would set up at the start of the game instead of being in reserve. If the scenario is one where you can only deploy a limited number of units then any Outriders you deploy do not count against the limit for the scenario.

Also, after both sides have deployed, Outriders may make a free 2D6" move before the first turn takes place or before any rolls to determine who gets the first turn. All of the normal movement rules apply.



In a Kult of Speed, Nobz lead by example, charging off to attack the foe at the first opportunity. Sometimes a group of Nobz will get together on their warbikes to see who can cause the greatest mayhem.



Speed Kults are often preceded by a swarm of warbike Outriders who scout ahead of the main force looking for things to kill.

"...a swarm of mechanised locusts sweeping over the land, stripping it bare of resources, bringing death and destruction to anything that stands in its path. Emperor preserve us against the predations of these so-called Orkish cults of speed!"

Cardinal Namura
at the Conclave of Hesse.



Ork Fighta-bommerz can often be found ranging ahead of Speed Kults. The crude Ork aircraft bomb and strafe enemy positions or crack open lines of fortifications just before the Kult arrives, not to help the Speed Freeks but to prove that Fighta-bommerz are even faster than they are.



Deth Koptas are a rare creation of Mekaniaks obsessed with the idea of Orks taking to the skies and raining destruction on their enemies.



Every Ork Warboss knows that big guns like Kannonns and Zzap guns are dead good, but they also know that they must be in the right position to be fully effective. To get around this, the Orks have developed Guntrukks. In some cases they are created by simply bolting a big gun to the back of an ordinary truk, while other Guntrukks are kustom-built by the Mekks to provide hard-hitting mobile support.



ZAGBOSS SKARGRIM RUKNAR (trans. Wound-face Attack-command)

Zaqboss Skargrim is the notorious leader of the Burning Death Speed Freeks, responsible for the immolation of the World-Library of Shen. On Armageddon, the Burning Death have participated in the siege of Infernus Hive, destroying a regiment of Savlar Chem Dogs in the wastes when they attempted to break out. The Burning Death is so-called for its love of fire and it uses large numbers of shorchas and burnas in battle.

O-I FIGHTA-BOMMERZ RAID - 30 pts

SPECIAL RULES

Preliminary Barrage: The effects of the Fighta-bommerz' attack is determined by resolving a preliminary barrage against the enemy force as detailed in the scenario special rules on p.135 of the Warhammer 40,000 rulebook. The barrage is resolved after both sides have deployed but before the first Movement phase, and can affect the entire opposing army, including Reserves. If the enemy move on at the beginning of the battle instead of deploying beforehand, resolve the Fighta-bommerz' raid at the end of the enemy's first Movement phase. If the scenario you are playing uses a preliminary barrage anyway, make two rolls to affect each vulnerable unit. Resolve each hit separately so, for example, a unit hit twice would suffer 2D6 wounds and need to take two Pinning tests.

Friendly Fire: Prior to rolling the preliminary barrage roll a D6. On a roll of 1 the Fighta-bommerz are a bit overenthusiastic and strafe everything in the area – Orks included! Roll for the preliminary barrage as before but make a dice roll for every eligible unit on the tabletop, friend or foe.

DETH KOPTA SQUADRON

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	35	4	2	4	4(5)	1	2	2	7	4+/5+
Mek	free	4	2	4	4(5)	1	2	2	7	4+/5+

Squadron: The squadron consists of between 1 to 3 Deth Koptas.

Weapons: Twin-linked big shootas.

Character: One of the Kopta pilots may be upgraded to a Mek for free. The Mek may be given any equipment allowed by the Ork Armoury, but the adaptations needed to carry extra gear on a Deth Kopta mean that all items of wargear cost the Mek an additional +5 pts per item chosen.

SPECIAL RULE

Flying Warbikes: Deth Koptas move using the same rules as jetbikes in the Warhammer 40,000 rulebook (not Codex: Eldar). They are also subject to the same special rules as ordinary warbikes.

HEAVY SUPPORT

GUNTRUKK

	Points	Front Armour	Side Armour	Rear Armour	BS
Guntrukk	30	10	10	10	2

Squadron: The squadron consists of between 1 to 3 Guntrukks.

Type: Open-topped (note that Guntrukks are not fast).

Weapons: A Guntrukk is armed with a big gun chosen from the following list at the points cost indicated, profiles for the different big guns can be found in Codex: Orks. You may choose either a Zzap gun at +40 pts, a Kannon at +25 pts or a Lobba at +15 pts.

Options: A Guntrukk may also have either a big shoota at +8 pts or rokkit launcha at +5 pts.

SPECIAL RULE

Big Gun: If a Guntrukk rolls a result for its big gun which normally causes one of the Grot Krew to be killed, the weapon does not fire that turn. The Guntrukk itself and the Grot Krew are unharmed.

ARMAGEDDON STEEL LEGION



Steel Legion squad with lascannon



Heavy bolter weapons team



**Martin
Footitt**

Martin: I've painted the Steel Legion army with sand coloured uniforms. The light brown uniform is painted Bestial Brown over a black undercoat. The model is then highlighted with Snakebite Leather and Bleached Bone. The helmets are a mix of Camo Green and Chaos Black with a Rotting Flesh highlight. The leather effect on the boots was created using Scorched Brown highlighted with Bleached Bone.



Here are two different colour schemes for painting Steel Legion troops.



**Keith
Robertson**

Keith: I've painted the Chimera with a heavy drybrush of Fortress Grey applied over black. Stripes of Rotting Flesh are painted over this, the edges drybrushed with a mix of Fortress Grey and Rotting Flesh to blend them in. A light drybrush of Skull White is applied all over the vehicle to finish off.



Command Section with converted Commissar

SALAMANDERS SPACE MARINE CHAPTER



Salamanders Tactical squad with multi-melta



Space Marine with multi-melta



Salamanders Terminator squad



Neil: The Salamanders Chapter badge on the left shoulder pad is a white transfer on a black background. Flames were painted onto the right shoulder pad, also over a black background. Below are some examples of other shoulder pad designs.



Neil Green

Neil: Salamanders look best painted with a base coat of Snot Green over a black undercoat. The edges of the armour were then highlighted with a thin stroke of Scorpion Green. The guns were painted Chaos Black and then given two highlights with Codex Grey and then Fortress Grey. Boltgun Metal and Burnished Gold were used for the metallic areas.



Salamanders Land Raider



Neil: I painted scales on the cloak of this miniature to make a Salamander mantle using Scorched Brown with the top edge highlighted with Bleached Bone. Finally I applied a watered down wash of Green ink.

BLACK TEMPLARS CRUSADE



Black Templars offer a great opportunity to personalise shoulder pad designs on individual troopers.



Richard Baker

Richard: Black Templars have a very simple colour scheme – black armour and white shoulder pads! The black on these miniatures was given two highlights, the first with Codex Grey and then a much finer highlight of Fortress Grey. I think it is important to keep these highlights small and sharp so that the armour looks black and not grey. Details on the shoulder pads are picked out in Shadow Grey.



The metal is Boltgun Metal highlighted with Mithril Silver.

The tabard on the High Marshal on the far left is painted with Bestial Brown and then highlighted with Bleached Bone and finally Skull White.



Black Templars High Marshal with Iron Halo added from plasticard.



Initiate



Neophyte



Black Templars Space Marine force. The squad in the centre mixes Space Marines (Initiates) and Scouts (Neophytes).

ORK SPEED FREEKS



Chris Smart

Chris: For the metal work on the Speed Freeks' vehicles I used Boltgun Metal, Chainmail and Mithril Silver drybrushed over black. Brown, Chestnut and Flesh inks in the recesses give a really rusty feel to them. For a little variation, I painted different areas in Brazen Brass or Beaten Copper. Scab Red highlighted with Blood Red makes a really strong red, perfect for warpaint.



All Speed Freeks vehicles have Grot Riggers, and I've used a selection of different Grots to represent them, all of which have been converted to carry spanners, drills and similar tools.



Ork Warboss with shoota/skorcha kombi-weapon and attack Squig



Wartraks with red paint jobs and riggers



The colour of the warpaint on these Trukk Boyz ties in with the markings on their truck.

ORK WARBANDS ON ARMAGEDDON

There are many different Ork warbands, Space Marine Chapters and Imperial Guard armies fighting on Armageddon. On this and the next few pages are colour schemes for just a few of them.



The awesome Warlord Ghazghkull Mag Uruk Thraka himself!
Designed by Brian Nelson.



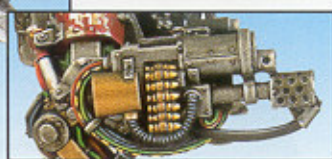
Red Lightning Stormboyz Nob



Mortfangz Tankbuster Boyz



Ghazghkull's Nobz in mega armour



Mega armour kombi-shootas



Grimskulz Boyz



Da Vulcha's Boyz



Black Slayers



Gazgrimz Boyz

SPACE MARINE CHAPTERS ON ARMAGEDDON

Just a few of the many Space Marine Chapters which are taking part in the Armageddon campaign.



Storm Lords



Black Dragons



Exorcists



Angels of Fire



Furioso Dreadnought of the Blood Angels Chapter



Raptors



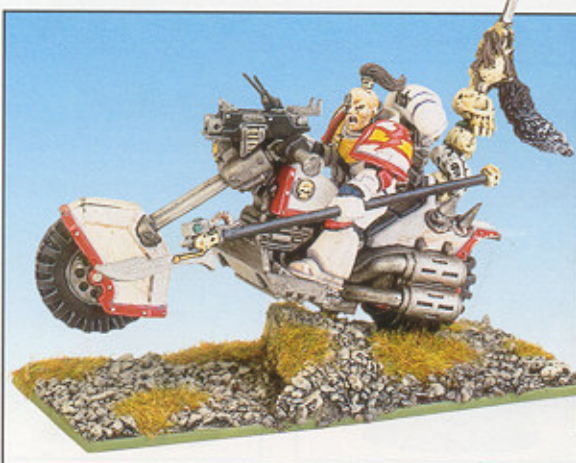
Angels Porphyry



Relictors



Mortifactors



White Scars bike modelled and painted by Paul Sawyer



Jim Butler's Storm Giants with Vindicator

IMPERIAL GUARD ON ARMAGEDDON



Armageddon Hive Militia based on a Necromunda Van Saar ganger



Zouvan Skirmishers



Jopall Indentured Squadrons



Pyran Dragoons



Ash Waste Storm Trooper

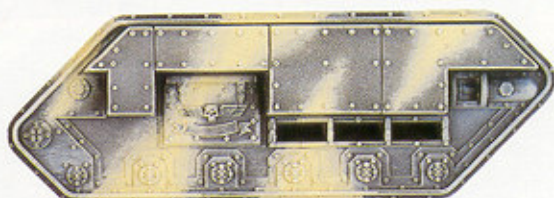


Death Korps of Krieg

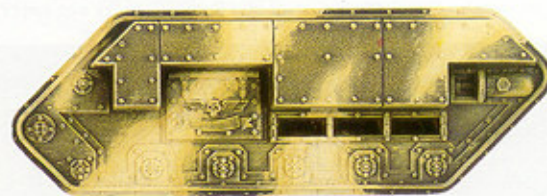


Sentinel in Cadian Shock Troops camouflage

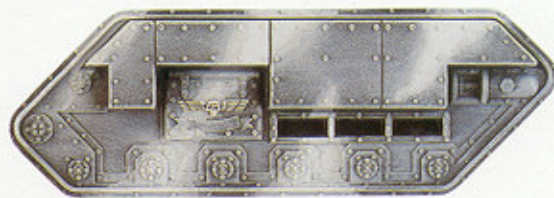
ARMAGEDDON CAMPAIGN CAMOUFLAGE SCHEMES



Armageddon Steel Legion, Ash Waste Incursion
Fortress Grey with Rotting Flesh stripes.



Savlar Chem-dogs
Camo Green with Rotting Flesh stripes



Death Korps of Krieg, Absolution Battalion
Codex Grey with Fortress Grey stripes

BATTLEFIELDS OF ARMAGEDDON

Armageddon encompasses many different warzones, from the depths of hive cities to the Fire Wastes. Here are just three ways of showing different battlefields on this war-torn world.



Steel Legion Guardsmen and Speed Freaks clash across the ash wastes.



Armageddon Ork Fighters cleanse and burn a feral Ork settlement deep in the jungle.



Above: A Black Templars Marshal leads his Command squad through Imperial ruins deep in the ash wastes.



A Steel Legion Mechanised Platoon prepares to sally forth from a breach in a hive wall. In the background are the dense environs of the underhive.

THE BLACK TEMPLARS

After the Great Heresy, Rogal Dorn, Primarch of the Imperial Fists, resisted attempts to break up his Legion, but when the Imperial Fists began to be persecuted as heretics, Dorn relented. To prove his loyalty to the Emperor, the first High Marshal of the Black Templars, Sigismund, assembled a massive war fleet and began the greatest Space Marine crusade in the history of the Imperium. It has lasted for 10,000 years.

The Black Templars are a fleet-based Chapter, with many battle barges, strike cruisers and other craft, such as training vessels and gigantic forgeships. They are rarely assembled as a Chapter but instead are divided into a number of Crusades, each one numbering several hundred Space Marines. Each Crusade is led by a Marshal, while the High Marshal is responsible for monitoring the progress of all the current Crusades.

The Black Templar Chapter has no single homeworld which they can call their own. Instead, they establish Chapter Keeps on every world which they conquer or reclaim for the Emperor. The main purpose of these Chapter Keeps is to recruit new Space Marines from amongst the finest warriors of the native population. Chapter Keeps also perform an important role as staging posts for mustering the Crusades together.

SPECIAL RULES

RIGHTEOUS ZEAL: Whilst most Space Marines under heavy fire or facing difficult odds in close combat will fall back, ready to counter-attack, the Black Templars will hurl themselves at the enemy with even greater determination and fervent anger. If a Black Templars unit ever has to fall back, it will not fall back. Instead, the unit heads towards the nearest enemy unit. The distance of this special move is the same as a fall back move would be, so most units advance 2D6" and this is halved if they go through difficult terrain (or is 3D6" for units with jump packs, etc). If this movement takes the unit into contact with an enemy unit, the Black Templars count as making a sweeping advance, with all the benefits and disadvantages that this entails; they count as assaulting, enemy units yet to shoot can still target them and unengaged enemy models may assault them.

Designer's note: Morale checks for shooting casualties are taken at the end of the Shooting phase, but this rule has been included to cover any Morale checks that may occur in the Shooting phase (like the Salamanders' new psychic power).

In close combat, Black Templars automatically pass any Morale checks they have to make. Black Templars may never use the optional voluntarily fall back rules.

PURITY SEALS: All Black Templars characters have purity seals for no extra points cost. Black Templars units may also be given purity seals, at +2 pts per model. Neophytes may not be given purity seals. If one model with purity seals is still alive in the unit then the entire unit gains the benefits. Due to the Righteous Zeal rules given above, purity seals allow the squad to roll an extra dice and discard one dice of your choice for their movement towards the enemy, rather than for fall back moves as is normally the case.

MIXED ARMOUR: Black Templars squads often have models with different armour saves. The normal casualty removal rules are slightly altered to take this into account.

When removing casualties for a unit with mixed armour saves, the Black Templars player must use the armour save of the majority type of model in the unit. So, if there are more Initiates than Neophytes, use their 3+ armour save, but if the Neophytes outnumber the Initiates, use the 4+ saving throw. If there is an equal number of Neophytes and Initiates, use the Initiates' 3+ save. Casualties must be taken from the troop type whose armour save you used; for example, if you save using the Initiates' armour, casualties must come from the Initiates first.

VOWS: The Black Templars must swear one of the following vows before a battle. Choose which vow your army has sworn after you've determined the mission but before either army sets up. Vows don't affect Black Templar vehicles unless noted.

Accept Any Challenge, No Matter The Odds.

Any unit in the Black Templars army must assault the enemy if they are in range at the start of the Assault phase and they must make an advance move if they win a combat, if they would normally be allowed to do so. In close combat, the Black Templars always hit on a roll of 3+, regardless of their opponent's WS (this vow has no effect against vehicles without a WS). Neophytes in a unit hit normally. If only Neophytes remain in a unit, they are not bound by this vow. Dreadnoughts in the army are bound by this vow.

Uphold The Honour Of The Emperor.

The Black Templars are convinced that the Emperor will protect them and refuse to skulk behind cover like cowards. Black Templars units may not count cover for saving throws or when assaulted. However, such is their faith in themselves that they shrug off even the most severe wounds, so gain a 6+ invulnerable saving throw. Neophytes may count cover as normal but do not gain the invulnerable save.

Suffer Not The Unclean To Live.

When rolling to wound in close combat, Black Templars add +1 to their dice roll (ie, if you need a 4+ to wound then a 3+ will succeed). A roll of 1 always fails to wound. The Black Templars need to summon their holy strength, so strike at -1 to their Initiative. Neophytes strike and wound normally.

Be Pure In Mind, Body And Soul.

Of all deviants, Black Templars abhor witches and warlocks the most. The faintest sign of heretical psychic power drives them into a violent fervour. This vow affects all Black Templars units, including vehicles. If there is an enemy psyker on the table at the start of the Black Templars' first Move phase, the Black Templars must make an additional move towards the enemy before their normal movement. The distance moved is 2D6" (roll for each unit) and each unit must move the full distance, ending the move closer to the enemy than when they started, if possible. After this initial surge forwards, units may make their normal move without restriction. All units count as moving that turn when resolving their shooting (vehicles count as moving under 6", unless they move over 6" during their normal movement). The Black Templars only get this extra move in the first turn of the game.

BLACK TEMPLARS ARMY LIST

Black Templars use the following units from Codex: Space Marines and from the new entries below.

HEADQUARTERS	1 Emperor's Champion (Doesn't use up any choices on the Force Organisation chart); Black Templars Marshal; Chaplain; Command Squad*
ELITES	Terminator Squad; Terminator Assault Squad; Dreadnought; Space Marines Veteran Squad
TROOPS	Black Templars Squad
FAST ATTACK	Black Templars Assault Squad; Black Templars Bike Squadron; Attack Bike Squadron; Land Speeder Squadron; Land Speeder Tornado; Land Speeder Typhoon
HEAVY SUPPORT	Predator Annihilator; Predator Destructor; Vindicator; Land Raider; Land Raider Crusader; Whirlwind

* May change bolters for bolt pistol & close combat weapon. Note that Black Templars units don't have Veteran Sergeants.

HEADQUARTERS

1 EMPEROR'S CHAMPION

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Emperor's Champion	105	5	4	4	4	2	5	2	9	2+

The Emperor's Champion must be taken in a Black Templars army even if both players have agreed not to use special characters.

Wargear: Artificer armour, Terminator honours (bonus included above), purity seals, iron halo, master-crafted bolt pistol, the *Black Sword*. The Champion cannot be bought extra equipment.

SPECIAL RULES

The Black Sword: The *Black Sword* can be used with one or two hands. If used as a single-handed weapon it's treated as a power weapon with +1 Strength, and may be used in addition to the Champion's bolt pistol. If used as a double-handed weapon it counts as being a power fist.

Challenge: At the start of any Assault phase that the Champion is in combat, he may issue a challenge. Your opponent must choose an enemy character to fight him, who is involved in the same close combat as the Champion but doesn't have to be in base contact with him. A challenge can't be refused. Move the models into base contact and fight out the close combat as normal. No other models may attack the Champion or his opponent during a challenge. The outcome of the challenge decides the outcome of the close combat that the Champion and his opponent are involved in; only the wounds they inflict on each other are used to determine which side has won. Wounds inflicted by other models in this combat are not used to work out the result of the combat.

Always an Independent Character: The Emperor's Champion always fights as an independent character and so may never be accompanied by a Command squad.

BLACK TEMPLARS MARSHAL

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Marshal	45	5	5	4	4	2	5	3	9	3+
High Marshal	60	5	5	4	4	3	5	3	10	3+

Options: The Marshal may have any equipment allowed from the Space Marine Armoury.

SPECIAL RULES

Independent Character: If unaccompanied, a Marshal counts as an independent character.

Command Squad: The Marshal may be accompanied by a Command squad, see the entry in Codex: Space Marines. A Marshal and his Command squad count as a single HQ choice.



What is your life?

My honour is my life.

What is your fate?

My duty is my fate.

What is your fear?

My fear is to fail.

What is your reward?

My salvation is my reward.

What is your craft?

My craft is death.

What is your pledge?

My pledge is eternal service.

TROOPS

BLACK TEMPLARS SQUAD

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Initiate	15	4	4	4	4	1	4	1	8	3+
Neophyte	11	3	3	4	4	1	4	1	7	4+

Squad: The squad consists of between 5 and 10 Initiates. In addition, up to 5 Neophytes may be included in the unit.

Weapons: Initiates are armed with either bolt pistols and close combat weapons, or bolters (all Initiates must be armed the same way, they can't mix weaponry). Neophytes are armed with either shotguns, or bolt pistols and close combat weapons (Neophytes may mix their weaponry).

Options: One Initiate may be armed with one of the following weapons: power weapon and bolt pistol at +10 pts; power fist and boltpistol at +15 pts; heavy bolter at +5 pts; missile launcher at +10 pts; lascannon at +15 pts; plasma cannon at +15 pts; multi-melta at +15 pts.

One other Initiate may exchange his normal armament with one of the following weapons: flamer at +6 pts; meltagun at +10 pts; plasma gun at +6 pts.

The entire squad may be given frag grenades at an additional cost of +1 pt per model and krak grenades at an additional cost of +2 pts per model.

Transport: If ten or less models, the squad may be mounted in a Rhino for +50 pts or, if it has 6 or less models, a Razorback at a cost of +70 pts (see Codex: Space Marines for upgrades).

FAST ATTACK

BLACK TEMPLARS ASSAULT SQUAD

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Initiates	25	4	4	4	4	1	4	1	8	3+

Squad: The squad consists of between 5 to 10 Initiates

Weapons: Bolt pistol, close combat weapon, frag grenades. Each model has a jump pack.

Options: The entire squad may be equipped with krak grenades at +2 pts per model and melta bombs at +4 pts per model.

Up to two models in the squad may either exchange their bolt pistol with a plasma pistol for +5 pts, or may exchange their close combat weapon with a power weapon for +10 pts, or a power fist for +15 pts. Any model may exchange its bolt pistol for a storm shield for +3 pts.

SPECIAL RULE

Deep Strike: Black Templar models equipped with jump packs may *Deep Strike*.

BLACK TEMPLARS BIKE SQUADRON

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Initiate Biker	35	4	4	4	4(5)	1	4	1	8	3+
Neophyte Biker	25	3	3	4	4(5)	1	4	1	7	4+

Squad: The squadron consists of between 3 and 5 Initiates. In addition, you may also include up to 3 Neophytes. All models are mounted on Space Marine bikes.

Weapons: Each bike is fitted with twin-linked bolters. Each rider is armed with a bolt pistol.

Options: Up to two Initiates in the squad may exchange their bolt pistol for one of the following: flamer at +3 pts; meltagun at +10 pts; plasma gun at +6 pts; power weapon at +10 pts.

The entire squad may be equipped with frag grenades at an additional cost of +1 pt per model and krak grenades at an additional cost of +2 pts.



Black Templars do not have Scout squads. Instead, Initiates 'adopt' a Neophyte to train, teaching them their skills and educating them in battlecraft. In return, a Neophyte must serve their Initiate, attending to their day-to-day needs and waiting on them at the Chapter feasts.

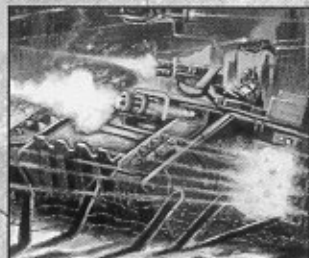


As with the other Black Templar battle-brethren, bike squads also have a duty to train Neophytes in their particular battle skills. In contrast, ancient tradition forbids Assault squads from taking Neophytes, as these units are usually in the thickest of the fighting and suffer the heaviest losses. Such risks cannot be taken with the Chapter's future warriors before they are fully trained.



"Your honour is your life. Let none dispute it."

Captain Navarre of the Black Templars 4th Crusade



The Crusader variant of the Land Raider was developed by the Black Templars during the Jerulas Crusade, to aid them in the numerous sieges which they had to fight in order to reconquer the hive world. As news of the Crusaders' success spread, other Space Marine Chapters requested information regarding their remodelling of the Land Raider, and in 763.M39 the Crusader pattern became approved by Mars (not that this had stopped many Chapters using it beforehand). The Crusader is designed to smash into the enemy lines, disgorging the Space Marines into the heart of their adversaries. Its numerous short-ranged weapons allow the Crusader to weaken the enemy before the assault is launched and to provide a torrent of firepower to support its cargo once they are in combat.

HEAVY SUPPORT

LAND RAIDER CRUSADER

	Points	Front Armour	Side Armour	Rear Armour	BS
Crusader	255	14	14	14	4

Type: Tank

Crew: Space Marines

Weapons: The Land Raider Crusader is armed with two 'hurricane' pattern bolters, a twin-linked assault cannon and a multi-melta. The Crusader is also equipped with frag assault launchers.

Options: The Crusader may have the following vehicle upgrades: dozer blades at +5 pts; hunter-killer missile at +15 pts; pintle-mounted stormbolter at +10 pts; searchlight at +1 pt; smoke launchers at +3 pts.

Transport: Due to the extra space created by removing the large generators required for the lascannons, a Crusader has an increased carrying capacity. A Crusader may carry up to 15 Space Marines or 8 Space Marine Terminators. Note that it may still only carry one squad and independent characters (ie, you can't put a ten-man squad and a five-man squad inside at the same time).

Availability for other Space Marine Chapters: Other Space Marine Chapters may take Crusader pattern Land Raiders, but their greater rarity outside the Black Templars Chapter means that other Chapters are limited to having a maximum of only one.

SPECIAL RULES

Extra Armour: All Land Raider Crusaders have additional armour plating to ensure that they can reach the enemy with their transported squad intact. A Crusader counts as having the extra armour vehicle upgrade, so it treats any 'Crew Stunned' result on the damage tables as a 'Crew Shaken' result instead.

'Hurricane' bolters: Each 'hurricane' bolter counts as three twin-linked boltguns. The Crusader may always fire its 'hurricane' bolters, regardless of how far it has moved or what other weapons it is firing.

Frag Assault Launchers: The front of the Crusader is studded with explosive charges, designed to hurl shrapnel into the enemy as the troops inside charge out along the assault ramp. Any unit which assaults on the same turn it disembarks from the Crusader counts as having frag grenades.



HIGH MARSHAL HELBRECHT

Helbrecht exemplifies the qualities of stubbornness and unswerving loyalty to the Emperor that are the marks of the Black Templar Chapter. He was elected High Marshal in 989.M41, and is currently leading the Black Templars as they storm Ork space hulks in the Armageddon system.

Weapons fire strobed through the dark corridors of the hulk. The cacophony of shrapnel and ricochets ringing against rust-spotted bulkheads was like the foundry of a mad god. The Initiates covering the doors out of the generator room were engaged in a fierce firefight with the Orks outside, soon the alien scum would amass enough strength to rush the handful of Black Templars opposing them. High Marshal Helbrecht turned to the Techmarine kneeling beside the heavy thermic charge they had brought aboard.

"How much longer Brother Hexil?" He shouted over the roar of weapons.

Techmarine Hexil did not look up from the fine adjustments he was making as he replied "The weapon's spirit was offended by the rough treatment it suffered on arrival High Marshal. If its containment loop is not realigned by the proper supplications it will fail to consume itself and grow to the correct size for full devastation."

"Try to hurry Brother, we don't have much..."

The High Marshal was distracted by a sudden increase in the firing at one of the doors. Howls and yells announced an Ork attack was imminent. He crossed to it in three quick strides, just in time to meet the aliens' rush. A huge Ork leader crashed through the doorway and eviscerated an Initiate with a thrust beneath his breastplate. Helbrecht parried its next blow and countered with a swing perfectly timed to catch his foe off balance from his missed attack. The glittering energy field of his ancient power sword slashed through the Ork's neck with barely a hint of resistance and the great Ork fell clutching spasmodically at the stump of its neck.

Helbrecht leapt forward into the lesser Orks behind, hacking and slashing with little finesse but horrible effectiveness. Limbs and heads flew apart. In seconds the doorway was filled with twitching corpses. Brother Mikael came up with his flamer and the surviving Orks were driven back down the corridor by a wall of flames.

"The charge is prepared" called Brother Hexil.

Helbrecht instantly switched comm-channels with a nerve impulse. "High Marshal to Light of Purity, immediate recovery - code blue".

The Templars moved to the centre of the chamber and were teleported to the waiting strike vessel in a blinding flash of light. Seconds later, the thermic charge blasted a new crater in the flank of the Ork space hulk.



SALAMANDERS CHAPTER



As one of the First Founding Chapters, the Salamanders are among the most respected fighters in the Imperium. They are noted for their stoic character and pragmatic approach to warfare. This attitude comes mainly from their Primarch, Vulkan, and the harsh world they hail from.

Their homeworld is Nocturne, a near-lifeless orb in the northern reaches of the Segmentum Tempestus. Nocturne is part of a binary planet system. Its major satellite, Prometheus, is almost two-thirds the size of Nocturne itself. The gravitic pull of its neighbour makes Nocturne an unstable world, riven by quakes and dotted with volcanoes. Seismic activity can plunge whole continents into the boiling seas, and even the largest settlements are semi-permanent; every part of Nocturne is destined to be flooded with white-hot magma.

Such a world breeds hardy warriors, strong of constitution and single-minded of purpose; ideal recruits for the Adeptus Astartes. When the Emperor was finally reunited with Vulkan, he agreed to Nocturne being the founding world of the Salamanders Legion. Since then the Salamanders

have been one of the most steadfast Legions, and there has been little found to fault in the annals of the Chapter's history.

Nocturne is an unsuitable site for a fortress-monastery, so the Salamanders are based upon Prometheus. This has led to confusion in many Imperial records, citing both Prometheus and/or Nocturne as their homeworld. Prometheus is a bare rock with no atmosphere. The only settlement on its surface is the small fortress-monastery, little more than a large spaceport. Except for the highest leaders, including the Chapter Master, the Salamanders live amongst their people on Nocturne. They have a strong bond with their world and serve as leaders amongst the inhabitants. When the Salamanders are called to war, they gather at a few sacred places to be transported to the fortress-monastery, where they are assembled into battle forces and embark upon their warships.

Chapter legends say that when Vulkan fell to Nocturne, he landed in a blacksmith's yard. The smith raised him and taught him the values of patience and craftsmanship. It is these qualities he

instilled in the Salamanders, and they are all learned in various artisans' skills. Unlike other Chapters, which rely upon their Techmarines to maintain their arms and armour, each Salamander is able to repair any damage his equipment sustains, and can make adjustments and improvements to his wargear. This leaves the Techmarines free to create wonderful technological artefacts of great beauty and perfection of function, which are then awarded to the bravest warriors after a battle or campaign.

The Promethean Cult, the crucible of the Salamanders' beliefs and traditions, is heavily influenced by their Primarch and the fiery world they inhabit. Marks of honour are burned into the skin, and trials, such as carrying hot metal bars or walking over burning coals, are commonplace. These contests of endurance and courage take place at the few rituals during the Nocturne year; except in war, the Chapter rarely assembles in its entirety. The symbols of the hammer and fire are sacred signs to the Salamanders, and they see themselves as craftsmen forging the Imperium of Mankind, with battle as their art.

SPECIAL RULES

NEVER GIVE UP: The people of Nocturne are dogged and stubborn, refusing to admit defeat even against the greatest odds. The Salamanders are no exception, fighting to the last man if necessary. To represent this, at the end of a game, the Salamanders player can decide to continue fighting for one more turn. Another whole game turn is played as normal (ie, each player gets one more turn) and the result of the battle is decided after that turn is finished. The Salamanders player can always opt to fight for one more turn than normal, whether the game has a fixed length or finishes randomly.

SELF-RELIANT: The Salamanders lead a mainly solitary life when not fighting alongside their battle-brothers, and are raised and trained to be self-sufficient and independent. Salamander models never have to take 'All On Your Own' Morale checks.

STURDY: The high gravity of Nocturne means that its inhabitants have a naturally large and well-muscled physique, so they adapt to the ordeals of becoming a Space Marine very well. However, they are not as swift as their counterparts in other Chapters, so all Salamanders, with the exception of Dreadnoughts, have their Initiative reduced by -1 pt (this means that most Salamanders Space Marines will have Initiative 3). Entries in the following army list have already been modified to take this into account. The Salamanders must also deduct 1* from any advance or fall back moves they make (so this is normally 2D6-1*).

WARGEAR

SALAMANDERS MANTLE: This is a new item of wargear available only to Salamander Space Marines. The character wears a cloak or cape made from one of the toughest materials in the galaxy – the thick hide of Nocturne's salamander lizards, which live in the lava flows of the planet's volcanoes. The character is immune to suffering instant death caused by being hit by an attack which has a Strength value double his Toughness – the character loses a single wound instead. Note that instant death can be suffered in other ways (eg, by an Eldar Wraithcannon rolling a 6 to wound the character). Only one model in the army may have a Salamander Mantle for +35 pts. The special character Chaplain Xavier (p. 40, Codex: Space Marines) wears a Salamander mantle, increasing his cost to 200 pts.

ARTIFICER ARMOUR AND WEAPONS: The Salamanders have a deep knowledge of many technological marvels, and their Techmarines are the greatest artificers outside of the Adeptus Mechanicus. To represent this, the following changes are made to the Space Marine Armoury for a Salamanders force:

Master-crafted weapons cost +10 pts, rather than +15 pts.

Artificer armour may be purchased for non-independent characters (such as Apothecaries or Veteran Sergeants) for +15 pts (independent characters pay +20 pts as normal).

Any character may be given a signum, not just Techmarines.

VEHICLE UPGRADE

REINFORCED CERAMITE: This vehicle upgrade is specific to the Salamanders Chapter. The vehicle has numerous plates of heat-reflecting ceramite, giving it extra protection against melta weapons. Melta weapons, including melta bombs, never roll an extra dice for armour penetration due to

being at half range (melta bombs would therefore be 8+D6). Reinforced ceramite may be given to any Salamanders vehicles and Dreadnoughts, except for Land Speeders. It costs +25 pts for a Land Raider to have reinforced ceramite, and +10 pts for all other vehicles.

SALAMANDERS ARMY LIST

Salamanders use the following units from Codex: Space Marines and from the new entries below.

HEADQUARTERS	Space Marine Heroes; Chaplain*; Salamanders Librarian; Command Squad
ELITES	Salamanders Terminator Squad; Space Marines Veteran Squad; Dreadnought
TROOPS	Salamanders Tactical Squad; Scout Squad
FAST ATTACK	0-1 Salamanders Assault Squad; 0-1 Salamanders Bike Squadron; 0-1 Scout Bike Squadron; 0-1 Land Speeder Squadron**; 0-1 Land Speeder Tornado**; 0-1 Land Speeder Typhoon**
HEAVY SUPPORT	Devastator Squad; Predator Annihilator; Predator Destructor***; Vindicator; Land Raider; 0-1 Land Raider Crusader (see Black Templars list); Whirlwind

* A Chaplain may exchange his crozier for a thunder hammer for free.

** You may take either a Land Speeder Squadron, a Land Speeder Tornado, or a Land Speeder Typhoon, but not more than one choice of Land Speeder.

*** A Salamanders Predator Destructor can have heavy flamers on its side sponsons for +10 pts.



CHAPTER MASTER TU'SHAN

Tu'Shan is the embodiment of the Salamanders' ideals, never relenting in the prosecution of his duties and at the forefront of the fighting. Strong even for a Space Marine, Tu'Shan is easily recognised by his many honour scars and his massive cloak made from a 300 year old drake Salamander.

HEADQUARTERS

SALAMANDERS LIBRARIAN

PSYCHIC POWER

Fury of the Salamander: The Librarian draws on the legendary spirit of the Salamander to create a monstrous spectral incarnation of the beast. The monster charges forward trailing fiery sparks, burning all in its path. The Librarian uses this power in the Shooting phase instead of firing a weapon. Nominate a direction from the Librarian that the Salamander will move in, and draw a line 3D6" long in that direction. You cannot choose a line that might pass through a unit in close combat. Any model (friend or foe) which the line crosses over takes a Strength 5 hit, normal saving throws are allowed. A unit suffering any casualties from this attack must take an immediate Morale check or fall back. If the unit passes the check but loses 25% or more of its models in that Shooting phase, it must still take the Morale check for casualties at the end of the phase as normal.

ELITES

SALAMANDERS TERMINATOR SQUAD

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	37	4	4	4	4	1	3	2	9	2+

Squad: The squad consists of one Salamanders Terminator Sergeant and between 4 and 9 Salamanders Terminators. The Terminator armour's 2+ save and +1 attack bonus have been included in the characteristics above.

Weapons: All models in the squad have either a storm bolter and power fist, or a thunder hammer and storm shield.

Options: The Sergeant may replace his power fist for a power weapon. Up to two models may exchange their storm bolter with a heavy flamer at +10pts.

The Terminator Sergeant may have additional equipment from the Space Marines Armoury.

SPECIAL RULE

Deep Strike: Salamander models wearing Terminator armour may *Deep Strike*.

TROOPS

SALAMANDERS TACTICAL SQUAD

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander	15	4	4	4	4	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4	1	3	2	9	3+

Squad: The squad consists of one Sergeant and between 4 and 9 Salamanders Space Marines.

Weapons: All models are armed with a bolter. The Sergeant may replace his bolter with a bolt pistol and close combat weapon.

Options: One model in the squad may exchange his bolter with one of the following weapons: flamer at +10 pts; heavy bolter at +5 pts; missile launcher at +10 pts; multi-melta at +15 pts.

In addition, one other Space Marine in the squad may exchange his bolter with one of the following: flamer at +6 pts; meltagun at +10 pts; plasma gun at +6 pts.

The entire squad may be given frag grenades at an additional cost of +1 pt per model and Krak grenades at an additional cost of +2 pts per model.

The Sergeant may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

Transport Vehicle: The entire squad may be mounted in a Rhino at an additional cost of +50 pts, or, if it numbers 6 or less models, a Razorback at +70 pts (see the Transport entry in Codex: Space Marines for upgrade options).

FAST ATTACK

0-1 SALAMANDERS ASSAULT SQUAD

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander	25	4	4	4	4	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4	1	3	2	9	3+

Squad: The squad consists of one Sergeant and between 4 and 9 Salamanders Space Marines.

Weapons: Bolt pistol, close combat weapon and frag grenades. All models in the squad are equipped with jump packs.

Options: The entire squad may be equipped with Krak grenades at +2 pts per model and melta bombs at +4 pts per model.

One model may exchange his bolt pistol and close combat weapon for a flamer for +12 pts.

The Sergeant may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

SPECIAL RULE

Deep Strike: Salamander models equipped with jump packs may *Deep Strike*.

0-1 SALAMANDERS BIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander Biker	40	4	4	4	4(5)	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4(5)	1	3	2	9	3+
Attack Bike	55	4	4	4	4(5)	1	3	2	8	2+

Squad: The squadron consists of 1 Salamanders Sergeant and between 2 to 4 Salamanders Space Marines riding Space Marine bikes.

Weapons: Each bike is fitted with twin-linked bolters. Each Space Marine rider has a bolt pistol.

Options: Up to 2 Space Marines in the bike squadron may be armed with the following weapons: flamer at +3 pts, meltagun at +10 pts, plasma gun at +6 pts.

The Sergeant may be armed with a close combat weapon at +1 pt, and he may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

Attack Bike: The squadron may include one attack bike armed with a multi-melta at +55pts.



↑ The Salamanders prefer close-range engagement with the enemy where their superior numbers of short ranged but deadly weapons, such as multi-meltas and flammers, can swiftly eradicate their foes.



✗ Due to the fluctuating gravity of Nocturne, Salamanders have difficulty to train using bikes, jump packs and land speeders. Thus Salamanders can muster few such fast attack units for battle.

ARMAGEDDON STEEL LEGIONS



Armageddon has a massive population and is capable of raising a large number of Imperial Guard regiments in times of war. At the height of the second Armageddon campaign, dozens of regiments were fielded from troops raised from Armageddon alone. Armageddon Imperial Guard regiments are made up of a mix of infantry, artillery, armour and Mechanised Infantry Companies. However, the highly industrialised nature of Armageddon means that a far higher proportion than normal are Mechanised Infantry, and it's not uncommon for over 90% of a regiment to be made up of such units. It is for this reason that regiments raised on Armageddon are known as Armageddon Steel Legions.

ARMAGEDDON IMPERIAL GUARD COMPANIES

As noted above, infantry, artillery, armour and, most famously, Steel Legion Mechanised Infantry Companies are raised on Armageddon. In addition, some regiments have had years of experience fighting against the Orks that inhabit the jungles of Armageddon Prime, and therefore qualify as Deathworld Veterans. This plethora of different types of unit means that the following types of Companies from Armageddon can be used in games of Warhammer 40,000. In addition, each type of army can either be a 'tithed' army or a 'planetary defence army', which affects the types of unit it may use, as described below.

UNIT

Infantry Companies

Steel Legion

Mechanised Infantry

Armageddon

Prime Jungle Veterans

Armageddon Sentinels

LIST USED

Codex: Imperial Guard (*Deathworld Veterans units may be included using the rules in Codex: Catachans*)

Codex: Armageddon

Steel Legion Mechanised Infantry list

Codex: Catachans

Deathworld Veterans list

Sentinels in any Armageddon force can be armed with either a heavy flamer +5 pts; multi-laser +10 pts; lascannon +20 pts.

TITHED AND PLANETARY DEFENCE REGIMENTS

Armageddon is often called upon to raise regiments for major battles and campaigns all over the Armageddon sector. Regiments that fight off-world like this are called 'tithed regiments', after the process used by the Departamento Munitorum to call them up. Tithed regiments are supplemented by troops raised on other planets which are not found on Armageddon, such as Ratlings or Ogryns, as well as certain types of vehicle that are not manufactured on the planet. Tithed regiments are well-represented by the existing army lists, and so the army lists can be used 'straight', without any modifications other than those noted opposite for the Steel Legion Mechanised Infantry Companies. As an aside, it's worth noting that a number of tithed regiments stationed on planets close to Armageddon were recalled to the planet during both the Second and Third Armageddon campaigns, so you can use 'tithed' armies for games set on Armageddon itself if you wish.

Planetary Defence regiments are those that are raised to fight exclusively on Armageddon. They are rather different to tithed regiments in that there are certain units that they may not use, while there are a number of unique auxiliary units that they can use and tithed regiments cannot. The rules on the following pages detail which units cannot be used in an planetary defence regiment, and there is also a new army list entry for local Hive Gang militia units that can be used only in Armageddon Planetary Defence forces.



STEEL LEGION MECHANISED INFANTRY



The most common type of company found in regiments raised on Armageddon are Mechanised Infantry Companies. These are similar in most respects to normal Infantry Companies, except that all the units that would normally have to move around on foot are provided with Chimera armoured transport vehicles. Mechanised Infantry Companies are normally quite rare in the Imperial Guard, as it is difficult for most planetary governors to obtain and maintain the vehicles needed for such a formation. However, Armageddon is one of the chief manufacturing planets for Chimeras, producing several hundred every day for use across the Imperium. Because of this, infantry units raised on Armageddon are routinely equipped with Chimeras, unless the tactical or strategic situation makes their use impractical.

Using a Steel Legion Mechanised Infantry Company in Warhammer 40,000 is very straight forward. It is simply picked from the standard Imperial Guard list in Codex: Imperial Guard.

Deathworld Veteran units from Codex: Catachans may not be used in a Steel Legion Mechanised Infantry Companies.

All units in a Steel Legion Mechanised Infantry Company must either be vehicle units, or have a Chimera transport vehicle. Units that don't normally have the option of taking a Chimera transport vehicle, such as heavy weapons teams, must do so at +70 pts, plus the cost of any upgrades taken.

Rough Riders may not be given a Chimera, but may still be included in the army as it's assumed that they are fast enough to keep up with the rest of the units.



CHIMERA SPECIAL RULES

The following special rules apply to Chimeras used in Mechanised Infantry Companies. They may also be used for Chimeras in a standard Imperial Guard army as long as both players are aware of the rules before the game starts. In all cases, these rules take precedence over the rules in the Warhammer 40,000 rulebook. In particular, they replace the rules for 'Troops Firing From Vehicles' on page 82 of the Warhammer 40,000 rulebook.

Chimera Lasguns: Up to six models transported in a Chimera can fire from the vehicle, rather than half the number of models that are on board as would normally be the case. In addition, the models that shoot are limited to firing lasguns.

Top Hatch: The top hatch on the back of a Chimera may be opened to allow models inside to shoot out. This allows weapons other than lasguns to be used. Up to one model transported in the Chimera may shoot from the hatch, in addition to any models using the Chimera's lasguns. However, if they do this then the Chimera counts as being an 'open-topped' vehicle for the rest of that turn and all of the opponent's subsequent turn. The model may shoot any type of weapon, not just a lasgun, including heavy weapons that require two crew (even mortars!). Models shooting from the hatch must engage the same target unit as models firing lasguns. Remember that heavy weapons may not be fired from the hatch in the same turn as the Chimera moves.

Access Ramp: Units being transported in a Chimera enter and exit the vehicle via the access ramp on the back of the hull. Because of this, models may only embark if they are within 2" of the ramp, rather than within 2" of the vehicle itself. By the same token, models that disembark must be placed back on the table within 2" of the access ramp.

Amphibious: Chimeras are amphibious vehicles that can move over water. This capability means that they treat water features (such as rivers, streams, lakes or sea) as clear terrain when they move.



FORCE DISPOSITIONS IN THE THIRD ARMAGEDDON WAR

COMPILER'S NOTE: Ork 'warbands' number between 600 and 3,000 warriors plus associated war machines and artillery (typically equal to 20-25% of warband strength, rising to 50-100% for 'speed kull' and 'artillery' warbands). 'Gargants', where listed, indicate Titan-weight Ork war engines of all classes. Highlighted forces represent selected major Ork drop sites: **cf. file ref. 0421/000/22/6b**

ARMAGEDDON PRIME

FORCES OF THE GREAT DESPOT OF DEECRUK

DESPOT GAZGRIM'S WAR HORDE

(Estimated 200 warbands, 18 Gargants)

WARLORD THOGFANG'S GARGANT BIG MOB
(Estimated 3 warbands, 7 Gargants)

WARLORD RUKOOR'S GARGANT BIG MOB
(Estimated 5 warbands, 6 Gargants)

WARLORD BADEFANG'S BATTLE FORTS
(Estimated 3 warbands, 16 Battle Fortresses)

BLACK SLAYERS TRIBE
(Estimated 30 warbands, 4 Gargants)

FIREBELLIES TRIBE
(Estimated 18 warbands, 3 Gargants)

VARGA'S DROP LEGION
(Estimated 24 warbands)

RAZOR SPEED FREEKS
(Estimated 21 'Speed Kull' warbands)

WARLORD GORSHAG'S BIG GUNZ
(Estimated 7 'artillery' warbands)

ARMAGEDDON SECUNDUS

FORCES OF THE ORK WARLORD

GHAZGHKULL MAG URUK THRAKA

WARLORD OUTRIDE CHUGGHKULL'S WAR HORDE
(Estimated 400 warbands, 18 Gargants)

WARLORD MOBEANG'S GARGANT BIG MOB
(Estimated 6 warbands, 7 Gargants)

WARLORD SKARFANG'S GARGANT BIG MOB
(Estimated 3 warbands, 6 Gargants)

WARLORD BURZURUK'S GARGANT BIG MOB
(Estimated 4 warbands, 9 Gargants)

WARLORD KROKSNIK'S DETH TRAKS
(Estimated 4 warbands, 32 Battle Fortresses)

BLACKSKULL TRIBE
(Estimated 30 warbands, 3 Gargants)

CROOKED MOON TRIBE
(Estimated 21 warbands, 5 Gargants)

RED FIN TRIBE
(Estimated 30 warbands, 4 Gargants)

RED WHEELS SPEED FREEKS
(Estimated 18 'Speed Kull' warbands)

BURNING DEATH SPEED FREEKS
(Estimated 25 'Speed Kull' warbands)

WARLORD THUGSNIK'S BIG GUNZ
(Estimated 6 'artillery' warbands)

WARLORD MORBAD'S BIG GUNZ
(Estimated 12 'artillery' warbands)

THE FIRE WASTES

FORCES OF URGOK THE UNSTOPPABLE

GREAT SLAYER GRIMSKULL'S WAR HORDE
(Estimated 60 warbands, 8 Gargants)

WARLORD BLAGROT'S GARGANT BIG MOB
(Estimated 4 warbands, 3 Gargants)

WARLORD SKRAG'S GARGANT BIG MOB
(Estimated 2 warbands, 3 Gargants)

VULTURES TRIBE
(Estimated 16 warbands, 3 Gargants)

STOMPERS TRIBE
(Estimated 11 warbands, 1 Gargant?)

SLASHERS SPEED FREEKS
(Estimated 12 'Speed Kull' warbands)

WARLORD RUKLUM'S BIG GUNZ
(Estimated 11 'artillery' warbands)

THE DEAD LANDS

FORCES OF THE OVER-FIEND OF OCTARIUS

GREAT FIEND GORNIK MAGASH'S WAR HORDE
(Estimated 250 warbands, 160 Battle Fortresses)

WARLORD BOGOSNIK'S BLITZ BRIGADE
(Estimated 8 warbands, 26 Battle Fortresses)

WARLORD SKAISNIK'S BLITZ BRIGADE
(Estimated 12 warbands, 41 Battle Fortresses)

BLACK CLOUD SPEED FREEKS
(Estimated 20 'Speed Kull' warbands)

WHITE LIGHTNING SPEED FREEKS
(Estimated 31 'Speed Kull' warbands)

ORBITAL SUPPORT

12-16 Ork space hulks

2-3,500 Fighta-Bommer squadrons

2,000+ Ork attack craft

80-100 Ork roks

250-400 Ork Kroozers

ARCHIVE SEARCH

DOWNLOADING

FOUND

Enemy Dispositions on planet
Armageddon...5/721999M4L

Locations...

Armageddon Prime...

Armageddon Secundus...

The Fire Wastes...

The Dead Lands...

Found...

Enemy Orbital Support...

Found...

Select for visual ref: enemy landing
sites/projected invasion patterns...
<The Armageddon Land War>...
(file ref. 0421/000/22/6b)

Select for info ref: Imperium
presence in Armageddon Sector...
<Armageddon Fleet Defence>...
(file ref. sks22/010/99-184/8a)

LEGIONES ASTARTES

ANGELS OF FIRE	7 Companies
ANGELS OF REDEMPTION	4 Companies
ANGELS OF VIGILANCE	6 Companies
ANGELS PORPHYR	8 Companies
BLACK DRAGONS	9 Companies
BLACK TEMPLARS	3 Crusades
BLOOD ANGELS	1 Company
CELEBRANTS	10 Companies
CELESTIAL LIONS	10 Companies
EXORCISTS	12 Companies
FLESH TEARERS	5 Companies
IRON CHAMPIONS	7 Companies
MARINES MALEVOLENT	2 Companies
MORTIFACTORS	10 Companies
OMEGA MARINES	9 Companies
RAPTORS	5 Companies
RELICTORS	10 Companies
SALAMANDERS	6 Companies
SILVER SKULLS	7 Companies
SONS OF GUILLEMAN	6 Companies
SPACE WOLVES	5 Gr. Companies
STORM GIANTS	5 Companies
STORM LORDS	2 Brotherhoods
WHITE SCARS	3 Brotherhoods

IMPERIAL GUARD

ARM. ASH WASTE MILITIA	5 Regiments
ARM. COMMAND GUARD	5 Companies
ARM. HIVE MILITIA	120 Regiments
ARM. ORK HUNTERS	5 Regiments
ARM. STEEL LEGION	25 Regiments
ARPHISTA PENAL LEGION	1 Legion
ASCARDIAN RANGERS	2 Regiments
CADIAN SHOCK TROOPS	15 Regiments
CADACHAN JUNGLE FIGHTERS	3 Regiments
DEATH KORPS OF KRIEG	5 Regiments
ELYSIAN DROP TROOPS	14 Squadrons
JOPALL INDEBTURED SODNS	17 Battalions
KROUK OGRYN AUXILIA	2 Regiments
MINERVAN TANK LEGIONS	3 Legions
MONGLOK OGRYN AUXILIA	1 Regiment
MORDIAN IRON GUARD	6 Regiments
NOCTAN STRIKE FORCES	6 Regiments
OCCANON PHALANX TROOPS	11 Regiments
PYRAN DRAGOONS	10 Regiments
SAVLAR CHEM-DOGS	6 Regiments
SAVLAR CHEM-RIDERS	2 Regiments
SEMTEXIAN BOMBARDIERS	9 Batteries
STORM TROOPERS	18 Companies
ZOUVAN SKIRMISHERS	4 Brigades

ADEPTA SORORITAS

ORDER OF OUR MARTYRED LADY	Equiv. 3 Companies
ORDER OF THE ARGENT SHROUD	Equiv. 7 Companies

ADEPTUS MECHANICUS

CENTURIO ORDINATUS	4 Ordinatus
LEGIO CRUCIUS	Demi-Legio
LEGIO IGNATUM	Legio
LEGIO INVICTATA	Legio
LEGIO MAGNA	Quarto-Legio
LEGIO METALICA	Demi-Legio
LEGIO TEMPESTOR	Legio
LEGIO VICTORUM	Legio
SKITARRI	4 REGIMENTS

DEPARTAMENTO MUNITORUM

ENGINEER CORPS	2
PIONEER CORPS	1

ADEPTUS ARBITES

PRECINCTS	20
PUNITIVE BATTALIONS	12

OFFICIO ASSASSINORUM

AGENTS... CLASSIFIED INFORMATION

OFFICIO SABATORUM

AGENTS... 34

ORDO XENOS

KILL-TEAMS... 2

TEMPLARS PSYKOLOCIS

DISRUPTION SQUADS... 15

IMPERIAL FLEET

IMPERIAL DEEP SPACE SUPPORT	
HIS WILL	Apocalypse class battleship
TRIUMPH	Apocalypse class battleship
INOMINE VERITAS	Emperor class battleship
GREEN LAKE	Oberon class battleship
FIRST-LINE CRUISER SQUADRONS	6
SECOND-LINE CRUISER SQUADRONS	9
LIGHT CRUISER SQUADRONS	12
ESCORT SQUADRONS	36
BOMBER STRIKE WINGS	43
INTERCEPTOR STRIKE WINGS	67
SPACE MARINE BATTLEBARGES	14
SPACE MARINE STRIKE CRUISERS	103
THUNDERHAWK GUNSHIPS	numbers unknown

file ref. sks22/000/99-184/8a

ref: Imperium presence

Armageddon Sector

5/721999M4L

He who lives for nothing is nothing.
He who dies for the Emperor is a hero.

CODEX ARMAGEDDON

"Never before has the Ork menace been greater. Ghazghkull has achieved what we thought impossible. He has united hundreds of warbands with but a single goal – the total and utter destruction of humanity in the Armageddon Sector. Arrayed against this barbaric horde is the greatest force of arms the Imperium has mustered since the time of Lord Solar Macharius. The fate of hundreds of worlds will be decided on the blood-soaked ash dunes of Armageddon, and we cannot afford to fail!"

Commissar Yarrick



Salamanders
Space Marine



Ork Speed Freak



Black Templar
Space Marine



Armageddon
Steel Legion trooper

**Armageddon
is a world torn
apart by the
largest Ork
invasion in
Imperial history**

Inside you will find:

- **FOUR ARMY LISTS:** Four army list variants allow you to field a force of Ork Speed Freaks, Armageddon Steel Legion Imperial Guard, or Space Marines from the Black Templars and Salamanders Chapters.
- **FORCES OF ARMAGEDDON:** A full colour guide to the many forces battling for supremacy on Armageddon, as well as numerous examples of the ravaged battlefields being fought over.
- **THE HISTORY OF ARMAGEDDON:** Full background and history of Armageddon, including detailed information on the mighty Ork horde of Warlord Ghazghkull and the Imperial forces opposing him.

Codex: Armageddon is a sourcebook for Warhammer 40,000, with additional material for Codex: Space Marines, Codex: Orks and Codex: Imperial Guard.

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United Kingdom
Games Workshop Ltd,
Willow Road,
Leamington, Warwickshire,
CV32 9NF

Canada
Games Workshop Ltd,
1040 Burnham Road,
Unit 3-11,
Windsor, Ontario, L9A 4K1

USA
Games Workshop Inc.,
6701 Bayview Drive,
Oak Brook, Illinois,
60451-4401

Australia
Games Workshop Ltd,
21 Liverpool Street,
Sydney, NSW 2000

Hong Kong
Games Workshop Ltd,
209 Paoan,
Lester Centre,
17 Wing Lok
Hong Road, Hong Kong

Japan
Games Workshop Ltd,
Willow Road,
Leamington, Warwickshire,
CV32 9NF



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