



Battle for



Rikal IV

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INCOMING TRANSMISSION

"The trap is set sir, we have sent the data pertaining to the Idol of Gork and Mork to the horde for interception. They're on their way"

*- Litanis
Scout Captain 10th Company*



Welcome to the first installment of a 3 game series that explores the struggle between the Blood Angels and the Orks (and their respective allies) on the planet of Rikal IV which is located on the eastern fringe near the Tau empire. This document details the first battle, as well as introduces many new rules to the Apocalypse setting

In the following pages you'll be able to read the developing storyline of what is happening on Rikal IV, why the Blood Angels have decided to strike at the latest ork Waagh!, additional datasheets, rules FAQ, changes to existing strategic assets as well as new ones, and many new special rules to help facilitate a fast paced large battle.

Our goal in this game was to prove you could play a relatively speedy and extremely entertaining large game by adding our own flavor instead of limiting ourselves to the standard book.

The battle you will see can be altered easily to fight with your own unique mix of players, I hope you enjoy reading this booklet as much as we enjoyed playing it.



Knowing the attraction an ancient Idol of their Gods would be to the Orks the Blood Angels devised a plan to falsify archaeological information and relay that to the growing horde traversing the sector. Led by the destructive warboss known to many as Blitzkan it was determined that the Waaagh! must end at Rikal IV. A trap was set as two companies of marines mobilized and prepared the city for the Ork's arrival. Defenses were constructed and massive weapons were built to be camouflaged inside normal looking buildings. It was the intention to lure the Orks into the the middle of the city and then release hell upon them from all sides. One could say it was the perfect ambush.

Unfortunately...

The Lord's of Chaos learned of this trap and sent a heavily armored contingent of their own to.. help the Orks understand what they were walking into and instead ambush their mortal enemy the Space Marines.

"The final platoon of the planetary defense force has left to return to the capital fortress. As they left I heard a comment from a private that the Commander's plan was ludicrous and that attracting the Orkish horde on purpose was suicide. His words were heresy, to speak against the Lord of the Blood Angels in such a fashion was unfathomable. Standing behind him I towered, my hand grasping his shoulder and turning him around as I spoke "Space Marines need not opinions from citizens" and with that I calmly raised my bolt pistol and shot him between the eyes. The others of his squad scattered like scared animals hearing thunder as the blood dripped down the barrel of my weapon. Looking to either side of me I shouted, "Is there anyone else who disagrees with the Commander's plan?"

No one responded."

*- Sergeant Adrianus
2nd Company, Green Squad*



Exerci's Hunt

"This is Exerci. Insertion Force Levian commencing drop."

Exiting from the low flying Orca, Shadow Commander Exerci felt the thrill of free fall. Sighing as his suit's jets slowed his descent, he readied his weapons. Both he and Shas'o Castris's battlesuits had been customized by Fio'el Niko, Huntre Cadre Fueris's chief engineer. His fusion blaster had increased strength and range, and was ready to destroy the blasphemous greenskin armour.

"When you land, fire at will. This battle's too big for proper aiming, so kill anything green. If it's the gue'la, hold fire. For the time being, they are allies."

Aiming as he touched down, he fired his fusion blaster at a huge spider like vehicle.

"Chaos sends its greetings," muttered Exerci as his shot had little effect. He had many dealings with the gue'la, and their traitor brethren were worse thrice over.

Around him, Farsight's Flamekin, elite warriors chosen by Commander Farsight to deal death by flame to the enemy, closed in to engage nearby Orks.

"Commander Farsight, disengage! Those aren't boyz. They're nobz, and by the looks of it, will eat you and your squad alive."

O'Shovah took no heed of Exerci's advice. He headed straight for the Orks, his only response being, "Destroy the spider-esque thing."

"Like I haven't tried," retorted Exerci. "It's not a normal tank. Apparently spirits keep it alive."

"We've no need for superstitions, Shas'el! Destroy it!"

Not understanding why Castris would work together with a traitor to the Empire in the first place, Exerci took a second shot. To his surprise, it looked like it injured the mechanical thing. As if on cue, 'friendly' terminators charged in and destroyed the chaos machine.

Nearby, the Orks Farsight had attempted to charge reached a crisis team. In a flurry of blades that disgusted Exerci to the core, the crisis suits were swiped out of the sky and torn to shreds.

Turning away, Exerci felt a jolt. A presence he knew.

"Krimzun..." He did a quick scan, but found nothing. Still, Exerci knew Krimzun would be at the head of the fighting.

Wondering how to get to Krimzun and finally kill him, Exerci realized he was on the teleporter pad. To Farsight's cursing, he locked in coordinates and activated it. Farsight had been on the platform, and a hair's breadth from engaging the Orks.

Exerci landed to far from the pad to do anything. He cursed fate, and steadied his aim at Krimzun. Maybe this time-

"Castris, this is O'Shovah. I'm at the failsafe device. Kovash Tau'va!"

Farsight had landed enough to the falisafe device, and decided to activate it. Light. Then darkness.

Exerci could have only been out for seconds. Castris's voice must've awoken him. "Exerci-... - this is-.... -Now."

"Sir, come again. Farsight is down. His bodyguard too. He's here-" Exerci stopped. Looking ahead at the crazed laughing figure riding toward him on buzzsaws.

"Krimzun!!!"

Weapons fire from Krimzun rocked Exerci's limp form. He blacked out.



Forces of Order



Headquarters

Commander Dante
First Company Honor Guard
Brother Corbulo
Chief Librarian Mephiston
Chaplain Lemartes
Captain Durant

Terminator Captain Jolin
Chaplain Lucien
Terminator Chaplain Tiece
Terminator Librarian Fabyan
Durant's Honor Guard
Lucien's Honor Guard

Shas'o Dal'yth Castris
Shadow Commander Exerci
Commander Farsight
Shas'o
Crisis Suit Bodyguard
Crisis Suit Bodyguard
Crisis Suit Bodyguard

Elites

Moriar the Chosen
Veteran Assault Squad
Veteran Assault Squad
Brother Paetus (Furioso)
Brother Quintus (Dreadnought)
Brother Junius (Dreadnought)
Sternguard Squad

Death Company
Assault Terminator Squad
Assault Terminator Squad
Assault Terminator Squad
Assault Terminator Squad
Terminator Squad
Veteran Assault Squad

Crisis Battlesuit Team
Stealth Suit Team
Stealth Suit Team

Troops

Tactical Squad
Tactical Squad
Tactical Squad

Tactical Squad
Tactical Squad
Tactical Squad

Crisis Battlesuit Team
Stealth Team
Fire Warrior Squad
Fire Warrior Squad
Fire Warrior Squad
Fire Warrior Squad

Fast Attack

Pirahna
Pirahna
Pirahna
Pirahna

Heavy Support

Land Raider Crusader
Land Raider Crusader
Land Raider
Land Raider Redeemer
Devastator Squad

Devastator Squad
Vindicator
Vindicator
Vindicator

Hammerhead
Hammerhead
Hammerhead
Hammerhead
Hammerhead
Broadside Team

Super Heavy

Thunderhawk 'Sanguinius'

Commander Dante personally leads the strike force as he is determined to destroy this new Waagh! before it has a chance to gain strength

Formations

Dante's Wing
Moriar the Chosen
Battle Company
Armored Spearhead

Firestream Pirahna Wing
Armored Interdiction Force
Rapid Insertion Force

Calling upon the might of the 1st Company he waits, perparing their trap.

Dante's Wing

POINTS: 500



"For eleven hundred years I have fought and I have seen the darkness in our galaxy. I have seen the violence of the alien, I have seen the frenzy of the mutant, I have witnessed the sin of Possession. I have seen all the evil that the galaxy harbours and I have slain all whose presence defiles the Emperor. I have seen what you will see, I have fought what you must fight and I have slain what you must slay.

Our enemies number untold billions and they will fight you with tooth and claw, with starships and guns, with vile sorceries and corrupt illusions. They are armed with all the strength that evil can muster. But you, brothers, have something more.

You are armoured by the Emperor himself. Righteousness is your shield. Faith your armour and Hatred your weapon. So fear not and be proud, for we are the sons of Sanguinius, the Protectors of Mankind. Aye, we are indeed the Angels of Death."

Commander Dante addressing the Blood Angels Chapter at the start of the Alchoni Campaign



Formation:

Commander Dante
First Company Honor Guard

Ansel	WS	BS	S	T	W	I	A	LD	SV
	5	4	4	4	2	4	3	9	2+/5+(i)
Honor Guard	WS	BS	S	T	W	I	A	LD	SV
	4	4	4	4	1	4	2	9	2*

WEAPONS AND EQUIPMENT:

Dante's wargear is listed in Codex: Blood Angels

All members of the Honor Guard have bolt pistols, frag and Krak grenades, artificer armor and jump packs. See below for individual equipment

Ansel: Relic Blade with built in power field

Leone: Power weapon and melta bombs

Niccolo: Power weapon and holy shroud

Raniero: Chainsword, Blood Angels chapter banner

Valente: Plasma pistol, exsanguinator, iron halo

Holy Shroud: All Blood Angel units with a model within 6" are *stubborn*

Relic Blade: Two-handed power weapon. Bearer strikes at S6

Special Rules:

Commander Dante's special rules are listed in Codex: Blood Angels

The Honor guard is *Fearless* and may move as jump infantry due to their jump packs.

Retinue: Dante and his honor guard are considered a retinue as per the main rulebook

Honor or Death: Applies to Ansel only. During close combat Ansel must direct all of his close combat attacks against an Independent Character or Monstrous Creature in the combat. If fighting such a target he re-rolls all rolls to hit and wound

Precision Jump: Dante's Wing never scatters when using the *Deep Strike* rules and during any turn in which they deep strike they may always run up to 6" without a roll being required.

Fall from Grace: If Dante's Wing is destroyed all Blood Angel models in the army suffer -1 LD for the remainder of the game

POINTS: 225

Shas'o Dal'yth Castris



It was Castris who first learned of the involvement of Slycker Wolf manipulating the Orks into attacking the Blood Angels before they were ready.

The battle was filled with unlikely allies. He and Commander Farsight both wanted nothing more than to see the horde destroyed, castris for more personal reasons than Farsights general hatred of the green tide.

The wildcard was how the space marines would respond. would they accept the help?

Dal'yth Castris

TYPE: Jet Infantry

Castris

WS	BS	S	T	W	I	A	LD	SV
4	6	5	4	4	3	3	10	2+

WEAPONS AND EQUIPMENT:

XV8 Crisis Battlesuit (Targeting Array, Blacksun Filter), Plasma Blaster, Rail Repeater, Multi-tracker, Hard-wired Shield Generator, Hard-wired Drone Controller, Stimulant Injectors, Bonding Knife, 2 Shield Drones

OPTIONS:

Castris may be accompanied by a bodyguard. See entry in Codex: Tau Empire. Castris and the Bodyguard count as a single HQ choice

WEAPONS	RANGE	STR	AP	SPECIAL
Plasma Blaster	30"	7	2	Assault 3
Rail Repeater	30"	6	3	Heavy 2, Pinning

SPECIAL RULES:

Independent Character, Battlesuit Master, The Fire Caste's Best are Here to Serve, Eternal Warrior

Battlesuit Master: Normally, when a weapon on an XV8 Crisis battlesuit is chosen twice, it is twin-linked.

However, a High Commander may choose two of the same weapon system and use them as separate weapons. Note that the High Commander pays the full points for two separate weapons, not the twin-linked price. This may only be used for weapons that have the option to be twin-linked.

The Fire Caste's Best are Here to Serve: One unit of XV8 'Crisis' Battlesuits may be chosen as a Troops choice.

Turn 4 - Dante's Alliance



Just hold still, this will only hurt for a moment

Moriar disembarks from the thunderhawk to engage Kookeezz with 5 wounds left. With the Red Thirst fueling his attacks he crushes the skull of the beast, killing it.



Squiggoth burgers for everyone!

The time to strike the orks a crippling blow had come now that their reinforcements were all on the board. The Thunderhawk landed with Moriar, Dante's wing and veterans descending upon the hapless horde. Straight towards the Mega Nobz and the closest Squiggoth they charged, while Moriar took on the second massive beast. Ansel challenged the power claw wielding Bad Dok Dreggsnikkz (Mad Dok) who accepted thinking he could smash the puny human and who then died before being able to return any attacks. Wielding the Legion Relic Commander Dante drove his axe deep into the side of Muffinzz, cutting the beast in two as the rest of his Wing attacked the mega nobz who were reduced by 4 nobz from nearby lascannon fire, forcing them to flee and be cut down in the back.



The left flank was still in a very precarious position despite Mephiston's glorious victory over the nob units. Pushing their advantage the remaining terminators and Mephiston charged the last nobz unit, force them to fall back as power claws bounced off the Lord of Death.

Tau firepower destroyed the Ork Hell hammer and killed the remaining big meks who foolishly sat on top of the landing pad.

Down below the battlefield a devastator squad moved towards the computer console in the subway, determined to hold it for the Emperor.

With the right flank controlled and nobz threatening to over run the center Commander Farsight of the Tau used the teleport pad to deep strike with a HIT on the failsafe detonator. With the nearby fire warrior unit he activated the explosive device and with a blinding light it reduced everything, except Blitzkan, within 24" to ashes



Failsafe goes boom



The Redemption of Farsight

Considered a traitor to the greater good it was at Rikal IV that he proved just how loyal he really was.

"Orks. Where are you Krimzun. I can feel you even from here, waiting to come on the battle. We have unfinished business."

Stalking the field, Castris destroyed everything he came across. Enemy light and heavy infantry attempt to approach him, and as they got close, they were annihilated by plasma and rail fire. Forming an energy shield, the shield drones hovering nearby stopped incoming enemy heavy weapons. A few shots got through the drones, and even one lascannon pierced the shields, but his newly crafted armour held strong.

"I'll have to thank Niko about my new suit. This is intoxicating," said Castris, commenting on the skill of the Earth caste. Casually activating his jets, he jumped forward, looking for more Orks to kill. It was only then that he realized Commander Farsight wasn't on his right. Where was he? No...

"Shas'o Shovah, come in!"

"Castris, this is O'Shovah. I'm at the failsafe device. Kovash Tau'va!"

"NO..!" It was too late. A blinding flash came from Castris's left, overloading his visual sensors, forcing them into emergency shutdown. Castris landed ungracefully, temporarily blinded. Recovering, Castris headed to Farsight's last location. He expected to see nothing. What he did see riled his blood.

Hissing, "Krimzun..." he lept towards his nemesis and fired everything he had. Laughter was Krimzun's only response. Blood boiling, a small blip on his sensors calmed him. Shas'el Exerci survived the failsafe device.

"Exerci, this is Castris. Pull out. Now."

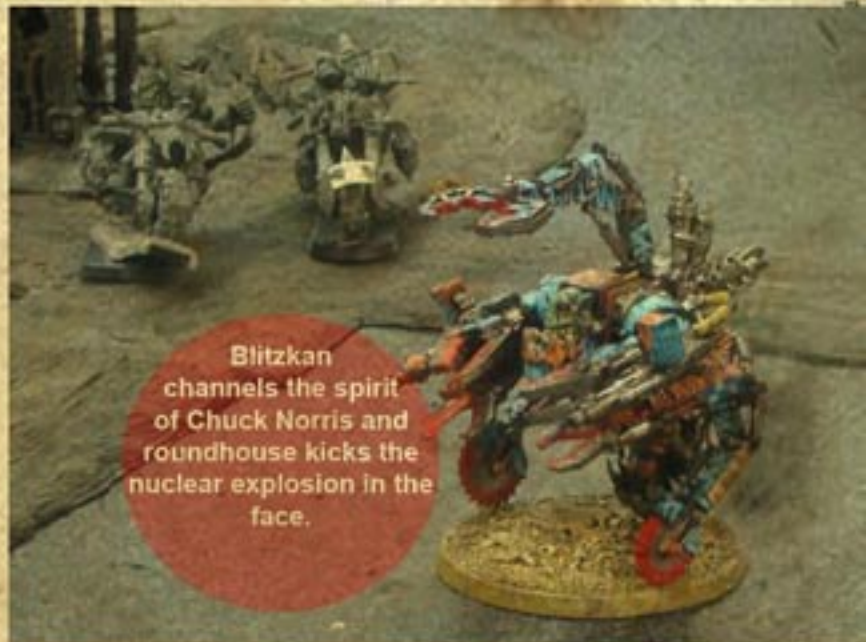
"Sir...--", said Exerci, as static from the failsafe device interfered. "Farisight--- bodyguard too--.... -Krimzun!!!"

All transmissions to Shadow Commander Exerci ceased.

Turn 4 - Big Bashin' Mob



Following the space marines into the subway the orks were determined to stop them, however the marines held fast and continued to control the computer

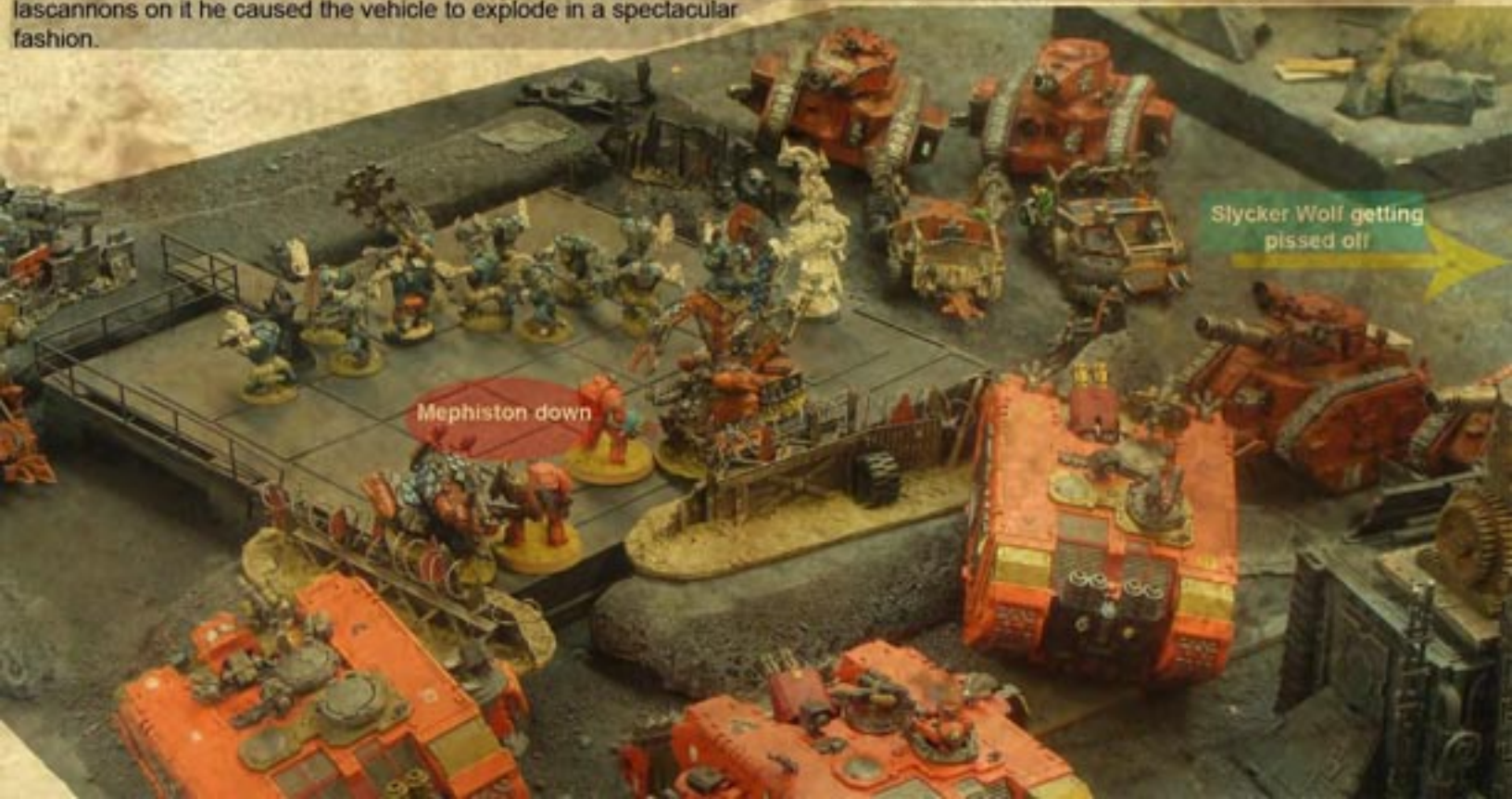


Blitzkan channels the spirit of Chuck Norris and roundhouse kicks the nuclear explosion in the face.

It's a good thing the meks didn't use substandard metal for Blitzkan's cyborg body or he would be as dead as the rest of his boyz. It's doubtful anyone will question his leadership after being hit in the face by a nuclear explosion

The final turn (Due to time) was upon the Orks and it was time to try to achieve victory! With the right flank virtually destroyed the only bright spot were the boyz fighting Brother Quintus who finally succeeded in incapacitating the dreadnought. Obliterators unleashed a strength D shot against the thunderhawk managing to do a structure point as Da Krushinayta Wun finished it off causing the massive vehicle's engines to overload, damaging all nearby. On the left flank demolishers rumbled forward, attempting to blast the land raiders but only managed to kill a few of the remaining terminators. With the only non-fleeing orks in the area being two warbosses they engaged mephiston and fortunately for them his wounds were too great but before the final blow could be given his terminator bodyguard threw themselves at the twin warbosses so that Corbulo could pull him out of the fight into a nearby land raider.

Slycker wolf once again became enraged as the nearby vanquisher tank continually failed to hit its target. Training the baneblade's lascannons on it he caused the vehicle to explode in a spectacular fashion.



Mephiston down

Slycker Wolf getting pissed off

Post Battle Pictures of the battlefield



As the battle came to a close we counted up the objectives. Dante's Alliance had the Command Bunker, the Subway, the Landing pad and they completed the secret objective "For the Greater Good" while the Big Bashin' Mob controlled the Fuel Depot, the Orbital Relay and completed one secret objective "Blow 'Em to Bits". It was a very close game but Dante's Alliance had secured a win by 1 objective.



Dante's Alliance

Epilogue

On the western side of the city Captain Jolin could barely see anything except the smoke from burning vehicles, dust from crumbling buildings and craters so large he believed an entire squad of marines could fit inside one..

Turning to one of his battle-brother sergeants he spoke, his voice measured and softer than usual. "Galiente, tell your squad that their determination for victory would be praised by Sanguinius himself. This was a hard fought battle but the orks and their traitorous allies found out that the will of the Emperor can never be denied"

With a nod Galiente shouldered his massive thunder hammer and slowly moved off towards where Brother Corbulo was tending to the wounded. His unit along with the rest of the terminator squads saw exceptionally heavy combat as they engaged no less than three Nob units at once. Without Lord Mephiston leading the counter charge they all surely would have perished.

Across the battlefield a funeral pyre was lit as cries of victory echoed throughout the war devastated city..

"Did you see those cowards run? They had no idea what hit them until Brother Ansel's sword decapitated two of them in one strike" Leone of the First Company honor guard laughed as he spoke of the moment they descended upon both mega armored nob units.

"The Emperor, bless his name, guided my blade and our Commander, may he live forever, led us to victory" Ansel spoke solemnly as he sat on a nearby rock cleaning his blade.

"For the Emperor! For Dante!" Leone shouted in response who was soon joined by the rest of the unit.

At the command bunker Commander Dante and Shas'o Castris met for the first time. Despite his disdain for all xeno races he was impressed by Commander Farsight's brave jump to activate the failsafe device that helped ensure their victory.

"Your men fought with the fervor that any Blood Angel would respect Castris. This day you are our ally and the Emperor shines his light upon us all." With that the Commander nodded, turned away and strode back towards the severely damaged thunder hawk 'Sanguinius' to oversee the repairs.

...Continued

With a silent nod Castris responded and slipped his helmet back onto his head. A thunderous roar of his jump jets could be heard as the Shas'o made his way back to his drop ship. "It was for the greater good we helped this day." To himself he mused knowing that the space marines were just as likely to attack as the orks were.

Among the corpses of two massive squiggoths the downed thunder hawk 'Sanguinius' was already being repaired by a unit of the chapter's most skilled tech marines. The damage was extensive but it would fly again.

"Report Brother" Forge Father Detonious spoke as his mechanical eye zoomed in to inspect part of the hull.

"The Sanguinius' engines suffered most of the damage sir. The hull appears to be mostly intact and we should have it ready to fly in a month."

"I will tell the Commander that. Carry on Brother, may the Emperor guide your repairs"

"I live only as long as he allows it"

"As do we all Brother" Detonious would nod as he walked around the thunder hawk to continue his inspection.

Overlooking the battlefield Captain Durant who commanded the 2nd company stood with Epistolary Fabyan. The two of them had been through many battles together and today was no different, except perhaps in magnitude.

"It's not over my friend, I can feel something stirring in the warp. This battle is only the beginning" Fabyan warned

"Let them come again and we will deplete all of their soldiers Fabyan. Traitors are no threat to the strength of the Blood Angels" Durant spoke as he continued to survey the scene below them.

"It is rare to feel much of anything in the warp from Orks, this is different. I will bring this to Lord Mephiston, I am certain he will know more than I."

"Nothing has been strong enough to defeat our Commander in eleven centuries and I do not intend it to happen while I still draw breath." Slapping his hand against the librarian's shoulder pad Durant began to walk down the hill, "Come Fabyan, let us prepare for this doom you are so adamant about."

Tau Epilogue

"Castris," said Fio'el Niko, "his suit's badly damaged. It'll take time to repair it. Luckily, the gun is intact, so I don't have to create a new one."

Shas'o Castris and Fio'el Niko were discussing the state of Exerci's battlesuit while the suit's pilot came to. Exerci tried to sit up, groaned, and fell back onto his cot.

"Welcome back old friend," said Castris. "You look well."

"What happened?"

"We won, but barely. By a hair's breadth we won. The Orks lost their momentum, and Chaos lost too many tanks to fight effectively. Commander Dante's gue'la'vre are to be commended. They are formidable adversaries. I hope we never meet them in combat."

"Same here. Well, if you don't mind, Commander, I'd like to rest. I've had a rough day."

"Surviving a nuclear inferno earns a day off. Maybe two. When you're ready, contact me. You've got two Nighthunter Stealth groups to train."

Exerci sighed, and went to sleep. Dreamless oblivion came as a friend.



