

### Chapter 1 : Imperial Armour - The Siege of Vraks: Second Edition - Warhammer 40k - Lexicanum

*Forge World has Re-Released the Siege of Vraks, but this time in one volume. The new book takes into account 7th edition and having seen it at the Horus Heresy Weekender, I can tell you it is pretty slick.*

Quality varied greatly in the militia, from well-trained and well-equipped troops who possessed fanatical morale to an undisciplined mob of half-trained conscripts. The best Vraksian troops were the Disciples of Xaphan. Many had prior military experience. The Imperium had no idea how many Disciples Xaphan had, but they would form the disciplined core of his Traitor Militia. Due to its strategic importance, Vraks Prime had been guarded by a large force of garrison auxillia. These auxillia did not have the training or equipment of regular Imperial Guardsmen, but access to the Departmento Munitorum stores on Vraks rectified any equipment deficiencies and provided vast numbers of heavy vehicles such as Lemman Russ main battle tanks, Chimeras and Basilisks. Though now well-equipped, the Imperium believed it unlikely the garrison forces could do more than successfully man a static defensive line. The Departmento Munitorum maintained a labour corps on Vraks Prime that was large and included many Ogryns. Most were downtrodden souls with little left to hope for in life other than endless toil and sweat. Many of the labourers had already received some basic military training as the labour corps had also supplied power for the Vraksian militia. One in four labourers either volunteered or were conscripted into the militia. These were men with no military experience, but once armed they could hold a defensive position. Whilst many of the pilgrims on Vraks saw the Cardinal as their messiah, most had no idea who or even why they were fighting. Many volunteered for the Vraksian Frateris Militia raised by the Cardinal in the belief that they would be defending the holy Shrine of Saint Leonis the Blind against heretical forces. They had been told that the enemy were the true heretical Renegades and that they must join the Vraksian Militia or see the holy place defiled. These troops were given the lowest priority in weapons and equipment drawn from the Vraksian stores. In combat the Enforcers would stay behind the front lines and shoot any man who fled his post. The Cardinal believed these rogue psykers to be his own children, and claimed that they relayed messages to him from the Ruinous Powers. The forces of the Imperium required to assault these formidable defences would be the Imperial Guard Regiments raised from the world of Krieg: These were the best Astra Militarum regiments available to the Imperium. The men of Krieg were loyal, dutiful and extremely disciplined. They would fight with an almost inhuman disregard for the cost in casualties, seeing death in battle as the ultimate goal of their lives, to sacrifice themselves for the God-Emperor. Most of the regiments would be siege regiments, equipped for a long war against static positions, with a special emphasis on artillery. Large concentrations of heavy artillery would be needed to blast the enemy from their defensive lines, allowing infantry attacks to sweep forward in their wake. Each regiment would have its own artillery companies, with weaponry ranging from small mortars to the medium artillery of heavy mortars and Quad Launchers. There would also be heavy artillery in the form of Medusa siege guns and Earthshaker Cannons, the work-horse of the 88th Siege Army, as well as the heaviest Imperial artillery in use, the deadly Bombards. Other regiments would be equipped as mobile armoured regiments, but for a siege campaign the armoured regiments would be used as breakthrough and gap exploitation forces and would not expect to man the lines as the infantry and artillery regiments would. For the men of Krieg, Vraks would prove to be an alien environment. All of them had been raised in the underground hive cities of Krieg, where they became used to the constant overcrowding and recycled air. While many of the Death Korps regiments were well-established, they had been brought up to strength with many new recruits who had never seen combat before they set foot on Vraks Prime. Vraks was a barren world, covered in a choking layer of volcanic dust, with little vegetation. Its climate was warmer than that of frigid Krieg, but violent electrical storms were a daily problem, as were the sudden downpours that accompanied them. The defenders knew this terrain well, but the forces of the Emperor would have to learn the nature of the battlefield as the siege progressed. By the time the Imperial siege of the world began, 3 defensive lines had been constructed to the north, west and south of the Citadel by the rebel forces, with the rest of the area to the south and east defended by gorges and canyons, rendering it unsuitable for a massed attack. The Killing Fields of Vraks "Our creed is

this. We are ready, at any moment, to sacrifice all for victory. M41, , guardsmen of the Krieg rd Siege Regiment marched, up the boarding ramps and into the holds of their transport vessels. They were the first men of the 88th Siege Army to begin their journey to Vraks Prime. They were just the beginning of a vast armada of vessels in orbit above Krieg now prepared to load and rendezvous for the journey to Vraks. Now that the unstoppable Imperial war machine was in motion, his personal presence on Vraks itself was not required. He would oversee the campaign from a comfortable distance. Assuming victory was already assured, all he needed to oversee was the replacement of men and supplies. The first convoy of transport ships carrying men, equipment and supplies from Krieg began to arrive in the Vraks System at Carried in 21 transport vessels of various size was the vanguard 88th Siege Army, protected by a flotilla of Imperial Navy escort ships under the command of Admiral Rasiak from his flagship, the cruiser Lord Bellerophon. The landing zones had been chosen to provide the 88th Siege Army with a secure bridgehead on the surface. The first regiment to land was the rd, which provided vital protection against enemy attacks. For months the landing zones were busy, as shuttles constantly shuttled supplies which were stockpiled in vast quantities of food, ammunition, water and every item the army would require for its 12 year war. It took almost a year for the army to be fully in place. The Krieg offensive lines were dug in 1, miles away from the Citadel, making use of Earthshaker and Bombard artillery batteries. A Departamento Munitorum labour corps of , men was brought in from the Imperial penal colonies of Arphista to lay railway lines across the barren wilderness to support the siege so that men, mounts and vehicles could reach the enemy in good condition to wage war against the heretic forces of Cardinal Xaphan. Rather than massing for one attack at a single point, and allowing the enemy to amass his forces to block it, the line korps would attempt to encircle Vraks and apply pressure all along the line. The approach to the Citadel was dictated by terrain. The attack instead, had to come from the west and north, where the vast majority of the defence lines were situated. The 1st and 30th line korps would form the northern part of the attack, whilst the 12th and 34th line korps formed the southern part, occupying an area from the Saritama Abyss to sector The orders for the 1st line korps was to attack the northern defence line, having circumnavigated the western defence lines. This might even make it possible for them to push further eastwards and avoid the northern defence line, which had never been completed, and attack directly south from sector into the second defence line. Coordinating their attacks precisely would enable the Krieg regiments to drive deep into enemy territory with the support of flanking regiments. With the outer defence lines overrun, the encirclement could begin properly. This meant that the first defence lines had to be overwhelmed quickly, at any cost. Once regimental commanders reached the second defence lines they could take a more cautious approach to probe for weaknesses before committing any major attacks. This would send a clear message to the defenders that all was lost. M41 Earthshaker Cannons of the 88th Siege Army open up with a devastating barrage Official Imperial records show that the official time recorded from the beginning of the Siege of Vraks was at dawn, on The shells blew great craters in the soft earth. All morning the bombardment went on, hammering the outer defence lines, explosion after explosion, until the gun barrels of the 88th Siege Army began to glow red with the constant heat of firing. The artillery duel had begun. The first enemy shells landed well short, then wide, then growing ominously closer. Though it was a lucky hit at extreme range, it signalled that the artillery duel would not be a one-sided battle that Imperial strategicians thought it would be. As the artillery duel was getting underway, the gas-masked soldiers of the th regiment advanced at an even pace, moving steadily forwards as artillery shells tore through the skies overhead. The infantry was limited to a steady advance towards the enemy, then a halt with enough time to begin the work of digging the first trenches. By nightfall the first foxholes were dug. Digging In The next day each foxhole was extended, via a narrow trench to connect with the next foxhole, thus establishing a single basic trench for each squad. This could then be connected into a platoon trench, and then they too would be linked into a company trench, which could then in turn be linked into other company trenches. Over the course of days, the trench lines would start to spread. These first hand-dug trenches were steadily improved, becoming the basis of a more permanent frontline position. Under the cover of darkness, razorwire teams stretched coils of wire in front of the trench to prevent enemy patrols or raiding parties gaining easy access. Heavy weapons teams were then sited and dug in. This methodically planned and efficient way of conducting war was the way the Death

Korps regiments had trained to do it back on Krieg. Despite the Death Korps methodical digging, the enemy did not attack. Pinned under the daily bombardment the enemy clung to his bunkers and defence lines, offering little fight except the occasional sniper shots and harassing mortar fire. The defence lines were formidable, the enemy burrowing deep underground to protect themselves from artillery. All of their positions were protected by miles of tank traps and razorwire, as well as anti-tank ditches and minefields. The enemy had also laid millions of mines. In places the defensive positions were combined into strongpoints, resistance nests that were strong enough to withstand the heaviest shells. These nests provided the defenders with interlocking fields of fire. Breaking each defence line would be a major undertaking, and any advance would have to be bought at a high price in casualties. To complicate matters, the three main defence lines surrounding the Citadel became gradually denser and harder to crack the closer the enemy came. First Assault on the Outer Defences

*The Siege of Vraks was an Imperial military campaign fought over the course of 17 Terran years to retake the Imperial Armoury World of Vraks Prime from the heretical Forces of Chaos led by the Apostate Cardinal-Astra Xaphan.*

The book was good value for money with excellent graphics, two new army lists, scenarios, trench warfare, and lots of lovely new models. Shaun and I fought a campaign of very enjoyable battles. The only problem with Part One was the indifferent prose but that was a minor irritation. Part One gets Four Stars out of five. I eagerly bought Siege of Vraks Part Two and was deeply disappointed. There was very little in it that was new and it was a mess. Key rules were missing. The book was padded with repeat data that a buyer would already own. I did not need datasheets for Chaos Land raiders and Rhinos. The Chaos player was little better off with a Khorne variant renegade army list that was a mild reworking of the list from Part One. The worst feature was the truly dreadful prose. I do not know whether it really was much worse than Part One or whether I was losing patience but it stank. My first impression was favourable. Forge World supply a stiff sleeve to take all three volumes. That was a nice touch. The graphics are as good as ever. Forge World have few peers in this area. There is a useful roundup of the various Renegade and Heretic armies that can be used in the Siege of Vraks. The list does not allow the use of the new Blight Drones or Blood Slaughterer models, which is disappointing. Part Three includes a simple but well thought out Campaign Game system based on area control and a point to point movement system on a map. This is a great idea. Some are useful but others are a hoot. I particularly like the Ventarii Reaver Titan Maniple. So far so good but now I get to the problematic issue. The prose is still awful to the point that it spoils my enjoyment of what should be a good read. The sentence structure is clunky with over use of sub-clauses in front of the clause, often in multiple combinations. The punctuation and grammar are also shaky. The way paragraphs are split is often not helpful for the reader. I quote below the opening sentences of three paragraphs selected from page 46 to show what I mean. The damage done, the Traitor Marines had fallen back, and left the field to their summoned allies. I find the writing style overblown and portentous. This approach may be acceptable for a few lines of italicised fluff in a codex or White Dwarf but it gets wearisome over one hundred pages.

### Chapter 3 : Imperial Armour – The Siege of Vraks updated for 7th ed. - Page 2 - Forum - DakkaDakka

*Page 1 of 2 - Siege of Vraks Second Edition - posted in x THE LOST AND THE DAMNED x: Hello fellow traitors! If you're following ForgeWorld, the second edition of the Vraks trilogy (in a single book) is up for preorder to be released this weekend.*

As of now though, it seems that DKoK is still quite bad. I have a 2 to 1 winratio with the DKoK. First of all, not everything in the army list is bad. These can definitely improve whatever list you are using if you take enough of them, but unless you spam your best options, what else can you bring? The special rules, i. WS4, immunity to fear, no leadership tests for suffering shooting casualties or the can always rally normally if within 6" of an officer are all somewhat decent, but you lose combined squads and almost all good sources of heavy weapons paying a premium for the units. Your orders are arguably worse, especially as you lose some really good ones such as Fire on my Target, and gain leadership which you gain even less out of compared to normal AM and assault orders. So you basically either lose and get swept or you win and the enemy assault units stay in combat while you slowly grind each other down. The warlord traits are in my opinion also worse than the AM ones, and none of them are actually cool. And then we have the units. The same goes for platoon command squads, which are also 20 points more than the equivalent AM-unit which also loses the ability to take heavy weapons as well as only being able to take 2 special ones. Remember that deep striking close to the enemy is also encouraged as you are "close-combat" guardsmen. Some units such as the Hellhound and all of its variants, and most of the Lemnian Russes are as lackluster in this army list as in Codex: Grenadiers costs the same as Tempestus Scions but you have no way of getting them into the thick of the fighting apart from using Centaurs. Few units are actually better than their counterparts in the main Codex, one being Death Riders, but you can still reach the conclusion that anything you can do, Astra Militarum can do better. You can mass artillery, but so can Astra Militarum and they actually make even better use of them Ignore Cover Earthshakers? And then we have this new update. Gorgons are definitely not good, as you pay points for something with less firepower than two Wyverns and the transport capacity of 48 Chimeras. The Death Rider detachments seems fun but Fear is considered one of the most pointless rules in the entire game. Believe me, I want it to be good. I want cheaper infantry, I want more and better orders and I want cooler Warlord Traits.

**Chapter 4 : Imperial Armour – The Siege of Vraks updated for 7th ed. - Forum - DakkaDakka**

*The main flesh of the book say about the first two thirds is the story of the siege of Vraks with loads of fantastic artwork. Then the other third is two army lists. One for the Vraks siege regiments and another for the Renegades.*

He found that he enjoyed rousing armies of the faithful, and decided with some prodding by his number-one oh-so-trustworthy assistant Deacon Mamon that he could do more good leading an army than working a desk job. The only problem was that pesky Decree Passive preventing him from raising men under arms, so to keep his plans hidden, he went to Vraks, where there were plenty of soldiers and weapons to make an army, as well as a basilica to give him an excuse to stick around. The Inquisition found out anyway, and sent a Vindicare assassin after him, but the assassin failed; seeing that covertness was no longer an option, Xaphan moved the workers of Vraks to open rebellion. The Imperial presences on the planet, namely the Administratum , Adeptus Arbites , and the Adepta Sororitas who had been his bodyguards until this point , were either killed or imprisoned, which should have been a clue that he was making a bad move, but Mamon assured him that he was in the right, and that his enemies were merely deluded fools who would see the light once he actually got started on his crusade. Therefore, the world would have to be taken, and quickly. The only way to take Vraks back in under a century was to put the Citadel under siege and take it by force, so they took some thirty regiments of the Death Korps of Krieg and put them into an army 30 regiments is not that many men, traditional GW oversight. They were given twelve years to take Vraks back. Once there, the Kriegers built their own trench and gun network to encircle the fortress. They anticipated that, because the outer defense line was so long, a single massed assault on a particular zone would be flanked and repulsed by the neighbors of their target a Hedgehog defense , so the plan was to pound the whole thing at once until it folded. They would then surround the second defense line; said line would be small enough to be less resistant to a massed assault, so they would attack a single point to crack the line wide open. Then, they would surround the Citadel itself, and finally be close enough to bombard it directly with their heavy guns and pound it to the ground. Matters stalemated for two years, until Captain Tyborc managed to take a bunker whose artillery piece had been destroyed. The guy was a badass even among Kriegers: The outer defenses fell pretty quickly, but as the Imperial army got stalled again when the defenders of Vraks made a counter-attack to the North that forced the Imperium to halt its advances in the west and south to get reserves to stop the counter-attack. In the end, the stalemate resumed, just a little tighter around the fortress. The Noose Tightens[ edit ] Seven years after the invasion, the Imperial army was still stalled at the second defense line, when reports of renegade Space Marines assisting the defenders started filtering in. It eventually emerged that Mamon was an Alpha Legion spy and had called for backup. Cardinal Xaphan was probably no longer even pretending to serve the Emperor when he signed them up for his crusade. They successfully captured and destroyed the star port, but Arkos got away and Azrael was severely wounded, not to mention pissed. The success and the new reinforcements led the Imperial commanders to attempt another massed assault. It stalled again , until Colonel Attas hatched a plan to have his artillery and infantry make a synchronized assault -- blast the enemy while his troops crawled up through no-mans-land, and then move the bombardment when the infantry was within charging distance, in other words original WW1 Stormtrooper tactics combined with a creeping barrage. The second defense line cracked and fell, and the Imperial army was within sight of the Citadel. Xaphan, having jumped headfirst into heresy by this point, rubbed his hands and cackled with glee, because he knew that the slaughter was only beginning -- he had some more friends on the way. Chaos Joins the Fray[ edit ] Captain Fodor managed to put a dent in the inner defense line when he led his company to take a vital bunker. Unfortunately, his success was not to last, because Arkos had called in a full Chaos fleet. At this point, Xaphan had been imprisoned in his own fortress, as he had outlived his usefulness. Then another ship rolled in and dropped a traitor Titan legion and a bunch of fliers on them. And then some Plague Marines showed up, seized some nasty poison gas stored on Vraks, and gassed a whole regiment. It was decided that siege tactics were no longer viable. The commander was dismissed though not executed - nobody blamed him or BLAMMED him for not knowing in advance that so many reinforcements would arrive , and his replacement got some Titans of their own as well

as a larger Imperial Navy division to turn the tide back and regain air superiority. For those counting, this is twelve years after the siege began. Breaching the Citadel[ edit ] Fortunately for the Imperium, the Death Korps of Krieg could fight underground as well as over it. They destroyed it and brought down a huge chunk of the wall, exposing the squishy insides for the rest of the army to pile through. The infantry regiments advanced on the breach, first in Gorgons , and then on foot when they reached the remnants of the wall itself the crater left by the blast was impassable for vehicles. The first attack failed when enemy troops from surrounding wall sections piled into the breach to stem the tide, so a few weeks later, they tried again, with a bigger assault plus a few suppressing attacks on the neighboring wall sections. They tried making more breaches, but while they got pretty good at knocking holes in the walls, they were never able to take them. Fourteen years after the start of the siege two years longer than planned , the Departamento Munitorum decided that it had worn on long enough, and started to draw Krieg regiments originally destined for Vraks to more successful and more important warzones elsewhere, telling the command staff that they had five years to wrap everything up. Fortunately inevitably, for those familiar with Warhammer 40, fiction , the Space Marines were on hand to save the day. In particular, the Red Scorpions donated a hundred Marines from various companies to the cause. Wrapping Up[ edit ] By this time -- eighteen years after the start of the siege -- word of the extensive involvement of Chaos had reached the ears of the Inquisition , and so Inquisitor Lord Hector Rex brought some Grey Knights and Red Hunters to take control of the situation and get things wrapped up before the Death Korps found itself in over its head. Though the Death Korps was still being drawn down, Rex managed to keep enough soldiers to contain the heretics while he made arrangements to bring a final end to the conflict. Then, infantry would surge up to take the gates. Tyborc, now a badass Colonel, would lead the charge. The attack stalled, so the Red Hunters made their drop, but the traitors responded with a Reaver Battle Titan and some Alpha Legionnaires , which wiped out the first wave. Finally, a wave of Marauder Bombers cracked the gates and permitted the assault to proceed. He wrecked the entire company of Grey Knights who went into the fortress to stop him, and Inquisitor Rex only barely managed to defeat him. Once he was gone, though, the fight was basically over, and the only remaining task was to clear the catacombs under the fortress. Some Red Scorpions and the Angels of Absolution turned up to participate in the final attack, to regain the honor of their brothers who had gone before them and snatch up some Alpha Legionnaires for the interrogators, respectively. Arkos killed the Company Master of the Angels of Absolution detachment, but was finally captured the Interrogator-Chaplain who apprehended him ordered him " disarmed ". In the end, the primary result was lots of death. The Imperium destroyed fourteen traitor Titans for the cost of nine Titans of their own , the Dark Angels got a bunch of prisoners from the Alpha Legion to interrogate in retrospect, their interest may have been due to a possible link between Arkos and the Fallen Angels , and the weapons of Vraks were kept on-planet and not allowed to be taken off-planet by other traitor warbands. On the other hand, Vraks and its defenses were thoroughly ruined by the war, and the contents of its vaults were either used up or so tainted by Chaos that they had to be destroyed. A Pyrrhic victory if there ever was one, the only thing the Imperium gained was being that this world could not be used by the enemy. The prisoners rescued from the cells in the fortress, six Sisters of Battle and Cardinal Xaphan himself who had long since been turned into a you-know-what , were so destroyed by their experiences that they were barely people anymore. Meanwhile, Deacon Mamon, the jerk who started the whole thing, escaped justice entirely. In fact, Nurgle was so pleased with how he turned Vraks into a scene of death and decay that he made Mamon a Daemon Prince. Such is life in the grim, dark future.

### Chapter 5 : Siege of Vraks | Warhammer 40k | FANDOM powered by Wikia

*I've been scouring the web today trying to find pictures of The Purge and Unending Host formations so I can try the exact rules myself. I recently bought IA13 (special edition) and all three Vraks books. I have a big chaos nurgle army and a big nurgle R&H army built with corrupted krieg troops.*

Xaphan attempted to organize a War of Faith as he established a stranglehold on Vraks, purging any who spoke out against his zealotry. However his sermons focused on the downtrodden workers and lower of Imperial society, and soon Xaphan became a man of the people. This drew the ire of the Ordo Hereticus , which became concerned that the Cardinal was amassing too much personal power and that his preachings of hope to the lower classes may result in open class warfare on Vraks. Thus the Ordo decided to dispatch the Cardinal, deploying a lone Vindicare Assassin for the job. However the assassination attempt failed, and when the attempted murder of their "savior" at the hands of the Imperial government became known, the citizens of Vraks rose up in open revolt. It took time for news of the uprising to move through Departamento Munitorum, Segmentum , and General Staff levels of command, but eventually a strikeforce was approved to retake the planet and purge the apostate Cardinal Xaphan. Overall command of the operation was given to Lord Commander Zuehlke. M41 , the Siege of Vraks began when Transport ships from the 88th Siege Army began their landings on the planet. After days of artillery bombardment on the traitors outer positions, the first assault by the Krieg forces began on M41 with , men launching themselves at the defenses over the course of two days. The Krieg forces took enormous casualties, entire platoons were simply wiped off the Imperial Order of Battle over the courses of hours. After several weeks of hard fighting the Krieg forces had indeed captured a few outer trench lines, but these were negligible gains taken at great cost. M41 the first major pitched battle of the conflict began, the Battle of Fort A After a massive night artillery barrage achieved little, Krieg Grenadiers and armored forces consisting of Lemman Russ Battle Tanks and Baneblades advanced on the strategically important fort. The Guardsmen succeeded in cracking the enemy defensive line, forcing the enemy to fall back. The first full breakthrough on the enemy defenses was achieved by the Krieg 30th Line Korps, which was exploited by all Imperial forces in the sector. Death Riders pursued fleeing enemy forces, and soon a full rout broke out as traitor forces withdrew to their rear fortifications. Fort A was captured at significant cost, but the first objective of the Siege of Vraks had been completed. The unprepared Krieg forces in the northern sector came under a furious night offensive from Vraksian PDF and Garrison Auxilia, and though the Krieg Guardsmen managed to halt their initial attacks they had no reinforcements available to keep up their momentum. The rebel forces struck again at dawn, this time achieving a breakthrough after two days of grueling fighting. The Krieg forces fought bravely but in vain, and much of the northern sector fell to enemy forces, which were led by armored columns. Eventually the Krieg forces prevailed in stalling the enemy counter-offensive. Both sides then dug in from their immediate positions, and after several weeks the 88th Siege Army launched its own offensive to try and reclaim the ground it had previously lost. The rebel forces lost some ground, then blunted the Imperial attack, launching their own counter-offensive in turn. For seven years these remorseless cycles of offensive, counter-offensive, and trench warfare ground on, killing millions on both sides. M41, a dire new development reached Commander Zuehkle. Unknown to the Imperium, Vraks had attracted the attention of the Alpha Legion warlord Arkos , whose Battle Barge crept into the Vraks System and landed his battle brothers on the other side of the planet. Arkos was a useful and powerful ally for Xaphan, who gladly accepted his aid for the time being. The Dark Angels, normally reluctant to undertake major operations that did not concern them, seemed overly committed to the Vraks Campaign. Half of the entire chapter was mobilized and led by Supreme Grand Master Azrael himself. Clearly the Dark Angels were after something on Vraks that they were not telling the Departamento Munitorum. Initial objectives were achieved by the Dark Angels in mere minutes, knocking out dozen of traitor vehicles and inflicting hundreds of casualties. The Astartes then advanced on the Starport itself, using indiscriminate firepower from their Thunderhawks to devastate the city. Over 8 days of cautious urban combat, Azrael finally ordered the final assault on the city and Land Raiders led the charge. The renegades were overwhelmed and

outmatched by the Dark Angels, until the Astartes fell right into an Alpha Legion ambush that saw Arkos and Azrael engage in personal combat. The result was the typical mutual slaughter for both sides, and Krieg forces made little progress after three days of bloody fighting. However the battle of attrition began to take its toll on the rebel forces, and by the fourth day the th Krieg Regiment managed a major breakthrough on the exhausted and battered Vraksian lines. This time the rebel forces could not organize a significant counter-offensive and their second defensive line collapsed. The Guardsmen finally achieved a major breakthrough, after nine years of constant attacks. However, the real battle was yet to come. It was a call for old allies to Vraks, and warbands of the Eye of Terror united in their hatred for the Imperium answered the call. Soon, a Chaos Fleet of over thirty vessels was spotted heading towards the Sector. The commander of Imperial vessels in the region, Rear Admiral Rasiak , organized his meager resources to resist based around his flagship, the Lunar Class Cruiser Lord Bellerophon. After his Frigate squadrons on reconnaissance made contact with traitor vessels, the First Battle of the Vraks System began when Traitor forces tested the defenses of the planet. In the end, the Chaos fleet overwhelmed the Imperial planetary defenders and the Lord Bellerophon was forced to retreat. The Chaos forces now had total control of the skies over Vraks, and they would deliver a bloody vengeance to the Imperial forces on the planet. The attacks were aimed at the rear of the Krieg regiments, which were now encircling the primary Fortress of Vraks. The Krieg forces themselves were busy in the Assault on Mortuary Ridge, a key strategic highground overlooking the Fortress. The attack was typically bloody for both sides, but the situation became catastrophic for the Krieg forces when the Chaos fleet above began a fierce orbital bombardment of Macro-cannon shells. The bloodthirsty killers and their orbital bombardment threw the Krieg Regiments into full-scale confusion, and the Guardsmen fell back in a full rout. Seeing an opportunity for a dramatic turnaround, the Vraksian renegades launched a major attack from their own embattled positions, causing the Krieg troops to become attacked on all sides. A full-scale counter-offensive by the Forces of Chaos was underway, and the Imperial Guard faced total defeat. The Krieg forces withdrew in quick order, and Segmentum Command soon dismissed Lord Commander Zuehlke and appointed Marshal Amim Kargori in his stead to salvage the operation. Marshal Kargori gathered a relief force to save the beleaguered Krieg regiments, consisting of Titans from the Legio Astorum as well as fresh Regiments from Krieg itself. While this relief force was mobilized, the Krieg forces on Vraks fought for their lives. Arkos and the warlords of the various Chaos Space Marine warbands operating on the planet assumed direct control, and Xaphan became a mere figurehead who made less and less public appearances. The Death Guard forces, consisting of many Plague Marines , slaughtered the 19th Krieg Regiment with their new weapon in a gleeful harvest for Nurgle. To their surprise, no enemy vessels remained in orbit. The traitor captains thought the war on the planet won, and left to go claim new victories and new plunder. The fresh Kreig Regiments and Titan quickly established a foothold on Vraks, launched the Kargori Offensive which succeeded in breaking the Traitors momentum through sheer attrition and the heavy firepower offered by the Titans. During the battle, loyalist and traitor Titans met in combat, with the loyalists winning the day and forcing a traitor withdrawal after losing nearly twelve machines. This War Beneath Vraks became a major theater of the battle, with both sides taking heavy losses in vicious, dark, underground fighting. In the air, both sides attempted to establish air superiority over the battlefield in a dramatic new part of the war. As the war dragged on, Imperial Navy Fighter Wings managed to established local air superiority but only at great cost. After Krieg underground engineers mined enemy defenses in Sector , an enormous artillery barrage opened up in conjunction with a mass Gorgon APC assault. The first two assaults failed in the face of vicious traitor resistance, a third thrust succeeded in taking local sectors at the cost of a million men, but the overall planetary situation was grim. Chaos Marines launched devastating lightning attacks, and Krieg troops were coming under strikes from both the front and rear int he face of this new mobile enemy. The long war of attrition continued for both sides, with deadlock prevailing once more. The Administratum lost faith in the war effort, not seeing any decisive end in sight. It began to withdraw vital Regiments for other warzones, dooming the campaign to drag on eaven further. Now desperate, Kagori attempted to recruit Adeptus Astartes of the Red Scorpions Chapter in a bid to finally make some leeway in the conflict. Landing by Thunderhawk and teleportation, the Red Scorpions caught the enemy off-guard and plowed through their ranks. The Astartes

were met by a vicious charge of Chaos Ogryns , which was fought off in bloody close combat by Assault Terminators. The Scorpions succeeded in taking the Breach, which soon became reinforced by Krieg Guardsmen. The traitor forces in turn organized a major counter-attack, this time led by Chaos Titans. Once more it fell to the loyalist Titans of the Warp Runners to beat back the Titan attack, succeeding in another struggle that saw the Legio Vulcanum withdraw. With the enemy offensive defeated, the Red Scorpions mission was complete and they withdrew as quickly as they came. With the Breach of Sector in hand, only the central Fortress of Vraks now stood before the forces of the Imperium. Instead, they were busy in an attempt to summon new allies to the field. As a result, the Ordo Malleus began to investigate the situation. At an Inquisitorial Conclave at the Inquisitorial Fortress of Scarus , it was determined that a major Daemonic incursion on Vraks was imminent, and that the Ordo Malleus would achieve jurisdiction to take command of the operation over the Ordo Hereticus. Lord Inquisitor Hector Rex was given command of the expedition, and he immediately began negotiations with the 88th Siege Army to have him and his Inquisitors to take direct command of the war effort. Perhaps not surprisingly, the beleaguered headquarters of the 88th Siege Army based on Thracian Prime agreed to hand Lord Rex command of the Vraks operation. So it was that the Siege of Vraks became a major front for the Ordo Malleus, with Rex acting as the new Supreme Commander and Inquisitors deployed in the field as his lieutenants. Finally taking the citadel was a real possibility since Sector had been captured. Lord Rex planned to close a ring of troops around the Citadel and gradually seal traitor forces in an ever-shrinking pocket. The first action of the offensive to capture the citadel was undertaken by the Krieg 30th Line Korps, which advanced through a "Green Hell" of Death Guard Space Marine warbands. After eight days of vicious fighting that saw the Guardsmen subjected to Daemon Engines of Nurgle, chemical warfare, and twisted Spawns of Nurgle, the Krieg forces finally stalled in their advance. To break the stalemate, the Inquisitors authorized the use of chemical weapons, barely affecting the Death Guard Plague Marines and only adding to the Green Hell. But nonetheless, the drive on the Vraks Citadel continued. Skulltakers Lord Zhufor , hoping to prolong the war to simply offer more skulls to Khorne, now planned to take over the renegade war effort on Vraks himself. A coup was launched against the other warbands, with Zhufor being able to subdue the Berzerkers of Skallanthrax, Black Brethren of Eyreas , and The Sanctified through either combat or negotiation. News of this turn of events was not given to the Vraksian Renegades, and Xaphan remained the nominal figurehead of traitor resistance on Vraks. Zhufor now stood as the supreme warlord of Vraks. The primary summit was taken after three failed attacks. But beyond, the Citadel of Vraks was now directly visible. But despite this victory, meddling by rivals of Rex within the Inquisition meant that the overall size of the 88th Siege regiment was reduced when the High Lords of Terra themselves issued a direct decree to withdraw a dozen Regiments. The resulting battle was bloody, seeing the death of Commissar-General Maugh and the near collapse of the offensive due to an intervention by Khornate Berzerkers and Chaos Terminators. The citadel itself was a daunting target, the most formidable defensive bastion on the planet.

**Chapter 6 : Heresy30K - The Horus Heresy Blog: Forge World Re-releases Siege of Vraks**

*My email: IA13 and Vraks Rules Problems. Imperial Armor 13 and Siege of Vraks: Second Edition Rules Questions. February Dear ForgeWorld, I am a proud Renegade and Heretics and Chaos Space Marines player who has purchased all of your Vraks books, the IA13 collector's edition, and the Vraks second e.*

Most of the vehicles included are Leman Russ variants and artillery pieces that were absorbed into the next Imperial Guard codex this book was written back in 3rd Edition , and the other vehicles Baneblade variants, Imperial Navy flyers, and support vehicles have all been included in later Imperial Armour volumes -- note that this is the only volume not sold by Forge World any more, although a new edition has been released see below. Volume Two - Space Marines and Forces of the Inquisition[ edit ] Again, no big story, but lots of lore about the many vehicles and their variants used by the Space Marines and Inquisition which includes the Grey Knights and Sisters of Battle -- rather, the Daemonhunters and Witch Hunters , as they were called at the time. The story goes that the desert world of Taros gets investigated by the Administratum , as its tithe and production estimates are out-of-date. The delegation finds that, while Taros is meeting its mineral quotas to the local Forge World , it seems to be mining much more without growing its stockpiles; they discover that the planetary governor has been cutting a deal with the Tau. They also fail to re-take the planet, and the Tau actually win! Fire Warrior video game. The Raptors also got a little screen time, with some handy illustrations of their color schemes. The Tyranids get most of the love in this book, with new biomorphs, Monstrous and Gargantuan Creatures, and big flyers, though the Red Scorpions and Elysian Drop Troops get a few more rules. It turns out that Cardinal Xaphan has taken over, deciding that the Decree Passive was for weaklings, and that he could rid the Imperium of heretics much more effectively by taking direct command. The Imperium disagrees once they find out about this , and decides that the fastest way to bring Xaphan to heel is with the Death Korps of Krieg. Some new super-heavy vehicles, the Macharius Heavy Tank and the Gorgon Armored Assault Transport , as well as special siege equipment, also get rules. Imperial Armour Apocalypse[ edit ] After years of experimentation including experimental rules in previous Imperial Armour volumes , Games Workshop releases the Apocalypse expansion for running massive Warhammer 40, games. Forge World releases this volume to update the rules on their super-heavies and flyers, as well as include some new formations. In particular, lots of Berserkers and Plague Marines arrive, and then the Chaos Titans and flyers come in to attack the Krieg lines from the rear. In response, Segmentum Command sends their own Titan legion and Imperial Navy support, as well as reinforcements for the Kriegers. The Engineers manage to mine and collapse a whole section of the fortress wall, and the Kriegers surge into the gap. Unfortunately, they are held there. The Red Scorpions are asked to help, and they agree, seeing as there are hundreds of Chaos Space Marines to be killed. Though few of the Marines committed survive the assault, they manage to clear the breach and leave it in Imperial control. With the citadel itself in view, the Kriegers prepare to mount their final assault, when Inquisitor Hector Rex shows up and assumes direct control -- it seems that the taint of Chaos is even worse than any had expected New units include another Macharius variant and the Malcador tank, as well as some updates on rules for Chaos Space Marine vehicles. Unfortunately, the forces of Chaos are hard at work assembling a massive warp portal, and they unleash daemons onto Vraks. He gets cast back into the Warp by Inquisitor Rex, and then the Angels of Absolution successors of the Dark Angels arrive, to settle the score from Volume Five and take some prisoners. They destroy the leadership, and the Grey Knights clear out the deepest levels of the citadel and finally close the warp portal. About the only positive outcome was that the Traitor Titans lost more than the Loyal Titans. This book is where most of the Apocalypse units for Orks now come from. Thanks for your question. The Imperium disagrees and sends in the Space Marines to put him in his place, starting what would later be called the Badab War. Huron calls in his favors with the other Maelstrom Warders to keep control of the sector, though the Loyalists close in around him. They are essentially Imperial Guard with some Space Marine support or Marines with meat-shields, depending on your perspective and play-style. Eventually, the remnants of his forces flee into the Maelstrom. The rest is history. Imperial Armour Apocalypse Second Edition[ edit ] Enough time has passed that Forge World has to update

the rules for old models and release rules for new ones. As a sign of Forge World becoming more "mainstream," this is the first volume to have a "stamp of approval" on its rules. The Eldar of Alaitoc and Mymeara, with Corsair support, are looking for the armor of Irillyth, the Phoenix Lord who founded the Shadow Spectres Aspect Shrine on Mymeara he went out to preemptively eliminate the titular Doom, but never returned. They sense his essence after his millennia-long absence on the ice-world of Betalis III, and fight their way into the manufactory complex to get him, under cover of a massive aerial assault. They successfully recover his armor and re-awaken his spirit. Though Eldar sustain heavy losses during retreat after reaching their goal, so this time it's more tie than pure xenos victory as usual. This volume introduces the Eldar Corsair army list lots of fast things and flyers, with a complete *Tactica*, as well as a new Path for Craftworld Eldar Aspect Warriors the Shadow Spectres and a new Wolf Lord character. Imperial Armour Aeronautica[ edit ] As 6th Edition now includes flyers, lots of Forge World models need to have rules updated and lots of armies need anti-air support. Volume One - Second Edition: Imperial Guard[ edit ] With 6th Edition out the door and no Imperial Guard Codex expected anytime soon, Forge World released an update to Volume One which includes updated rules for all of the tanks and super-heavy vehicles available to the Imperial Guard. The Armoured Battlegroup army list Lemman Russ tanks as troops! The Imperium calls in the Minotaurs and Death Korps of Krieg when all the shit hits the fan, who barely manage to fight them off. By which we means humans were curbstomped anyways, but actually managed to evacuate some forces and dealt some damage in return - before that battle Necrons left no survivors to tell the tale. It should be noted that this requires an epic space battle that shows that Necron spaceships are still just as overpowered as they were in *Battlefleet Gothic*. The Death Korps gets a new Assault Brigade army list which is very similar to the Siege Brigade army list, with a number of somewhat-important differences -- see our *tactica*, whereas the Necrons get the Dark Harvest quasi-army list; it has some changes to units including Necron Lords and Lychguard, and Flayed Ones can be taken as Troops, but most of the "new" units can be taken for the main book as well. Those new units include the Night Shroud, a new Cronssant with a black-hole bomb; a Tesseract Ark, basically a Catacomb Command Barge that also has a black-hole bomb; the Tomb Sentinel, a new Tomb Stalker variant with a big old gun; and updates for the already-released minis, like the Tomb Stalker and Canoptek Acanthrites. The Minotaurs also get a few new characters. Volume Three - Second Edition: Forge World left in the rules for Tau space vehicles, and even gave them a fancy "Battlefleet Gothic" stamp of approval, even though their *Battlefleet Gothic* and other Specialist Games products had been discontinued. This is especially surprising because the missions that involved other Specialist Games products, namely the Epic and Kill Team missions, were either converted into conventional Warhammer 40, games or, in one case, removed. Volume Two - Second Edition: Volume Four - Second Edition: The Anphelion Project[ edit ] Relatively similar to its original counterpart, but it adds some more characters to the Red Scorpions, an army list for Detachment D, rules for Zone Mortalis games, and revised rules for the FW Tyranid superheavies, including a new unit in the Dimachaeron think a bigger, uglier Lictor. It also updates the Chaos Renegades lists introduced in the Vraks trilogy we have a *tactica*. In fact, they also sell a bundle of this volume with volumes 5, 6, and 7 for just 30 pounds more than IA13 itself. The Siege of Vraks[ edit ] An unnumbered volume which combines the lore from all three Siege of Vraks books and contains Vraks-specific characters, units, and army rules for the Death Korps of Krieg and Renegades and Heretics. Presumably, it was left unnumbered because calling a book "Volume Five, Six, and Seven - Second Edition" would start to look like a license plate. The Doom of Mymeara[ edit ] Another unnumbered volume, though unlike with Siege of Vraks, removing the number was strictly unnecessary as the original book only consisted of one volume, so it's really just an update rather than a consolidation. It provides revised rules for pretty much everything in the original volume, bringing the standard up a considerable notch. Rules for all of the special characters were redone for better or for worse, and the Eldar Corsairs were given a massive overhaul without making them into something unrecognisable. Adeptus Mechanicus and Red Scorpions vs Tau. Expect a lot of rock-em sock-em robots as the 30k Cybernetica Automata go up against the new Tau Battlesuits. Including new rules for Secutarii Skitarii and what looks to be an update to the Taros campaign Tau rules, as well as Red Scorpions Chapter Master Carab Culln being turned into a Leviathan Dreadnought, giving him officially more rules than any other named GW

character ever with a whopping four different versions of him.

### Chapter 7 : Imperial Armour Volume 7: The Siege of Vraks - Part Three by Warwick Kinrade

*The war to retake Vraks took eighteen years instead of twelve, and didn't so much "retake" Vraks as deny it the enemy, since the ammunitions piles and supplies stockpiles on Vraks were completely consumed and those were the primary reason for the siege in the first place.*

### Chapter 8 : Imperial Armour - Wikipedia

*On M41, the Siege of Vraks officially ended. 14 Million Krieg Guardsmen and hundreds more Space Marines, Titan Princes, and Inquisitors had lost their lives. The original goal of the mission, to retake the planet from the rogue cardinal Xaphan reclaim the worlds armouries were theoretically completed.*

### Chapter 9 : Imperial Armour Volume 6: The Siege of Vraks - Part Two by Warwick Kinrade

*variant army list for the generic Renegades Heretics racedaydvl.com 8, 5: The Siege of Vraks Part 1 Khornate- and Nurgle- themed. LatD force that arose when the entire PDF of the sepulcher world Tachira went.*