

PYRRIAH CAMPAIGN - FALL 2017 WESTERN THEATER (KANTARA AND CAESARA)



Magos Dominus Zhokav of the Mechanicus of Ryza had been busy.

Acting on information supplied by members of the Biologis, he arrived on Pyrriah to achieve his divine purpose: to acquire and protect whatever knowledge could be gleaned from Pyrriah's lost past. His first destination was a manufactorum on the outskirts of Kantara that held rumor of possessing abandoned relics of ancient weapon designs. But the manufacturing plant that had also attracted attention from a warband of Orks of what appeared to be from the Death Skull clan.

The Magos Dominus moved his two Dunecrawlers into position, and their guns quickly removed a large ramshackle mobile field gun that a squad of skittering grots had rolled into place. Slowly more and more of

his forces moved into the decaying manufacturing plant, only to be met by an increasing horde of Orks – including two large, lumbering Deff Dreds that were cobbled together from the looted shells of fallen Kastellan robots (May the Omnissiah receive their machine spirits!) As his skitarii forces dealt with ork stormboyz, his remaining forces opened fire on the Deff Dreds, who were lead by the curious form of a Mek whose ork head seemed to be attached to the body of a fallen Magos Dominus. (Curiously a truck full of ork boyz did not arrive until the battle was almost over; what had delayed their arrival Zhokav could only guess.) Zhokav planned well, and soon dispatched the ork raiders – but not before suffering serious wounds at the whirling blades of one of the Deff Dred's claws.

As always, this run in with the greenskins only presaged their return, and soon a larger Ork raiding force returned to the Kantara factory to challenge the Mechanicus. Accompanied by the lumbering hulk of a Gorkanaut, the orks fought intently and with the passion their race is infamous for. Unfortunately for them, they also fought with the lack of skill and finesse that their race is equally known for, and soon Zhokav had his forces positioned throughout the manufactorum to recover the majority of the lost technology that lay within. The Orks withdrew with heavy losses, but not before their leader – the warped form of the ork head with the magos body that was known as “Moog da Mek” – vowed vengeance on the Mechanicus foe.



For Zhokav's losses, there was little reward. The technology of Kantara's manufactorum revealed little treasure or lost knowledge. Therefore, it was with no disappointment that Zhokav received the

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request to redeploy to the Hive City of Caesara, which was in the path of an oncoming ork warband. The warband was led by Kragmasha, who had decided to abandon his assault on Cilicia to raid Caesara instead.

The Orks and Mechanicus clashed in the bad lands far to the south of the Hive City. This time Zhokav was unable to best the green tide that Kragmasha led. Kragmasha had learned much in his previous fights against the Delta Company at Cilicia, and the Ork warboss put this experience to good use against the Mechanicus. Zhokav and his forces were driven from the field and had to retreat back towards Caesara, with Kragmasha's warband in close pursuit.

Upon his arrival at Hive City, Zhokav learned that other ork warbands were surging to Caesara in great numbers, and accompanying them were mighty infernal warmachines of Chaos. Assistance was needed if the Hive City and its technology were to be saved from the marauding greenskins and the forces of Chaos. Zhokav sent out the signal for help to any Imperial forces that were nearby. Whether any would answer that call was yet to be seen.

