WARHAMMER 40,000

PLANETSTRIKE

PLANETARY INVASIONS IN THE 41ST MILLENNIUM

Space Marines of the Ultramarines Chapter battle to save the planet from Tyranid invasion.

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by Phil Kelly

INTRODUCTION

Welcome to Planetstrike, a brand new way of waging war in the 41st Millennium. This book is an expansion to the core Warhammer 40,000 rulebook, and it allows your collection of Citadel miniatures to battle to the death in a devastating planetary assault. Whether you tear the planet from your opponent's grasp or annihilate the crazed invaders raining out of the skies, your actions can determine the fate of an entire world.

A game of Planetstrike makes for a whole new set of tactical challenges because it has three main differences from a normal game of Warhammer 40,000. Not only that, but this book is packed with a host of exciting missions and fun stratagems to employ once you've mastered the basics.

A NEW WAY TO PLAY

In a game of Planetstrike, the players take on specific roles – one player is the attacker, attempting to wrest control of a planet, and the other is the defender, who will do everything in his power to defend it. This means that games of Planetstrike have an inherent storyline. An attacker must be swift and merciless in his assault, whereas his opponent must be bloody, bold and resolute in his defence. The ultimate winner is the player who controls the board at the end of the game. Each battle is cinematic and extremely involving, creating tales of heroism and vengeance that you will be recounting for a long time to come.

Both the attacker and the defender have specific rules, stratagems and terrain pieces with which to help them wage war against the hated foe. For example, the attacker may rain barrages of fire onto the defender's troops, who in return levels his automated weapon systems at the foe, interceptor guns scything the enemy down before the invaders have even taken aim.

When you're fighting for control of a planet, you'll need the best of the best to launch your assault, and this is reflected in the units allowed in games of Planetstrike. For instance, if you are the attacker, you could field a force made purely from Elite or Fast Attack choices – if you've ever wanted to take an army of Terminators or a Crisis Battlesuit strike force, then now's the time! Conversely, the defender has extra HQ, Troops and up to six Heavy Support choices, all ably supported by the automated weaponry of his defence networks. Games of Planetstrike are all about no-holds-barred destruction and epic clashes that get the adrenaline racing from the start, so make sure you have the right men for the job.

DEADLY BATTLEFIELDS

In a game of Planetstrike, it is not only the models that are of utmost importance. The woods and hills of a normal wargaming table are bolstered by grim strongholds, interlocking defence lines and corpse-strewn craters. Furthermore, the defending player is allowed to set up the terrain to his best advantage. This gives him the opportunity to play with everything from a single defence line bristling with weaponry to an indomitable fortress. Players who regularly play the role of defender will take a certain grim pleasure in devising devious traps and daring the invaders to run the gauntlet of his defences.

This is no normal scenery, either. The strongholds that the defender has available to him range from gun-bunkers, to rockcrete bastions, to the mighty building complex known as the Fortress of Redemption. These terrain pieces have something special in common – they all bristle with heavy weapon emplacements that the controlling player gets to fire.

Each defence line, for instance, has an interceptor gun that can shoot down incoming enemy forces, and each bastion has at least four heavy weapons, all of which can fire independently each turn. It's almost as if the scenery gets a Shooting phase of its own! But it's not just the defender who gets in-built advantages – the attacker can place craters and debris during the game itself, representing devastating orbital barrages that the attacker unleashes upon the stalwart defensive formations. Planetstrike terrain gives the player that occupies it a great in-game advantage, but this is secondary to its real importance. The ultimate victor in a game of Planetstrike is determined by terrain held rather than lives lost. This is a game about invading an enemy planet, so without taking ground from the foe, the invasion will fail before it has even begun.

A WAR ON ALL FRONTS

In every war, there are decisive actions and bloody battles that tip the balance of the entire military campaign. More often than not, these battles are won because of the actions of a handful of determined and hard-bitten troops. A game of Planetstrike represents such a struggle, the crux point at which a war will be won or lost. Troops rain down from drop-ships or sprint across crater-pocked tracts of no-man's land to reinforce their embattled brethren. Every race has a way to transport its troops directly to the surface of a world, often with terrifying speed. Nowhere is safe.

This is truly a war fought on all fronts – after all, we are talking about a battlescape that includes orbital landers, teleporters and high-technology spaceships! Because of this, the strongholds and fortifications of the 41st Millennium are designed to be effective against an assault from any quarter. This is just as well, for the invading player is allowed to launch his attack from whatever direction he feels gives him the best chance of victory (usually from above!), or even from several directions at once.

Deep striking troops really come into their own in a game of Planetstrike, as they are allowed to assault the same turn they enter play. What's more, even your normal infantry has the option to deploy by Deep Strike, so look to the skies!

The defender's reinforcements, scrambling to the site of the invasion, can also enter play from any table edge – after all, the indigenous military can call in troops from all around. It's their planet, after all! Units can add their strength to the battle anywhere, any time, and even a single model can claim or deny an objective. This makes for a dynamic and nail-biting game where nothing is really certain until the last dice is rolled.

All in all, Planetstrike gives you a completely new way to fight your battles of Warhammer 40,000. It's great fun setting up an iron-hard defence formation from which to defend your planet, and just as much fun raining hellfire and destruction down upon it in the role of the invader. Perhaps best of all, Planetstrike allows you to build an army with a different style of game in mind, and see how it fights in not one but two different roles, all in a new and deadly setting that will see you creating dramatic stories time and time again. War in the 41st Millennium will never be the same!

"Invasion – a single, simple word, and yet the death knell for a billion souls."

– Chaplain Cassius of the Ultramarines

CONTENTS

This book is split into five sections:

FIND OUT MORE

While this book contains everything you need to enact a planetary invasion, there are always more tactics to use, wars to fight and modelling ideas to try out. Games Workshop's monthly magazine White Dwarf contains articles about all aspects of the Warhammer 40,000 hobby and more besides. What's more, you can find articles specific to Planetstrike on our website:

www.games-workshop.com

DEATH FROM THE SKIES

Planetary invasions are urgent, swift and terrible affairs, characterised by deafening noise, bone-shattering explosions and the stench of death. Thousands of reckless and battle-hungry warriors plunge downward upon trails of flame and vapour like vengeful angels, pouring from the drop-craft and low-orbiting spaceships that darken the skies above. Megatonnes of ordnance hammer down around these skyborne warriors, their detonation so devastating that the skies themselves seem afire; red, black and blinding white like the fires of hell. Pillars of ghostly light probe the skies, their colonnades all but transforming the battlefield into some vast and surreal shrine to the gods of war. Their touch is certain death to any invader caught in their beams, and red-hot debris rains from the skies as batteries of anti-aircraft guns take their toll.

Below the chaotic skies lies a war-torn landscape chewed up and spat out by the incessant bombardments that precede the invasion. The surreal mudscape is punctuated only by the ruined shells of once-proud buildings and by inviolable strongholds that jut like tombstones from the tortured earth. The comparison is apt, for the doomed soldiers who defend these bastions of order from the storm of violence that threatens to consume them will emerge as corpses or not at all.

The wounded and dying are spread across the tracts of no-man's-land between these bleak monoliths. Thunderous explosions come from nowhere to tear apart whole platoons, numbing the senses of the survivors so that they stumble into the teeth of the enemy's guns. Above them, attack craft roar across the skies through lattices of ruby-red lasfire and rocket contrails, strafing any man who dares stray into the open before screaming off through the flak to the next warzone. Drop Pods and gigantic landers plummet from the heavens, shaking the ground with their impact before disgorging yet more men into the merciless meat grinder of a planetary assault.

"You think you know glory, whelp, just because you have survived a single day of battle? To feel the thunder of munitions like the fury of the gods as the ground tears apart around you, to wet your blade with the blood of kings, to be the first man to land upon a planet crawling with alien terrors; that is to know true glory. Mark it well."

– Logan Grimnar, the Great Wolf

It is within this nightmarish and lethal crucible of battle that true heroes are forged, men of iron will and exceptional might who march grim-faced through barrages of shrapnel and fire without pause. It is these men who determine the fate of the planet, these men who defy the enemy to strike him down and tear their prize from his grip. Only the brave or the insane can hope to prosper.

The empires of the 41st Millennium were ever built on the deeds of such individuals, and by their deeds they may yet fall.

A HUNDRED THOUSAND WARS

Planetstrike games allow you to recreate almost any invasion you can imagine in the Warhammer 40,000 universe. Here are some examples of battles you might like to fight:

- Space Marines plummet from the skies to assault the grand palace of a rebel Planetary Governor, only to find the forces of Chaos lying in wait. But the Space Marines have a few surprises of their own in the launch bays of their Strike Cruisers…

- The foolish leaders of the human planet have rejected the Tau's offer of benign leadership. The Imperial forces defending the planet must be destroyed quickly and efficiently as an example to those who would defy the Tau Empire.

- The Sisters of Battle have been alerted to the imminent climax of a dark ritual so powerful that it could infect the minds of every human in the system with the spoor of the Daemon. The Sororitas must strike swiftly and decisively to stop the Chaos worshippers at the heart of this diabolic plan.

- Silver-skinned Necron Warriors teleport into an Adeptus Mechanicus research facility to reclaim stolen Necrontyr technology. Can the Imperial Guard garrison hold out long enough for the Space Marines to arrive and save the day?

- After many years of fruitless searching, a Dark Angels strike force has located one of the hated Fallen. Speed is of the essence. The target must not be allowed an opportunity to escape from his fortress network, so the Deathwing are summoned in force to teleport planetside and reclaim the renegade.

- Tyranid scout organisms have come upon a jungle world rich in biomass. Before long the skies are filled with mycetic spores that, upon making planetfall, split open to unleash brood after brood of alien weapon-beasts into the world's defence network.

- Daemons rip their way into the material dimension to raid the sacred fortress of the Ordo Malleus, intent on reclaiming the still-beating heart of their fallen lord before escaping into the Warp. The ancient and secret brotherhood known only as the Grey Knights have other ideas…

- Chaos Space Marines disrupt a Tau world's communication networks with the screams of the dying before hammering from the skies in their Dreadclaw Drop Pods. Can the big guns of the Tau Hunter Cadres save the settlers from a grisly death?

> "Strike fast and suddenly. Attack without warning. Secure victory before the foe is aware of his danger. Remember always, a war is easily won if your enemy does not know he is fighting."
>
> – Lord Solar Macharius

- The Dark Eldar are famed for their lightning raids, and this latest invasion is large enough to enslave a city. Luckily the Black Templars are in system, and ready themselves to launch a merciless retributive strike upon the Dark Eldar as they go about their grisly business on the planet below.

- The filthy humans have trespassed upon a Maiden World and befouled it with their crude grey architecture. It is not long before waves of Eldar Aspect Warriors are borne from the skies into their midst, merciless killers intent on scouring every sign of the Imperium's presence from their private paradise.

- A battle-scarred fortress world with a reputation for being impossible to conquer is attracting the attention of more and more Ork Warbosses with every passing year. Will the latest Waaagh!, larger than any that have come before, finally drown the planet's defenders in a tide of blood?

These are but a few basic starting points for your games of Planetstrike – there are literally hundreds of thousands of possible ideas for a good scrap, so read on and we'll tell you how to get started!

ORGANISING A BATTLE

Setting up a Planetstrike game is different from the standard set-up process, because all games of Planetstrike use some special rules to add to the feeling of a planetary invasion. This section will talk you through the Planetstrike launch procedure and special rules, and lastly we present terrain rules for the scenery you can use in your Planetstrike games.

When setting up, simply follow the steps below at the beginning of each game, and you'll be ready to decide the fate of the planet. It may seem like a lot to organise at first, but after a game or two you will have familiarised yourself with the launch procedure and the whole process will be quick and easy. Whilst the defender is busily constructing his lair and deploying his troops, the attacker will have some free time – perfect for concocting an evil plan, refreshing his memory of the rules, or just getting the drinks in!

PLANETSTRIKE LAUNCH PROCEDURE

1. Determine attacker and defender
2. Choose forces
3. Select a Planetstrike mission
4. Prepare the battlefield
5. Determine objectives
6. Attacker prepares invasion
7. Determine stratagems
8. Defender deploys forces
9. Attacker launches firestorm
10. Launch the Planetstrike!
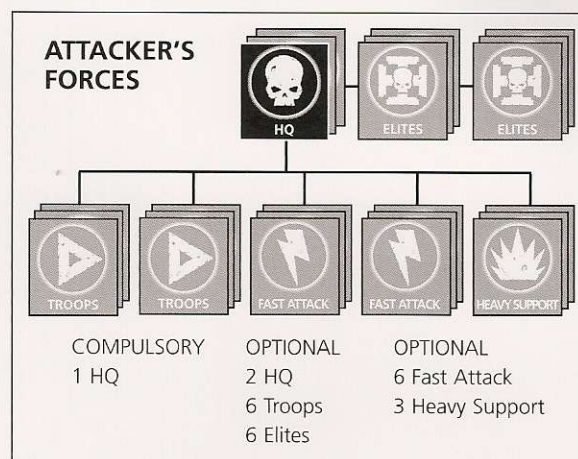
1. DETERMINE ATTACKER AND DEFENDER

If you have not already agreed who will play the role of attacker and who will play the role of the defender for your game of Planetstrike, decide by both rolling a D6 – the winner may choose which role to play.
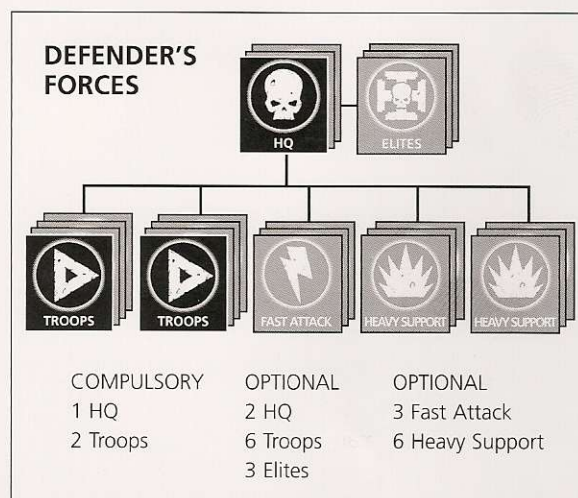
2. CHOOSE FORCES

Choose your force as normal from the relevant Codex. However, **in a Planetstrike the Force Organisation charts allow you to take a greater variety of units.**

It is imperative that the first blow landed upon an enemy planet is full of thunder and fury, sending the foe reeling so that more invaders can plunge into the fight. Those coordinating a planetary invasion ensure that their first wave is chock full of the swiftest and deadliest warriors at their disposal, and the bravest commanders take every chance to lead from the front.

For this reason the attacker in a game of Planetstrike has bonus Fast Attack and Elite choices – he is allowed to take up to six of each – and an extra HQ choice with which to lead his assault. Furthermore Troops choices are not compulsory, meaning that you can create a truly terrifying force of elite soldiers to act as the spearhead of your planetary invasion. When you're invading a world, you'll need every weapon at your disposal to ensure victory, so don't hold back!

ATTACKER'S FORCES		
COMPULSORY	OPTIONAL	OPTIONAL
1 HQ	2 HQ	6 Fast Attack
	6 Troops	3 Heavy Support
	6 Elites	

Defending armies usually include the toughest and most resilient units of all. Tasked with holding the most vital of locations against all comers, the best defenders are not only capable of riding out the attacker's initial onslaught, but also able to unleash a series of punishing counterstrikes and ensure that the impudent invaders are utterly crushed for their folly.

DEFENDER'S FORCES		
COMPULSORY	OPTIONAL	OPTIONAL
1 HQ	2 HQ	3 Fast Attack
2 Troops	6 Troops	6 Heavy Support
	3 Elites	

Because of this, defending armies are allowed to take extra HQ units to lead their defiant counterattacks and extra Troop choices to man the defence lines and bastions themselves. Because heavily defended emplacements are often protected by the mightiest of support units, defenders have up to six Heavy Support choices with which to pound the invaders into the dust. The brute firepower this affords is further augmented by the guns of the defence networks themselves. After all, we never said invading a planet was easy....

## 3. SELECT A PLANETSTRIKE MISSION

You now need to select a mission to play. For your first few games we suggest you play the basic mission on page 14, but once you have a couple of games under your belt you might want to try one of the missions presented on pages 46 to 51.

4. PREPARE THE BATTLEFIELD

Instead of using the normal rules for preparing the battlefield, **the defender now sets up the terrain in any manner he desires**. It's entirely up to the defender how the board looks and where the fields of fire lie, and it's the attacker who has to walk into this lion's den. The players should still use the normal rules for defining how the terrain works before the battle starts. This will ensure there are no nasty surprises when the bullets are flying.

We have deliberately left the set-up conditions open; you should be able to make your planet's defence network look however you want. Many gamers will already have impressive scenery pieces that you will naturally want to use for games of Planetstrike, but we can't possibly legislate for every bunker and building already out there, so we're leaving it up to you to define your own personalised creations. There is some great advice about creating your own buildings in the Warhammer 40,000 rulebook. Better still, you can use the rules for the scenery pieces featured later as a template, and just adapt them to fit your own terrain.

Despite the fact that they usually bristle with heavy weapons, **the terrain pieces used by the defender in a Planetstrike game do not cost any points from your army's points allowance.** The terrain is free to your army and you're free to have as much or as little of it as you like – just remember that the roles may well be reversed next time around! If you want a ball park figure for how many guns are appropriate per building, use the terrain featured in this book as a guideline and you won't go far wrong.
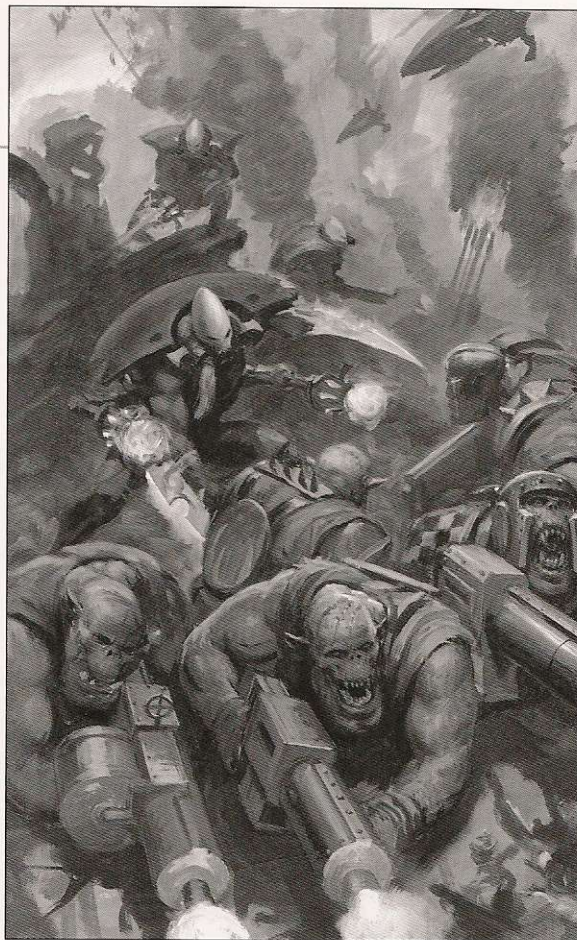
5. DETERMINE OBJECTIVES

The defender decides which of his terrain features count as objectives. It's best to have an odd number of objectives – that way it is easier to establish a victor at the end of the game (see below for more details).

Unlike normal games of Warhammer 40,000, any unit can claim or deny an objective, not just units of Troops. This is because the attacker needs to claim territory by whatever means he can – he can consolidate his gains with reinforcements in a later battle.

In a game of Planetstrike, it is often the case that an objective will be fought over so desperately that only a single trooper will be left standing to claim it. This is fine – even a single model may claim an objective in a Planetstrike, planting his flag amongst the corpses of the fallen. In such circumstances are true heroes born.

At the end of the game, you will need to count up who has the most objectives to see who has won. An objective can be claimed by any unit in base contact with it. **Should an objective be claimed by both sides, it automatically counts as being in the possession of the attacker,** regardless of the number

or type of models involved. This is to ensure the attacker has a good chance of victory. After all, if the defenders are still embroiled in battle with the first wave, they can't really be expected to deal with the reinforcements raining out of the skies!

So what should count as an objective? Well, for the reasons already stated we've left that decision up to you. We've left the final decision up to you, but if it helps, think of it like this: does the terrain piece have a gun? If the answer is yes, then it should probably be an objective! **Bastions and fortresses will invariably be objectives**, for example, as will defence lasers and missile batteries. A set of defence lines with a gun emplacement could also be an objective should you wish. On the other hand, a foetid bog or razor-wire fence is unlikely to be of any real importance – it's difficult to repel an invasion with such things. Not impossible, admittedly, but most people would choose a quad-gun over a quagmire any day.

Remember it is important to determine the boundaries of each objective before the game starts. Because you need to have your models in base contact with the objectives in order to claim victory, such considerations will be crucial at the end of the game.
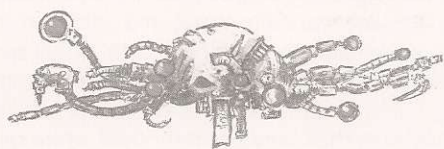
6. ATTACKER PREPARES INVASION

In a planetary invasion, the attackers will do everything in their power to strike fast and hard at the enemy's vital defences, regardless of the cost in life. Caution and prudence are replaced with desperation and heroism, and insane risks are a matter of course – there can be no half measures when the fate of a world is at stake. Your troops might descend from the skies upon grav-chutes, plummet downwards in tentacled sacs, uncloak a hologrammatic field, step through a hidden portal from the Eldar webway, corkscrew from a low cloud bank upon crude rokkit packs, teleport into the thick of the action, emerge from the Warp after some terrible great ritual, ride a harnessed asteroid into the ground below or coalesce from the waking dreams of a terrified defender. The methods of invasion are countless.

To represent this, previously earthbound troops can Deep Strike into play. The invader can deploy not only his infantry in this way, but also his most powerful close combat troops and even monstrous creatures! Imagine the look of consternation on the face of the defender when an Avatar of Khaine or Carnifex bursts out onto the battlefield a few strides away from his defence lines.

Several types of unit have the option to Deep Strike into the thick of things. **Infantry, jump infantry, jetbikes and monstrous creatures can all Deep Strike in a game of Planetstrike.** This is a fundamental difference from usual games of Warhammer 40,000, enabling you to plummet into the action and get on with the serious business of wresting objectives from the foe straight away. It's a good idea to familiarise yourself with which units in your army can take advantage of this rule and plan your grand strategy accordingly.

Not all of the attacker's units can pile straight into the fight – heavier units, such as tanks, must be deployed in a 'drop zone'. A drop zone is where the attacker's support units make planetfall in bulk landers, drop-ships or their equivalent a few kilometres from the battlefield. **Once the defender has set up his terrain, the attacker chooses which table edge is nearest to his drop zone.** Nominate any table edge. Whenever the attacker rolls for a bike, beast, cavalry, vehicle or artillery unit to turn up from reserve, it is from this table edge that the units enter play. Mark such units on your army roster with 'DZ' if it helps you to remember.

DEPLOYING ATTACKING UNITS SUMMARY
Units that always enter play from the drop zone:
- Vehicles
- Bikes
- Artillery
- Beasts
- Cavalry

Units that may either enter play from the drop zone or by Deep Strike:
- Infantry
- Jump Infantry
- Monstrous Creatures
- Jetbikes
- Vehicles that have the Deep Strike special rule.

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7. DETERMINE STRATAGEMS

Determine which Planetstrike stratagems you intend to use. Feel free to skip this entire step for your first few games – stratagems are great fun and make the game more exciting, but games of Planetstrike work just fine without them.

We have supplied so many Planetstrike stratagems that they have their own section of the book, starting on page 33. They are divided into attacker stratagems and defender stratagems, so each side gets a veritable arsenal of devious tricks and power plays to unleash upon his opponent. There are even race-specific stratagems that only certain armies can utilise.

8. DEFENDER DEPLOYS FORCES

The stage has been set, now it's time to introduce the cast. It's the defender's planet, so he may now deploy his units anywhere on the board (he can keep some in reserve if he wishes – see below). Perhaps the defender will concentrate his military strength on protecting one objective above all else, or spread his forces wide so that he can react to any threat.

Naturally, the defender can deploy his units within buildings. We discuss terrain in greater depth later in this section, but essentially it's just like a normal game of Warhammer 40,000 – buildings are essentially immobile vehicles that can be occupied by either side.

The defender may keep as many of his units as he wishes in reserve. It's a good idea to have a couple of units held back to launch a counterstrike against the invaders once they have made planetfall. Units that you have kept in reserve cannot be affected by the attacker's preliminary bombardment (known as a firestorm), so they will enter play at full strength. Note that in games of Planetstrike the Scout and Infiltrate special rules confer no special benefits when deploying, but still allow units to Outflank as normal. This represents forces from elsewhere on the planet scrambling to the warzone as fast as they can.

9. ATTACKER LAUNCHES FIRESTORM

The attacker now gets to launch his firestorm against the defender's troops – a preliminary bombardment that peppers the battlefield with great smoking craters. **After the defender has deployed, the attacker may make a number of firestorm attacks anywhere upon the table.** This number is determined by rolling a D6 and adding the number of objectives being used (for example, in a game with 3 objectives, the attacker would get to place D6+3 large blast markers to represent his firestorm attacks). Roll for scatter as normal, but you may never adjust the scatter roll with Ballistic Skill – these munitions are being dropped from low orbit, after all. An incoming firestorm makes plenty of noise, sending ground troops running for cover, so if there is doubt about whether a unit is allowed a cover save from a firestorm attack, err on the side of the defender. Each firestorm attack has the profile below:

	Range	Str	AP	Special
Firestorm	N/A	9	3	Ordnance 1, Barrage

Morale tests are never caused by a firestorm. However, Pinning tests are caused as usual, and units that 'go to ground' will be pinned for the first turn – they are assumed to have dived into foxholes or run for cover.

Any template that lands wholly over open ground and does not hit any models or terrain may be replaced by a crater at the attacker's discretion. This crater remains in place for the rest of the game. Now you're ready to...

10. LAUNCH THE PLANETSTRIKE!

The attacker takes the first turn. Let battle commence!

TOTAL WAR

Planetstrike is a game about the invasions of entire planets, death from above and carnage on an epic scale. Get used to it – people are going to get hurt. There will be times when template after template rains down upon the defender's troops, when burning spacecraft careen into his defence networks and alien monstrosities pile into his inner sanctums without a second's respite. Conversely there will be times when the attacker's best units are caught by the fury of massive weapon batteries and whole units are removed from play before they've had a chance to even twitch their trigger fingers. Planetary invasions are not for the squeamish, and destruction will reign from the very beginning of the game. Still, whatever role you take, you will have ample opportunity for revenge!

MISSION SPECIAL RULES

Invading a planet is a very different business to fighting a ground war. To represent this we use special rules that allow us to simulate the lightning raids and desperate defences typical of a planetary invasion. The following rules are always used in games of Planetstrike, regardless of mission.

SHOCK TACTICS

A planetary invasion is a desperate battle for supremacy where ground taken is more important than lives lost and the invaders rain down their forces directly upon the defence networks of the foe. The **Deep Strike** rule is always used in games of Planetstrike, with the following modifications:

- **The attacker may always choose to deploy his infantry, jump infantry, jetbikes, monstrous creatures, and vehicles with the Deep Strike rule by Deep Strike.**

- **Attacking units with the Deep Strike special rule in their unit entry may assault the turn they enter play**, providing that they fulfil all the normal criteria for an assault (within assault range, for example). Note that units that enter play from a deep striking vehicle do not count! For example, because it has the Deep Strike special rule in its unit entry, a Space Marine Assault Squad could both shoot its bolt pistols and launch an assault the turn it enters play. A Space Marine Tactical Squad could shoot, but not assault, because it does not have the Deep Strike rule.

SCRAMBLE!

In a planetary invasion, speed is of the essence. The **Reserves** rule is always used in a game of Planetstrike, with the following exceptions. **All attacking units must start the game in reserve –** none of the attacker's units will start on-table at all. Instead the attacker's units enter play either by Deep Strike as noted above, or by coming into play from the table edge the attacker has designated as his drop zone. Units held in reserve, be they attacker or defender, use the following table to determine when they enter play:

Reserves arrive on:	Turn 1	Turn 2	Turn 3
	3+	2+	Automatically

Note that the attacker's reserves enter play either by Deep Strike or from the designated drop zone, whereas the defender's reserves can enter play from a random board edge. Defending units use the normal Deep Strike rules. All other defending units roll on the following chart when they enter play from reserve:

D6 Roll	Defending unit enters play:
1-2	From the table edge opposite the attacker's drop zone.
3-4	From any table edge touching the attacker's drop zone (defender's choice).
5-6	From the attacker's drop zone.

"The skies themselves burn, and we burn with them, yet we fight on.
This is our planet and ours alone."

– Vladimir Rex, Castellan of Hellhive Crag

1) PLANETFALL MISSION

A Planetfall is the archetypical Planetstrike game, allowing you to enact the devastating and tense war for supremacy as the invaders attempt to establish a military presence upon the planet. The very first invaders to make planetfall are usually the ones at the most risk, and because of this they are amongst the best troopers at the invading commander's disposal, so expect a lot of casualties on both sides!

A Planetfall mission is also the ideal way to kick off a longer campaign, battling through the missions detailed later in this book to their cataclysmic climax.

ATTACKER'S OVERVIEW

You have been given the coordinates of the most vital part of the enemy defences – slaughter the foe and take the fortifications for yourself.

DEFENDER'S OVERVIEW

Your defence line is under attack! Protect your fortifications and punish the invaders for their insolence, regardless of the cost in lives.

SPECIAL RULES

A Planetfall mission uses the Shock Tactics and Scramble! special rules detailed on the previous page.

ENDING THE GAME

A Planetfall mission lasts a random number of turns – between five and seven. At the end of game turn 5, a player must roll a dice. On a 1-2 the game ends immediately, on a 3+ game turn 6 is played. If this is the case, a player will roll another dice at the end of game turn 6, and this time on a 4+ the game continues and game turn 7 is played. At the end of game turn 7, the game ends automatically.

As soon as the game ends and before working out who controls which objectives, all units that are falling back are removed and count as destroyed.

DETERMINING THE VICTOR

The attacker must take as much terrain as he can from the defender. The defender must hold his ground at all costs. At the end of the game, determine who controls each objective as follows:

- A defending unit controls an objective if it is in base contact with that objective and no attacking units are in base contact with that objective.

- An attacking unit controls an objective if it is in base contact with it, regardless of the presence of enemy troops.

- The player with the most objectives under his control is the victor.

If a unit is in base contact with more than one objective, the owning player must choose which objective it is attempting to control.

Down to the Wire: If the players control an equal number of objectives, then each player recieves one 'kill point' for each enemy unit that has been completely destroyed. If a character has a retinue, the character and his unit are worth 1 kill point each. The player with the highest total of kill points wins. If the players have the same total of kill points, the game is a draw – clearly a rematch is in order!

SCORING UNITS

Unlike in a normal game of Warhammer 40,000, all units count as scoring units, regardless of type.
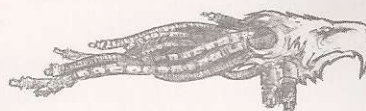
WIPEOUT!

Regardless of all other victory conditions, if at the end of the game your enemy has no units left on the table, you win the game!

LINE OF RETREAT

Units that are forced to fall back will do so towards the nearest board edge, using the normal fall back rules. This represents them attempting to get away from the nightmarish struggle that is unfolding all around them.

ANCIENT BATTLEFIELDS

Players who collect alien or daemonic armies might find themselves naturally gravitating towards the role of the attacker in a game of Planetstrike. After all, why would their super-advanced alien troopers or nightmarish beasts be defending crude Imperial bastions and defence lines?

The answer is simple. Many of the strongholds used in a Planetstrike are several thousand years old, and have changed hands time and time again as war rages across the planet. A solid building to shelter in is valuable for even the most outlandish race. Alien warriors may despise Imperial buildings, but none can deny they are built to last. That said, invasions are fought on all manner of worlds, so let your imagination and you hobby skills run wild.

The Drop Pod hit the bone fortress with the force of a meteorite. It exploded through the osseus outer wall and slammed into the gore-slicked bulwarks of the keep, the deafening boom of its impact answered by shrieks from the crimson Daemons skulking within the fortress' ribbed walls. Jets of scalding steam shot from the hull of the armoured pod, its metal flanks clanging outward and down. Squad Abriel stormed out from within, wreathed in smoke, voices raised as one, bolters aimed and hammering death into the tightly-packed Daemon-things below. The sheer speed and sudden violence of their attack had sent the enemy reeling.

Above them, on the ramparts, Assault Marines fired their jump packs and leapt in great arcs from one skull-topped tower to the next, hacking their chainswords into the Daemon sorcerers within before planting melta bombs and somersaulting backward into the fray below. A string of detonations followed them and, as if by design, the cruel jaws and jagged bone spars of the towers crashed down into the daemonic reinforcements flowing through the breach to intercept Squad Abriel. Abriel gave Sergeant Laius and his Assault Marines a curt nod of thanks before turning to empty the clip of his bolt pistol into the drooling maw of a charging Daemon. It shrieked and dissolved away into a sizzling puddle of blood. Above them the fortress itself wheezed and spat out gouts of boiling gore into the skies.

The familiar whistling scream of an incoming firestorm barrage drowned out even the thunderous chorus of Squad Abriel's bolter fire. Megatonnes of ordnance rained into the twisted fortress behind them, trapping the daemonic footsoldiers between a searing conflagration and the wrath of the Adeptus Astartes. The skies were ravaged by unnatural lightning, living electricity that seemed at war with the full-scale Drop Pod assault raining from a livid wound in the sky. Blooming clouds of deeper darkness stained the night as titanic explosions tore great holes in the screaming bone faces that passed for the fortress's wall. Thousands of pallid Daemons spilled out from each fissure as if the walls were bleeding out a tide of rancid flesh and jagged blade.

The air filled with the tang of ozone as a point of searing blue light appeared behind Sergeant Abriel, expanding to become a dome. Dark shadows took shape within, hulking figures with raised weaponry and ornate bone armour. All along the wall azure domes crackled and spat, shimmering figures coalescing inside them until forty Deathwing Terminators stood where only Daemons had dwelt before. A tide of sore-pocked Plaguebearers poured out towards them from the breached walls, but the howling Daemons were methodically torn apart by storm bolter and assault cannon fire. The Warp-spawn that had thought themselves safe in their hellish warrens were about to be proved very wrong.

PLANETSTRIKE TERRAIN

Games of Planetstrike are dominated by a fantastic selection of terrain pieces, each of which has a set of special rules. You only need to read the rules for the terrain pieces you have in your collection, feel free to skip the rest, though it's a good idea to refresh your memory about the building rules in the Warhammer 40,000 rulebook too.

BASTIONS

Bastions can take the form of anything from reinforced ferrocrete bunkers to pyramidal tombs made of living metal. Bastions are typically resilient enough to withstand an orbital bombardment, and often form the cornerstone of a planet's defence network. Many bastions are semi-autonomous, and their weapons can automatically fire upon the enemy. Bastions follow all the rules for buildings in the Warhammer 40,000 rulebook, with the addition of the following rules:

- Bastions always have an armour value of 14. They usually have fire points on at least three of their sides and an access point/door on the fourth (for an example see the Imperial Bastion opposite).

- Bastions can contain a single infantry unit of any size plus any independent character infantry that accompany them. They may not hold multiple units.

Wall-mounted weapons have a 90° arc of fire, whereas turreted weapons have a 360° arc of fire.

ATTACKING BASTIONS

As with other buildings, bastions treat stunned results as shaken results instead. An immobilised result is always treated as a weapon destroyed result (unless you've made a living bastion, an anti-grav stronghold or a bastion mounted on wheels or tracks, that is...).

Remember that units inside a bastion cannot be assaulted unless the bastion is ruined, so attackers would do well to bring some bunker-busting weaponry!

FIRING A BASTION'S GUNS

- Bastions usually have automated weapons (see opposite), all of which may fire in the Shooting phase. Each weapon may end up firing at a separate unit. Bastions are usually equipped with four automated weapons, one on each facing.

IMPERIAL BASTION WEAPON PROFILES				
	Range	Str	AP	Type
Lascannon	48"	9	2	Heavy 1
Heavy Bolter	36"	5	4	Heavy 3
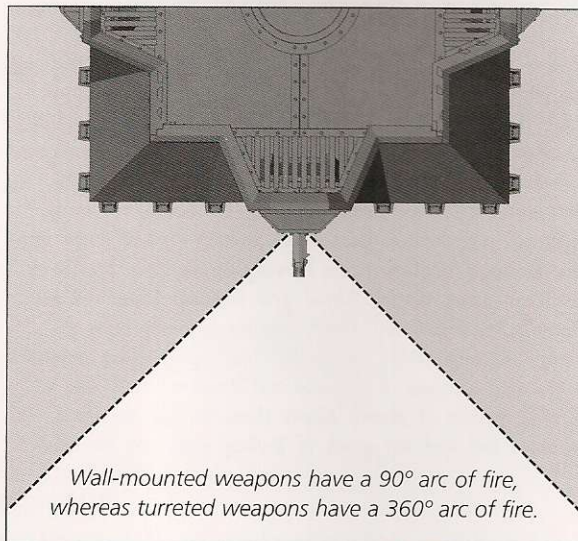
RUINED STRONGHOLDS

As the game progresses, bastions and bunkers can be wrecked or otherwise destroyed. If so, the defender must replace his stronghold with a ruin, a crater, or otherwise mark the terrain as destroyed in some manner. Instead of 'disembarking' any troops that were occupying the building, he may then place them within the ruins in any formation he wishes. The smoking remnants count as difficult and dangerous terrain. Note that a building nominated as an objective always counts as an objective, no matter how ruined it is!

KINGS OF THE CASTLE

Even though your unit may technically be inside a bastion, you might want to place your models upon the bastion's parapet purely because it looks cool. This is fine, just make sure you've informed your opponent which models are actually 'inside' the bastion and which are upon the roof. If any models are on the parapet or roof, they can fire in addition to those using firing points. They still count as being in the building though, so cannot be shot or assaulted directly. However, if a roll on the Vehicle Damage chart is made against the building whilst occupiers are on the roof, add +1 to the result.

AUTOMATED WEAPONS

Any terrain feature which has a weapon but no Ballistic Skill characteristic, such as the Imperial Bastion shown here, has automated weapons.

Automated weapons are fired at the beginning of the defender's Shooting phase, before any other weapons.

Each separate automated weapon must always target the closest visible enemy unit, using a Ballistic Skill of 2 (they're not too bright!). A terrain feature with automated weapons cannot fire those weapons if it is occupied by the attacker's models – it is assumed the invaders shut down the weapons systems opening fire on their comrades.

COMMS RELAYS

A comms relay is invaluable when coordinating the arrival of reserves. Any player with an unengaged model within 2" of a comms relay may re-roll any reserve rolls he wishes.

"Look to the skies!"
– Chapter Master Pedro Kantor

IMPERIAL BASTIONS

Imperial Bastions are near-impregnable edifices built from foot-thick ferrocrete plating and the remains of faithful Imperial servants. As they are relatively easy to construct, some Imperial planets boast networks of bastions that span entire continents.

INTERCEPTOR GUNS

Defence lines and bastions are often bolstered by heavy weapon emplacements called interceptor guns. The most common interceptor guns are quad-guns, consisting of four autocannons mounted upon a highly manoeuvrable gun platform, and Icarus-pattern lascannons, heavier versions of the weapons used by Imperial troops that are ideal for shooting down armoured targets as they attempt to land. Regardless of type, all interceptor guns use the following rules:

- Interceptor guns are rare and complex artefacts of war. The maximum number of interceptor guns the defender may field is equal to the number of objectives being used.

- An interceptor gun is an immobile artillery model with an armour value of 10 on all sides. As such, any glancing or penetrating hit will destroy the gun.

IMPERIAL QUAD-GUN
Imperial bastions often mount heavy duty quad-guns.

- An interceptor gun is an automated weapon. However, it can be fired manually if there is an unengaged infantry model within 2" of the gun. That model may fire the interceptor gun instead of his own weapon, in which case the gun uses all the normal shooting rules.

- Quad-guns usually mount four autocannons, whereas Icarus-pattern lascannons mount a single super-charged lascannon able to engage targets at extreme range. Their profiles are as follows:

	Range	Str	AP	Type
Quad-gun	48"	7	4	Heavy 4 Twin-linked Interceptor
Icarus Lascannon	96"	9	2	Heavy 1, Interceptor

Interceptor: Interceptor guns are designed to shoot incoming drop troops. Instead of firing in the Shooting phase, at the end of the enemy Movement phase each gun with the Interceptor special rule may fire once at any one unit that has deployed by Deep Strike within their range and line of sight. This can include units deployed by a vehicle with the Deep Strike rule. The free shot can cause Morale tests as normal. If this rule is used the gun will not fire in the next player turn.

Mounted Guns: Should an interceptor gun be mounted upon a bastion, the gun becomes an automated weapon as described on the previous page, though its profile remains the same. Such a weapon cannot be targeted independently but can be affected by rolls on the Vehicle Damage chart.

DEFENCE LINES

Defence lines are built from crenellated shield sections that link together into a solid shieldwall. The most common type of defence line comprises two such walls back-to-back.

- Defence lines provide a 4+ cover save.

- Any unit going to ground behind a defence line gains +2 to its cover save instead of the usual +1.

- For the purposes of assault, models that are in base contact with a defence line and within 2" of each other are treated as being in base contact. Despite the fact the models on either side are not literally in base contact, the combatants will fight across the defence line nonetheless.

IMPERIAL AEGIS LINE
Aegis lines can be built and deployed at great speed, lending them the nickname 'instant fortresses'.

IMPERIAL SKYSHIELD LANDING PAD
This Skyshield landing pad, shown here with shields unfurled, is an invaluable asset when rapidly deploying specialised troops.

LANDING PADS

Landing pads are launch bases used by flight-capable craft to unload or evacuate troops and vital personnel. The Skyshield landing pad used by the Imperial Navy, though originally purpose-built to accommodate Valkyrie and Vendetta gunships, is robust enough to serve even the Thunderhawks of the Adeptus Astartes. Pilots will take any opportunity to refuel or deploy passengers upon a Skyshield, for each landing pad has field generators that protect the craft and its crew from incoming fire as they achieve combat readiness.

"Emperor's Teeth, those pads are useful, especially when you're under fire. Still, all part of a day's work for us flyboys..."

– Helmsman Kainitt, the Saviour of Subterra

A landing pad has an armour value of 13 on all sides. It is only affected by destroyed results – replace the landing pad with rubble if it is destroyed. The landing pad is held aloft by four support struts which have ladders upon their interior sides. Units may therefore ascend and descend from each support strut by taking a difficult terrain test – they need a result of 3 or better to successfully move up or down a level.

ALTERING THE LANDING PAD'S CONFIGURATION

A landing pad has two configurations: shielded and unfurled. In the case of the Skyshield, its crenellations are raised when shielded, but an Eldar landing pad might activate a shimmering force field instead.

A player that has an unengaged non-vehicle model in base contact with any part of the landing pad may switch its configuration from shielded to unfurled (or vice versa) at the beginning of their Movement phase. If there are models from both sides in base contact with the landing pad, its configuration may not be altered.

Shielded: If a landing pad is shielded, then during the Shooting phase it confers a 4+ invulnerable save to any model upon the landing pad itself. This represents its powerful refractor force field. Vehicles may still land upon a shielded landing pad and embark/disembark passengers without hindrance.

Unfurled: An unfurled landing pad has its shields switched off. A landing pad does not provide an invulnerable save when unfurled. However, because it is even easier to land a craft upon a pad that has its shields down, if the landing pad is unfurled when a vehicle with a transport capacity sets down upon it that vehicle's passengers may disembark freely, no matter how fast the vehicle moved that turn.

INDOMITABLE FORTRESSES

Indomitable fortresses are towering bulwarks against the ravages of planetary invasion. An indomitable fortress may take the form of giant rusted gatehouse with a jagged metal jaw, the wraithbone facade of an Eldar war-shrine, a growling citadel of sentient bone or a hundred other shapes. One thing is usually held in common – each mounts a fearsome array of weapons.

An indomitable fortress is a special type of bastion, albeit far bigger and more powerful. It follows the same rules as a bastion with the following exceptions:

- The fortress is divided roughly into sections, usually comprising a main tower and two or more bunker annexes. Each section has an Armour Value of 14.
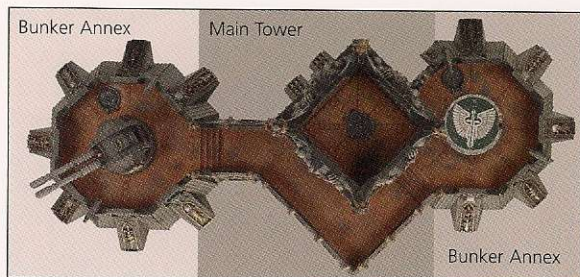
- Each section may hold an infantry unit of any size and any independent characters that accompany them.

- Each section of the fortress is treated as a separate bastion when rolling on the Vehicle Damage chart.

- Each bunker annex has six fire points.

- Each bunker annex counts as an objective, as does the main tower.

- Access into and out of the fortress is only possible through its single door, located at the base of the main tower.

- Due to the fortress's extensive crypts and subterranean access corridors, units may move to and from any section of the fortress in a single Movement phase.

ATTACKING THE FORTRESS

- Each section of the fortress is treated as a separate target for the purposes of allocating attacks. A player shooting at a fortress must declare which section he is targeting before rolling To Hit.

- Sections of the fortress that are not ruined may not be entered if they contain any enemy models.

FIRING THE FORTRESS'S GUNS

Automated Weaponry: Just like the bastion, an indomitable fortress usually has four automated heavy weapons. A fortress often has automated weapons built into their bunker annexes; heavy-duty silos and lascannon turrets that can bring potential invaders crashing **down** to earth. An indomitable fortress has automated weapons with the profile below:

	Range	Str	AP	Type
Heavy Bolter	36"	5	4	Heavy 3
Missile Silo	18-96"	8	3	Heavy 1, Ordnance, Barrage, Interceptor
Lascannon	48"	9	2	Heavy 1, Twin-linked, Interceptor

SPECIAL RULES

**Interceptor:** See the interceptor gun rules on page 18.

"They believe we are at their mercy, Captain. Shall we begin the lesson?"

– Sergeant Glauco Ezrael, Castellan of the Dark Bulwark

FORTRESS OF REDEMPTION

The most common type of indomitable fortress is known as the Fortress of Redemption, first used by the Dark Angels of the Adeptus Astartes. Since the days of the Great Crusade these unyielding fortresses have been an invaluable asset in the war against disorder.
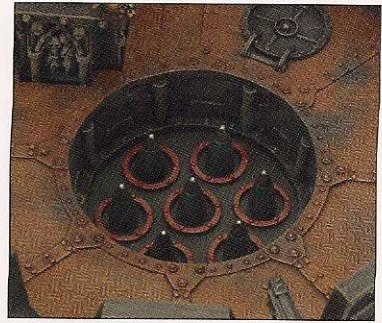
The missile silos of the Fortress of Redemption can take a horrendous toll on enemy reinforcements and even engage ships in low orbit.

Dark Angels Space Marines defend the Fortress of Redemption from World Eaters Chaos Space Marines.

The Battlesuit force of Commander Shadowsun secures a Skyshield landing pad while grav-tanks bring in more Tau reinforcements.

Cadian Shock Troopers man a heavily fortified strongpoint.

The Imperial Bastion kit is both versatile and modular. By using two Bastion kits, you can build a two-storey bastion (shown opposite) and a smaller bunker-style bastion to go with it (shown above). By combining even more kits, you could make your own indomitable fortress, the walls of a planetary governor's palace, a giant bastion, a crashed Strike Cruiser or even an entire fortified city!

Imperial Guard from the death world of Catachan man a lonely jungle outpost.

Sisters of Battle prepare to defend the walls of their basilica-city from invasion.

COMBINING BASTIONS

Many players like to leave each 'storey' separate from the next, deliberately leaving them unglued so that they can mix and match their terrain. Some players like to remove the upper storeys of their bastions if they are destroyed during the game, leaving the base in place to represent rubble. If you plan to use either of these techniques, it's a good idea to use some blu-tac to hold each level in place during play – much better than staging an accidental earthquake mid-game!

USING THIS TERRAIN IN OTHER GAMES

It would be a crime not to use the terrain kits showcased in this book in your normal games of Warhammer 40,000 and in its expansions such as Apocalypse and Cities of Death. It's up to you whether you incorporate the terrain rules printed here into those games, though it might be best if you follow the suggestions in the Buildings section of the Warhammer 40,000 rulebook and treat all gun emplacements as having long fallen into disrepair.

> "Shield the mind with ignorance, the soul with faith, and the body with rockcrete and steel."
>
> – Commissar Hirtz of Cadia

A LOW-DOWN DIRTY TRICK

The Imperial Bastion kit includes a rather nifty escape hatch. You can use this as simple drop-down terrain or employ it using the Escape Hatch stratagem on page 37. Just remember to enjoy the look on your opponent's face when one of your units, formerly shut away in their bastion, plunges into the fray!

SCRATCH-BUILT TERRAIN

Not all of the people reading this will be satisfied to use Imperial terrain when they are using their defending army. We realise that there are hordes of hobbyists out there that prefer to theme their terrain to their force. With such a broad spectrum of armies available to the collector, and the limitless imagination of our readers, we cannot possibly legislate for all the weird and wonderful buildings you may have in your collection, let alone those you may be inspired to build after reading this supplement. And a good thing too – we want to encourage our players to be creative, not trammel them with restrictive rules.

Shown above is a good example of scratch-built terrain. It is an Eldar bastion scratch-built from little more than the top of a plastic juice bottle, some wooden offcuts and several pieces of plasticard. Reasoning that heavy bolters and lascannons would ruin the Eldar theme, the bastion's creator, Chris, instead attached several twin-linked shuriken catapults to the upper story of the bastion. It's perfectly fine to theme your terrain in this way, using roughly analogous weaponry in place of standard Imperial weaponry – a Tau player might use burst cannon instead of heavy bolters, and railguns instead of lascannons. Most opponents will be fine with Chris using his shuriken catapults as his automated weapons; after all they are in the same ball park as heavy bolters (if anything they are a bit worse due to their short range, but don't tell Chris!). Though the Eldar bastion does not have any interceptor cannon, the antenna array atop it represents a sophisticated comms relay. Chris's creation fulfils the same role as a normal bastion, and any hobbyist would be proud to have such a piece in his collection.

INTO THE BREACH!

Ultramarines Dreadnoughts smash their way through a fortress wall with seismic hammers and chainfists. The wall itself is made from parts of the Citadel Mighty Fortress kit, which can be a great starting point for defenders who want to build their own indomitable fortress.

CUSTOMISING IMPERIAL TERRAIN

Some players will jump at the chance to customise the terrain kits produced by Games Workshop so that they look more appropriate to the army they collect. Here we see a heavily 'Orkified' Imperial Bastion, its heavy bolters replaced with big shootas. The comms relay is simply a shouting post from which the Ork leaders can bellow their orders! Projects like this are a great excuse to really cut loose and create something unique to your own collection.

A good rifle through any Mek's bits box should turn up plenty of armour plates and glyphs with which to decorate your own bastions.

FIELDS OF BATTLE

On the following pages are examples of two terrain set-ups popular amongst experienced Planetstrike players. These are a great place to start if you're new to the game and just want to get on with killing stuff. Each set-up has its own strengths and weaknesses; only by playing a game with such a terrain configuration can you really find out which is the one for you. Of course, the defender gets to arrange the terrain as he wishes, so feel free to modify these suggested set-ups as you go.

EXAMPLE 1: CASTLE

Defending a Castle Formation: The Castle deployment pattern is ideal for your first game of Planetstrike. There is only one bastion on the board, and it forms the only objective for the game. This is a good place to start as the game will be very focused and easy to understand. Whoever is in control of the bastion at the end of the game is the winner.

Note that the defence lines are arranged around the bastion to slow the attacker's troops down as he attempts to close in – the defender is ensuring that the attacker has to make plenty of difficult terrain tests if he wants to assault the bastion. The defender's units are deployed behind the Aegis lines. Their mission is simple: to stop the attacker's forces at all costs.

Attacking a Castle Formation: The attacker must hammer into the bastion as hard as he can with every weapon at his disposal – casualties are of no importance, so long as he has his models in base contact with the bastion when the game ends. A last-minute rush from the attacker's most mobile units in the latter half of the game could win him victory despite any early losses.

The defenders have deployed in relatively close formation, and hence the Tau player is unwilling to deploy his troops straight into the centre of the board – to do so would risk his units having to roll on the dreaded Deep Strike Mishap table!

The Tau player plans to concentrate his fire upon a section of the enemy's defence in the hope that he can exploit the breach in the later game.

Only when the bastion is destroyed and the battlelines open wide will the Tau player move in with his forward elements, hoping to snatch victory at the eleventh hour.

EXAMPLE 2: CROSSFIRE

Defending a Crossfire Formation: A Crossfire formation is a little more complex but provides far more opportunities for the defending player to mow down the attacker whilst he makes his way across no-man's-land. There are two defensible positions in a Crossfire set-up, and they are set up at opposite ends of the board. Note that the defence lines are set up to protect the defensible positions, using the board corners to restrict the access routes available to the attacker. Remember that he may choose any board edge as his drop zone, though, so it is wise to protect all sides of your strongholds.

The theory is that the attacker, wary of his troops deep striking onto the defending troops or scattering off the table edge, will be forced to deploy in no-man's-land, allowing you to catch him in the teeth of a lethal crossfire. Furthermore, if he takes one of your strongholds, he's got a long and deadly walk to claim the other!

Attacking a Crossfire Formation: Cracking a Crossfire formation is a tall order. You really need to get stuck in as early as possible and take one of the strongholds as quickly as you can – preferably one with a comms relay so that your reserves come in when and where you want them to.

Choose a drop zone near one of the strongholds so your bunker-busting weaponry can get into range as quickly as possible – after all, you can't assault a bastion or fortress until that building has been reduced to a wreck, and that's the only way you'll get the defenders out of there. Try to divide your force and plan your assault in two sections. Once you have one stronghold in your clutches, you don't need to take the other bastion for a win, merely to have your models in base contact with it.

The Howling Griffons infantry has been deployed in opposite corners of the board, forcing the Red Corsairs to split their force if they want to achieve a victory.

Once the attacking Red Corsairs have committed their units, the Howling Griffons in reserve will pounce upon the invaders when they are at their most vulnerable.

The Red Corsairs are concentrating their efforts on one objective. Once this has been secured, they hope to make a last-ditch dash for victory with their highly mobile squads of Chaos Bikers.

THE DOOM OF GORGO

This epic spectacle shows the Tyranids of Hive Fleet
Leviathan swarming across the Imperial world of
Gorgo. Though Gorgo is garrisoned by the mighty
Cadian 23rd, known amongst their battlegroup as
the Lucky Dogs, the sheer number of Tyranid
invaders pouring across Gorgo's plains is a truly
daunting sight.
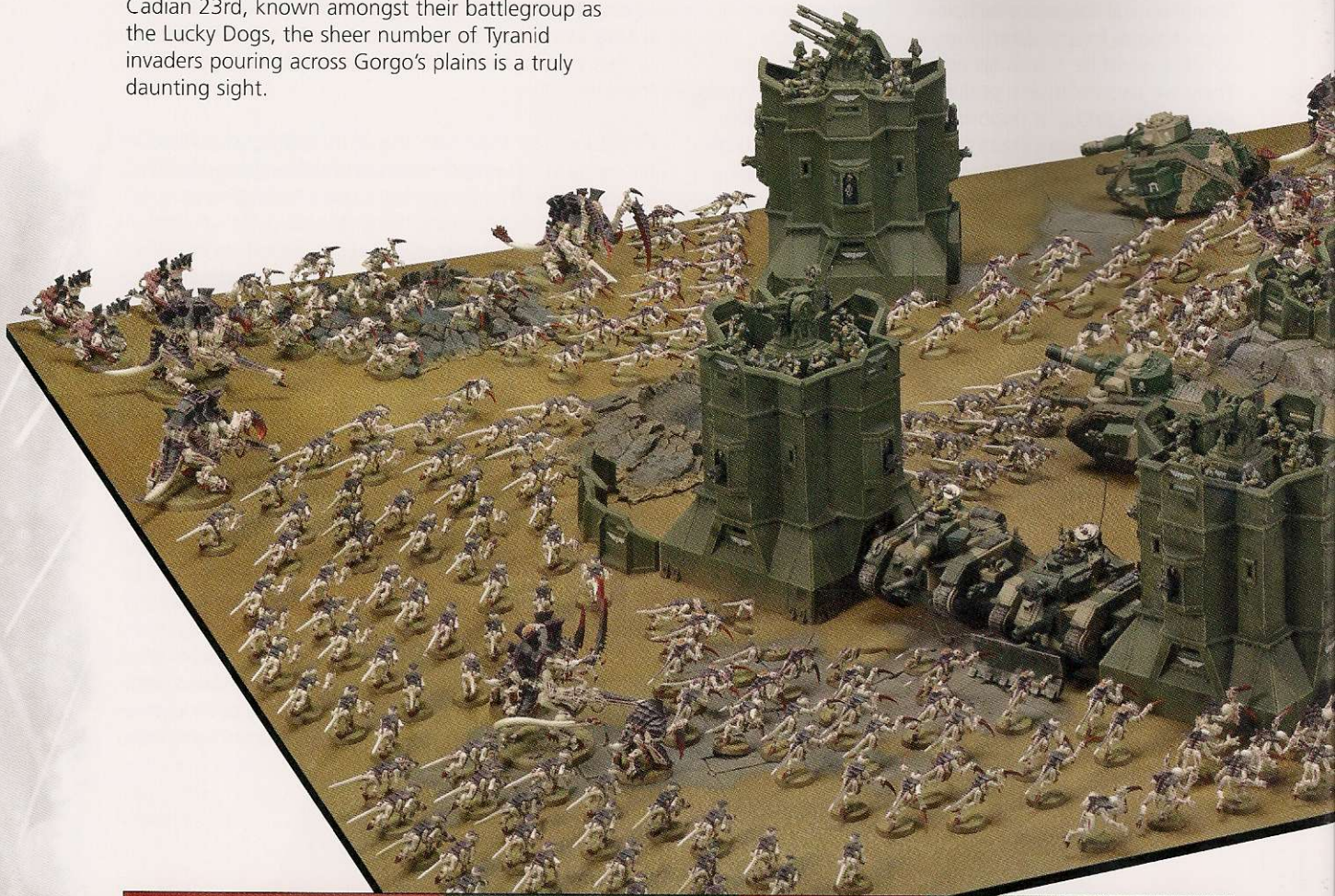
Though you do not need this much terrain to play a game of Planetstrike, the most spectacular games are always the most memorable! All of the scenery shown here, including the board itself, is Citadel terrain.
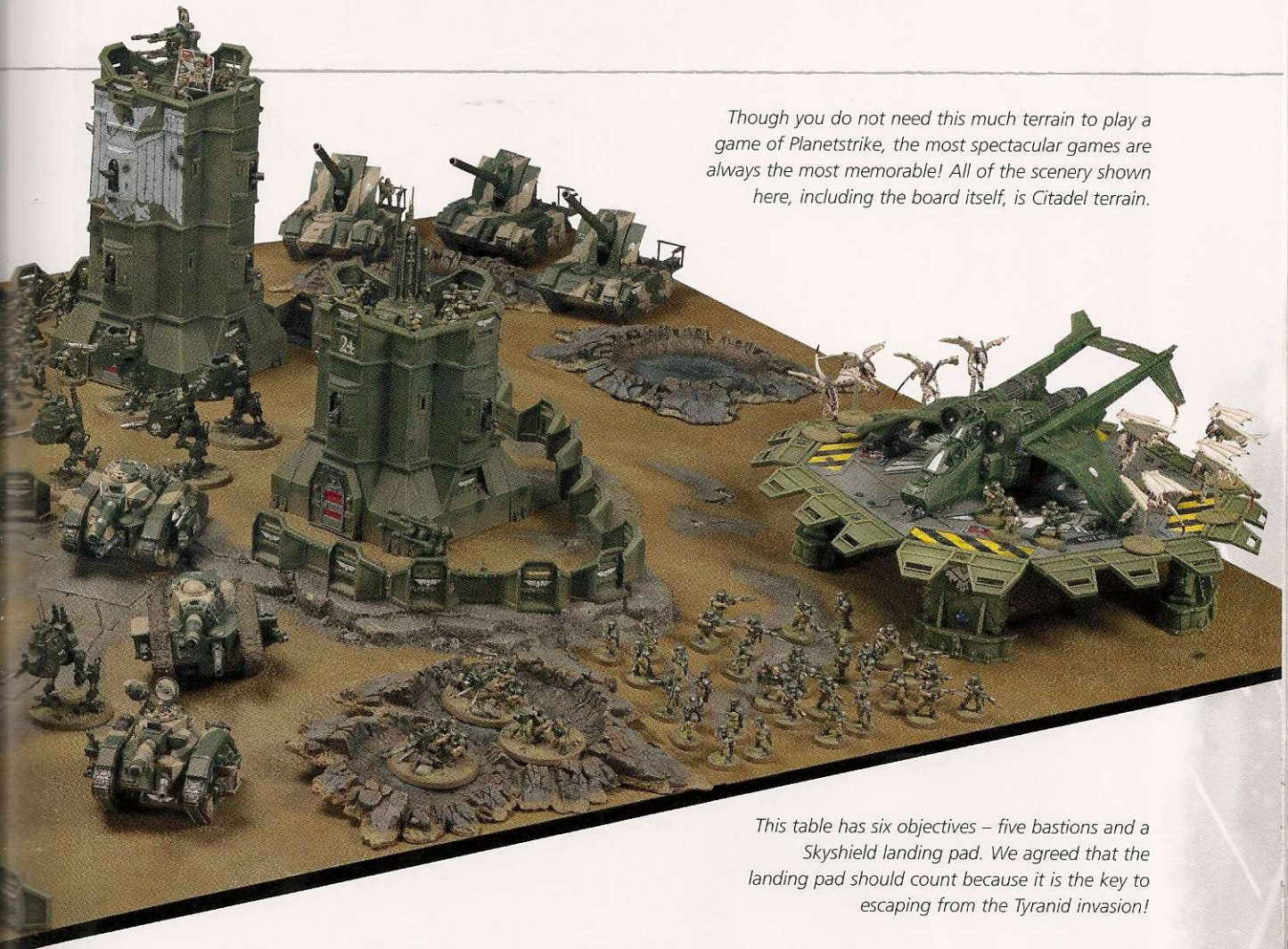
This table has six objectives – five bastions and a Skyshield landing pad. We agreed that the landing pad should count because it is the key to escaping from the Tyranid invasion!

The Ultramarines invaders conquer the rooftops, only to face an Ork ambush!

STRATAGEMS

Planetstrike stratagems represent such things as special terrain pieces, items of wargear or mission special rules that are great fun to use and allow you a distinct in-game advantage over your opponent. Although their use is not compulsory, these cunning tactics and dirty tricks add an entirely new aspect to your battles. Once you've got the hang of the Planetstrike game you should feel free to use the stratagems listed here.

Not all stratagems are available for use by all players, however. Some stratagems are specifically intended for use by attacking players, whereas others are tailored for the needs of the defender. Some of the stratagems presented here are even more exclusive – they are only useable by specific races, allowing devious tactics that can best represent the army that you have collected.

STRATAGEM POINTS

Some stratagems allow access to more devastating effects than others, and hence in Planetstrike we use a simple points system to ensure that each player has a roughly equivalent amount of doom to unleash upon the other. The subtlest or most situational stratagems, such as the Command Centre, will cost a single stratagem point. The most devastating, such as the Meteor Strike, may cost as many as four stratagem points.

The players must agree on how many stratagem points are available to them, before choosing stratagems with values that add up to that number of stratagem points. **Each player has one stratagem point per objective on the table.** As stratagems cost different amounts of points, one player could have several low-level stratagems, whereas his opponent could have one seriously heavy-duty stratagem of roughly equal worth. **Each stratagem may only be chosen once.** These stratagem points are separate from the points paid for your units, and hence they may be taken in addition to your army. You can choose which stratagems you will use in conjunction with your army list, or you might choose them at the last minute after you have seen how the land lies – it's up to you.

"Er...Boss? Remember on Borsk when da sky caught fire and we saw them comet-fings with da Emperor's Boyz in 'em? Well, here they come again..."

– Grudley, assistant Grot to Big Mek Ognutz

DECLARING THE USE OF STRATAGEMS

Players declare the use of their stratagems when stated in the appropriate stratagem entry. For instance, a player who has chosen the Command Centre (a pre-game stratagem) would declare it before the game, whereas a player with a Drop-Bastion, an in-game stratagem, would only declare it during play – usually at a dramatic moment!

Pre-game stratagems are declared after terrain is set up but before the defender deploys his forces. If both players have pre-game stratagems, then after the defender has set up his terrain, both players roll a D6, and the player that rolls highest chooses whether to declare first or second. Both players then take it in turns to declare the use of their pre-game stratagems, placing any appropriate markers or terrain pieces on the table as they do so, or indicating the unit or units to which the stratagem relates.

REPRESENTING STRATAGEMS

Players can use anything from handwritten labels to specially modelled pieces of terrain to represent their stratagems. For example, had you chosen the Ammunition Store stratagem you might simply write a note upon a scrap of paper and place this in the stronghold you intend to bolster. If you were feeling more adventurous, you could model a small pile of crates on a scenic base and use that instead. You might even want to personalise one of your terrain pieces to represent a favourite stratagem, perhaps featuring stockpiles of crates, shells and power cells.

Players are encouraged to imagine how they might represent stratagems in line with the background of their own army. A Command Centre for a Tyranid army would be very different to one used by the Imperium – probably some vile antennae-waving Hivebeast – but a Tyranid player could use that stratagem just the same.

GETTING STARTED

The cheapest stratagems are first in the list and also the simplest, so if this is your first time using the stratagems system, why not pick something simple like an Ammunition Store that allows you re-rolls To Hit and work up to the more devastating stratagems in subsequent games? Basically, get rolling some dice!

DEFENCE STRATAGEMS

These stratagems are only available to the defending player. They help the defenders of the planet repel the invaders by bolstering their fortifications, setting up powerful force fields or even dropping in more defences as the game progresses.

Defence stratagems are practical and robust, tending toward reinforcement and (you guessed it) defence. Attack stratagems are far more aggressive, and tend toward the more bizarre and devastating effects seen on the battlefields of the 41st Millennium.

STRONGHOLD STRATAGEMS

Many strongholds serve a specific function, from power distribution nodes to sophisticated command structures. The stronghold stratagems each upgrade a defended position with a special rule or two, which may benefit friendly troops manning that position or even the building itself. These stratagems are most commonly applied to bastions, but may also be applied to other buildings in the defender's collection. If a building consists of several sections, choose to which section the stratagem applies before the stratagem is declared.

Stronghold stratagems may never be used by your opponent, even if he manages to dig out the defenders and occupy the stronghold himself. If a building upgraded with these stratagems suffers a destroyed result, its stratagems cease to apply.

STRATAGEMS SUMMARY

DEFENCE

STRONGHOLD
- Ammunition Store
- Command Centre
- Power Generator
- Sacred Ground
- Imposing Edifices
- Turreted Stronghold
- Void Shield
- Fortified Stronghold

OBSTACLE
- Krak Attack
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DIRTY TRICKS
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- Smoke Shield
- Supply Drop
- Sustained Assault
- Stasis Bomb
- Terror Tactics
- Laserburn
- Planetquake Bomb
- Meteor Strike

Ammunition Store   **Stratagem Points: 1**
When declared: Pre-game
Extra crates of ammunition have been stacked within the strongholds on the front line, ready to be distributed to nearby warriors and weapon systems. A unit with ready access to such a stash is able to fire with wanton abandon, relaxing fire discipline and unleashing a withering hail of bullets at the invaders.

- The ammunition store may be used once per turn in the defender's Shooting phase.

- After rolling To Hit, a single unit occupying the building may re-roll any failed To Hit rolls.

Command Centre   **Stratagem Points: 1**
When declared: Pre-game
The defence line includes a command centre with which to coordinate the repulsion of the invader's forces. This might be a communications node attached to the upper storeys of a stronghold, or a cogitator bank that aids the control of nearby friendly forces.

- The command centre grants the Counter-Attack special rule to all friendly units within 6".

Power Generator   **Stratagem Points: 1**
When declared: Pre-game
Many races provide their forces with prefabricated power sources, or patch into conduits within the stronghold itself. These are used to drive autoloaders and power feeds to their maximum capacity, or to overcharge laser-based weaponry, allowing all types of weapons to sustain a prodigious rate of fire.

- The power generator may be used once per turn in the defender's Shooting phase.

- After rolling To Wound, a single unit occupying the building may re-roll any failed To Wound rolls.

Sacred Ground   **Stratagem Points: 1**
When declared: Pre-game
Some strongholds are deemed by their defenders to be especially significant. They may be the location of the last stand of an Imperial saint, a larval chamber for a new breed of Tyranid, or house the sarcophagus of a still-slumbering Necron Lord.

- Sacred ground grants the Fearless special rule to the defending unit closest to the building (excepting any occupiers, as they cannot be targeted independently until the building is destroyed).

Imposing Edifices   Stratagem Points: 2
When declared: Pre-game

Fully aware of the advantage to be gained by intimidating attacking troops, defenders have taken great pains over the embellishment of their strongholds. Whether because of the grisly remains of previous invaders, chaotic energy spires, psychic terror-cloaks or the mad genius of an Imperial archeotect, the defence network is a terrifying sight to behold.

- Any attacking unit wishing to launch an assault against any objective building must first pass a Morale test; if it fails, that unit may not assault at all this turn.

Turreted Stronghold:
Battle Cannon   Stratagem Points: 2
When declared: Pre-game

In addition to its usual defences the stronghold mounts a turret with a battle cannon upon it, the better to crush invaders foolish enough to make planetfall within its shadow.

- The building has an additional automated weapon atop it that has the profile below. It has a 360 degree arc of fire due to being mounted upon a turret.

	Range	Str	AP	Special
Battle Cannon	72"	8	3	Ordnance, Large Blast

Void Shield   Stratagem Points: 2
When declared: Pre-game

The stronghold houses an ancient device that can generate a localised void shield, much like those used by the god-machines of the Adeptus Titanicus.

- A void shield has an armour value of 12, and is destroyed by any glancing or penetrating hit. The void shield cannot be affected by hits from a firestorm and protects the building to which it is applied from any damage from the firestorm special rule. Until the void shield is destroyed, the stronghold cannot be harmed in any way. Assaults ignore these effects as they are within the perimeter of the void shield.

> "The battle tanks of the Valhallan 12th shall be my hammer, and the fortress of Konigsreign my anvil. Let us forge war."
>
> – Commander Chenkov of Valhalla

Fortified Stronghold   Stratagem Points: 3
When declared: Pre-game

Some strongholds have been further fortified against all forms of attack. Fortresses such as these are all but invulnerable to conventional weaponry.

- A fortified stronghold ignores the first wrecked or explodes result that is inflicted upon it.

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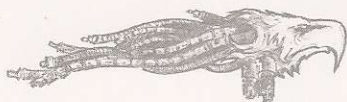
OBSTACLE STRATAGEMS

Obstacle stratagems are simple but effective, allowing the defender to cordon off various areas of the battlefield or impede the progress of the attacker's units as he attempts to attack the defender's strongholds.

Obstacles will usually be placed after the defender has set up the terrain, anywhere on the table.

Krak Attack   **Stratagem Points: 1**
When declared: Attacker's Movement phase
The defender has placed a series of teleport homers and guiding beacons across the wastes of no-man's-land, each surrounded by nests of krak grenades on hair-thin triggers. Should the enemy use these as coordinates for his planetary landing, he is in for a very nasty surprise…

- The use of this stratagem is declared when the enemy deploys one of his units by Deep Strike. That unit has fallen foul of a krak-trap. It immediately takes D6 S6 hits with an AP of 4. For the rest of the game, roll a D6 whenever an attacking unit enters play via Deep Strike. On the roll of a 1, it too has fallen foul of a krak-trap, suffering the same consequences.

Las-maze   **Stratagem Points: 1**
When declared: Pre-game
Vital strongholds are often protected by a maze of laser beams that criss-cross no-man's-land, lopping off the limbs of those careless enough to get caught in their deadly net.

- A las-maze is represented by 2D6+1 markers, each 6" long. Pieces of red cord are ideal! Each marker must touch another marker if possible, though in what manner they do so is up to the defender.

- Any non-vehicle model crossing a section of a las-maze incurs a dangerous terrain test.

Minefield   **Stratagem Points: 1**
When declared: Attacker's Shooting phase
Haste is not always the best strategy when launching an invasion. What may seem to be an innocuous patch of no-man's-land can explode upwards with devastating force, shredding the invaders and stranding them in a deadly minefield.

- A minefield may be placed when an attacker's unit opts to run. All models in the running unit must take a dangerous terrain test. The defending player may then mark a 6"x12" area on the board that must encompass as many members of the target unit as possible. This area is treated as both difficult and dangerous terrain for the rest of the game.

Trench Network   **Stratagem Points: 1**
When declared: Pre-game

As the skies roil and darken in anticipation of the coming destruction, the defender has wasted no time in digging himself in, honeycombing the land with makeshift trenches and foxholes.

- Both during the firestorm and during the first turn of the game, every defending unit in the open is considered to have a 5+ cover save, or a 4+ cover save if the unit elects to go to ground.

Drop-Pylons   **Stratagem Points: 2**
When declared: Defender's Movement phase

In extreme circumstances, modified force pylons will be dropped by a fast-moving aircraft onto the battlefield below. The weighted pylons fall straight down and embed themselves in the ground before activating, creating a defensive force field where there was open ground mere moments before.

- Drop-pylons follow the same rules as force pylons above, but they are deployed all at once during the course of the game. Place the force pylons on the board ensuring that each is within 12" of another, and then roll for scatter (this may not be adjusted or re-rolled). If a pylon comes into contact with another model or piece of scenery it is destroyed – remove it from play. Once all the pylons have made planetfall they automatically activate in the manner of force pylons, detailed below. If the imaginary line ends up being traced through an enemy unit then remove the pylon nearest that unit – it has failed to activate. By using this stratagem cannily, a defender may even be able to cage an enemy unit in a crackling force field!

Force Pylons   **Stratagem Points: 2**
When declared: Pre-game

Force pylons are stationary generator nodes that project a static perimeter of force fields. These fields prevents invaders from attacking vital installations.

- The defender places four markers to represent force pylons on the battlefield, each within 6" of another pylon. Draw an imaginary line between that pylon and the next nearest pylon – no non-vehicle unit may pass through that line, though jump infantry and jetbikes are unaffected. A unit with grenades of any kind can use them to temporarily diffuse the force field – such units are also unaffected by the pylons.

DIRTY TRICKS

There are many cunning tactics available to the resourceful defender that are not tied to the ground-based defence networks. These do not fit into any specific category, instead being listed here as dirty tricks. Well, if it were your planet being invaded, you'd pull every trick in the book and more besides!

Escape Hatch   **Stratagem Points: 1**
When declared: Defender's Movement phase

Unbeknownst to the invading forces, there lies a secret escape route out of one of the strongholds. In extremis the escape hatch can be opened and used to launch an unheralded assault upon the invaders.

- Escape hatch is a special kind of stronghold stratagem that is not declared pre-game. Choose a building at the beginning of the game and make a sneaky note of which one you have chosen. When this stratagem is declared, show your opponent the sneaky note and place an escape hatch anywhere within 18" of the chosen building. From this point onwards the escape hatch is treated exactly as an access point into the stronghold. This means that a unit in that stronghold can exit from the escape hatch and launch an assault in the same turn.

Drop-Bastion   **Stratagem Points: 3**
When declared: Defender's Movement phase
(roll as reserves)

Out of the clouds roars a gigantic lander with a large, black shape slung underneath it. As it roars overhead, the craft releases its cargo, and a new bastion thuds into the battlefield with earth-shaking impact!

- The defender has a drop-bastion held in reserve. This is a normal-sized bastion armed with four automated heavy bolters and no interceptor guns or upgrades. When the drop-bastion becomes available, the defending player may immediately deploy an extra bastion upon the board. This bastion must Deep Strike into play as though it were a unit, however if it lands on a model or piece of terrain simply move it the shortest distance possible until it is able to be deployed without making contact with something else. This bastion may shoot and even be occupied during the same Movement phase in which it makes planetfall. The bastion counts as an extra objective.

Drop Zone Denial   **Stratagem Points: 3**
When declared: Pre-game

One side of the battlefield is completely inaccessible, barred by a jagged cliff, swamp or even a hive city wall. No invader, no matter how resourceful, could surround a defensible position such as this.

- The defender may force the attacker to choose a different drop zone to the one originally chosen.

ATTACK STRATAGEMS

These stratagems are only available to the attacking player. They help the attackers take out the strongholds of the defender or even attack his troops directly. Fire rains from the skies as the deadly trap closes around the planet's terrified inhabitants.

Darken the Skies   Stratagem Points: 1
When declared: Attacker's Shooting phase

Whether by taking advantage of an eclipse, blotting out the sun with the bulk of a vast spacecraft or inducing darkness with even more esoteric means, the attackers bring the shroud of night to the battlefield for a few vital moments.

- When this stratagem is declared, the Night Fight rules are used until the beginning of the next game turn. Furthermore, due to the sudden pall of darkness, any Morale tests taken by the defender are at -1 until the beginning of the next game turn.

Dawn Assault   Stratagem Points: 1
When declared: Pre-game

Canny commanders often launch their planetstrikes at dawn, trusting the darkness to conceal their approach.

- The mission uses the Night Fight special rules. At the end of each game turn, roll a D6. On the roll of a 4 the sun crests the horizon and the effects of this stratagem are cancelled.

Deathstorm   Stratagem Points: 1
When declared: Pre-game

Clouds gather on the horizon until, in response to violent meteorological upheaval or some dread curse, the skies spit out hissing acid rain, hailstones the size of a man's head or even squalls of boiling blood.

- The deathstorm is declared before the game, but rolled for as if it were a unit held in reserve. At the beginning of the Shooting phase of the turn the deathstorm arrives, any unit on the battlefield that is not inside a stronghold, be it friend or foe, suffers 3D6 hits with S1 and AP 6.

Confusion Reigns   Stratagem Points: 2
When declared: Pre-game (before the firestorm)

The mayhem of invading troops screaming out of the skies and drop-craft roaring overhead can disrupt the most rigorous of defensive drills. Squads simply ignore their orders and stream into the nearest fortification that offers cover from the incoming assault.

- The attacker may swap the positions of two infantry defending units. This may result in units ending up in buildings that were not previously deployed in buildings. The units cannot be redeployed in a way that would be illegal in normal deployment.

Crash and Burn   Stratagem Points: 2
When declared: The beginning of any attacker's turn

With a tremendous scream of tortured metal, the shattered remnants of a low-orbit spacecraft come hurtling out of the bruised skies into the ranks of the warriors below.

- At the beginning of the turn, place four counters no more than 6"x 6" wide (small rubble or wreckage terrain pieces are ideal if you have them) anywhere on the table but no more than 12" from each other. These markers represent flaming debris. Roll 3D6 (instead of 2D6) for scatter. This scatter roll cannot be corrected or re-rolled. Any unit or building hit by a piece of flaming debris automatically takes D6+1 hits at Strength 9 and AP 4.

- After allocating hits, leave the markers as near to their impact point as possible without placing them on top of any other models. The markers now count as wrecked vehicles.

Desperate Last Push   Stratagem Points: 2
When declared: At the end of the game

As the gruelling battle reaches a climax, the attacking forces redouble their efforts to conquer the foe, throwing themselves into the thick of the enemy lines without thought for their own lives.

- This stratagem can only be employed at the end of the game. If it is used, the attacker may choose to immediately take an additional turn. At the end of that turn, roll a D6. On the roll of a 4+ the defender also gets the choice of an additional turn.

"These humans with their pathetic ditches, wire, and drab ferrocrete huts. Do they really think they can stop us from taking what we want?"

— La'vosh the Reaver, Eldar Pirate Captain

Gremlin Curse   Stratagem Points: 2
When declared: Pre-game

The attacker has assailed the enemy strongholds with a terrible electronic affliction, causing his bastions and automated weapons systems to malfunction and even jam at critical moments.

- The attacker chooses D3 strongholds after the defender has set up and places a curse marker upon each of them. Any weapon mounted upon a stronghold with a curse marker must roll a D6 each time it wishes to fire. On the result of a 1-3 it may not fire that turn.

Ground Observer   Stratagem Points: 2
When declared: After the defender has deployed

The attacking forces have planted forward observers deep within the territory of the foe. Their covert signals enable not only the main invasion force a far greater chance of making a successful planetfall, but also their ordnance to slam home with unfailing accuracy.

- Place a marker anywhere on the table after the defender has set up (a coin or spare dice is ideal). This marker represents a ground observer in hiding. If any enemy model comes within 6" of this marker it is immediately removed from play.

- Whilst the ground observer marker is still upon the table the attacker may re-roll any scatter dice, provided the target point is within line of sight of the marker.

Heavy Duty Drop   Stratagem Points: 2
When declared: Attacker's Movement phase

The bulk lifter pilots who deploy the an invasion's support units can, in desperate circumstances, drop their cargo directly onto the field of battle. These emergency drops are notoriously risky, as no bulk lifter wants to hang about over a battlefield for long!

- When a unit which would normally enter play from the drop zone entry point becomes available, the attacker may instead use this stratagem to Deep Strike it directly onto the battlefield. Roll a D6: on a 1 or a 2 the unit will spend that turn pinned if it is a non-vehicle unit or stunned if it is a vehicle as it fights its way clear of the landing debris.

Phase-field Generator   Stratagem Points: 2
When declared: Attacker's Assault phase

The attacker's elite assault squad has been equipped with an arcane device that can 'phase' a sphere of matter into another dimension for a few vital seconds. Though this does no lasting damage itself, this 'portable hole' buys a vital window of time in which the attackers can hurl grenade packs and blasting charges from the outside of a stronghold into its interior, usually with deadly consequences...

- Choose a unit assaulting a building. That unit may not only attack the building as normal but also make a special attack to represent their blasting charges detonating within the stronghold itself. Any unit within the building and the building itself take 2D6 S8 hits with AP 3 (this attack only affects the nearest section if the building has several sections).

Planetary Convocation   Stratagem Points: 2
When declared: Immediately after the defender has deployed his forces

Mysterious forces are converging upon the attacker's target, and the skies themselves foretell a time of ill omen. As the stars shift into alignment and the sun is swallowed by darkness, an existential terror gnaws at the hearts of the planet's defenders.

- At the beginning of the game the attacker must nominate one game turn to be the crux point of the planetary convocation. For the duration of that game turn, you may make your opponent re-roll any rolls of '6' (deciding separately for each roll).

Scorched Skies
Stratagem Points: 2
When declared: Pre-game

Some invasion forces employ weapons that can ignite the upper atmosphere of an enemy planet, whilst others employ such an unrelenting barrage of Drop Pods and heavy munitions that the skies turn into a roiling maelstrom. In the final moments before a planetfall the defenders witness the skies themselves tear and burn.

- When determining how many templates the attacker gets to use for his firestorm, roll 2D6 instead of 1D6 and add the number of objectives. For example, an attacker is about to play a game featuring four objectives. He rolls two dice, getting a seven, and adds four to the result. He will therefore get to bombard the defenders with eleven firestorm attacks.

- Furthermore, for the first turn of the game all defender units suffer a -2 Ld penalty.

Smoke Shield
Stratagem Points: 2
When declared: Beginning of any attacker's turn

Some forces prefer to cover their approach by dropping great canister-bombs or toxic spores that wreath the battlefield with rapidly diffusing gas.

- All models that are in the open benefit from a 5+ cover save on the turn this stratagem is used.

- In the subsequent turn all models in the open benefit from a 6+ cover save before the smoke disperses.

- Note that models affected by this stratagem do not count as occupying cover for the purposes of assaults.

> "Teleport homer active, weapons primed. Target locked in, objective understood. Inform Lord Huron that we are ready to begin the slaughter."
>
> – Suvar Fellsword,
> Huntmaster of the Red Corsairs

Supply Drop
Stratagem Points: 2
When declared: End of any attacker's Movement phase after the first turn

Out of the skies fall sturdy crates crammed with potent weaponry and war matériel.

- When this stratagem is declared, the attacker may choose D3 units. Those units are treated as having offensive grenades, defensive grenades and melta bombs for the duration of the game. Needless to say these will come in very useful when assaulting the strongholds of the enemy…

Sustained Assault
Stratagem Points: 2
When declared: Beginning of any attacker's turn

The generals of the attacking forces are adamant that their target should fall, and have a near limitless amount of troopers to commit in order to achieve their goal.

- Before the game, choose a single Troops unit from your army list and mark it as the chosen unit on your roster sheet, but do not tell your opponent. Should that unit be wiped out or made to fall back then, at the beginning of your next turn, you may reveal this stratagem. The unit may then be removed from play. The same unit may enter play once again at the beginning of your next turn, restored to full strength. This unit may not re-enter play several times in this way over the course of the game, only the once!

> "There can be no peace. You have covered our world in filth, and by Khaine you will suffer for it. Every last one of you."
>
> – Anonymous Eldar transmission,
> the Final Days of Ire

Stasis Bomb
Stratagem Points: 2
When declared: Attacker's Movement phase

The attacker unleashes one of the most arcane weapons in the 41st Millennium – the stasis bomb. The bomb's target is wreathed in a shimmering force field that holds it trapped in a pocket of time like an insect in amber.

- Choose a building and roll a dice. On the roll of a 2+, the stasis bomb drops out of the skies right on target. On the roll a 1, the stasis bomb is aimed at the wrong target – your opponent may choose which building it affects.

- A building hit by a stasis bomb is essentially out of the game for the remainder of this player turn and the entirety of the next player turn. It cannot be moved into, shot, assaulted or affected in any way whilst under the effects of a stasis bomb. Similarly, the building cannot shoot, nor can its occupiers shoot, move, assault or affect the game in any way – they remain locked in time until the effects wear off. If the game ends determine who claims the affected building in the usual way.

Planetquake Bomb — Stratagem Points: 3
When declared: Beginning of any attacker's turn

The attacking forces drop several megatonnes of explosive straight into a fissure in the planet's crust, their detonation causing the earth itself to convulse like a wounded animal. The resultant explosions wreak havoc above and below the surface of the world, sending fountains of red-hot magma boiling into the air and bringing the enemy's fortifications tumbling to the ground.

- The planetquake bomb may be dropped at the beginning of any attacker's turn.

- All non-vehicle units upon the battlefield must take a Pinning test, and all bastions on the battlefield take a S10 hit.

Meteor Strike — Stratagem Points: 4
When declared: Attacker's Shooting phase

The attacker's spacecraft have located a meteor and, using advanced tractor beam technology, altered its trajectory so that it plunges downward on a collision course with the defender's forces below.

- Pick a target point for the meteor strike and place a marker at that point. Roll 3D6 instead of 2D6 for scatter. This scatter roll cannot be corrected or re-rolled. A meteor strike has the profile below:

	Range	Str	AP	Special
Meteor Strike	Unlimited	10	1	Ordnance Pinning Large Blast

- Such is the impact of the meteor that any terrain piece it hits is automatically destroyed, and any models which were inside that terrain piece at the time take a Strength 8 hit on the roll of a 4+. Terrain pieces destroyed in this way no longer count as objectives. Any unit within 12" of the impact point must immediately test for pinning.

- Once you have resolved the attack, replace the template with a crater or other scenery piece (a large rock is ideal – it may even have authentic mud on it), placing it as near to their impact point as possible without placing it on top of any other models or terrain. The crater is difficult and dangerous terrain.

Terror Tactics — Stratagem Points: 2
When declared: Beginning of defender's first turn

The attacking forces wreak terrible psychological warfare upon the defenders to stun them into inactivity at a critical moment. Clouds twist into hideous skull-masks, earsplitting shrieks fill the skies and dismembered body parts plummet in a rain of gore.

- Roll a dice for each non-vehicle unit in the defender's army that does not have the Fearless special rule. On the roll of a 2+ that unit must take a Pinning test.

Laserburn — Stratagem Points: 3
When declared: Attacker's Shooting phase

In the still of the void above, crosshairs fall upon the image of a doomed stronghold. Without warning, a pillar of searing ruby light flashes downwards and carves a great scar across the planet's surface.

- Place two coin-sized markers within 8" of each other. Roll for scatter, though this scatter roll cannot be corrected or rerolled, and you must roll 3D6 instead of 2D6 when determining scatter. Once the markers have been placed, draw an imaginary line between them - models touched by the line suffer D3 S10 hits at an AP of 2. Vehicles that are hit by this attack are hit upon their side armour. Mark the affected region with a crater if you have one.

ARMY-SPECIFIC STRATAGEMS

These stratagems are only available to specific armies – namely the army listed under the stratagem's title. These stratagems allow you to attack the enemy in a way that suits the background and military choices appropriate to your army. You may choose them just as you would any other stratagem from this section. The cool thing about army-specific stratagems is that they can not only give you a vital advantage that enhances your playing style, but they also complement the storyline of the battle unfolding before you.

Machine Spirit   Stratagem Points: 1
When declared: Pre-game
IMPERIUM ONLY (DEFENDER)
The stronghold itself is semi-sentient, imbued with a machine spirit that has a limited capability to access and control the systems of its host.

- Stronghold stratagem. The automated weapons mounted upon a stronghold with a machine spirit will not always fire at the nearest attacking unit but will instead fire at a unit chosen by the defender. A machine spirit of this kind has a BS of 3.

Teleport Barrage   Stratagem Points: 2
When declared: Attacker's Shooting phase
IMPERIUM ONLY (ATTACKER)
This merciless tactic was first used by the Iron Hands against Chaos forces in the siege of Caliope 9. Instead of teleporting troops within a bunker, a technomage simply opens a wide spectrum beam and scrambles the molecules of its inhabitants. Any subsequent entrants to the building find its metal and stone fused with the flesh of its defenders.

The attacker nominates one defending unit that occupies a building with an armour value. Every model that is part of that unit must take an armour save. Any model that *passes* its armour save is horrifically fused with their armour and the walls of the stronghold itself. Those models are removed from the game.

Death From Above   Stratagem Points: 1
When declared: Attacker's Movement phase
SPACE MARINES ONLY (ATTACKER)
When the Angels of Death descend from the skies upon fiery contrails, the Emperor's enemies are filled with dread, they know that judgement is upon them.

- Any defending unit that has had a Drop Pod land within 6" of it that turn must take a Morale check at the end of the Space Marine Movement phase.

Mass Drop   Stratagem Points: 2
When declared: Attacker's Movement phase
IMPERIAL GUARD ONLY (ATTACKER)
Huge sub-orbital transports take station in the upper atmosphere and project cones of anti-grav from ancient and frequently ill-maintained grav-effect generators. Imperial Guard troopers literally step into the anti-grav field and float down towards the ground. This approach is extremely dangerous, as even a glancing hit from ground-to-air fire may cause the anti-grav cone to veer wildly, leaving the drop-troops to the tender mercies of the world's gravity…

- Instead of rolling for reserves unit by unit, a single roll is made each turn for all of the reserves. If the reserves roll is successful all reserve units enter play, if not, roll again next turn. In addition, when the reserves arrive, roll a D6 for each unit. On a roll of '1', the unit takes D6 Strength 5, AP- wounds (vehicles are hit on their side armour).

Unstoppable Waaagh!   Stratagem Points: 1
When declared: When a building is destroyed
ORKS ONLY (ATTACKER)

When the Roks are dropping out of the skies, the Boyz are crumpin' stuff good an' proper, and the roar of full-scale invasion is all around, an Ork Warboss will bellow a really good Waaagh! at the top of his lungs and he just won't stop. As long as there's big things to smash, the Waaagh! will just keep on going, and the Boyz will keep on hitting things until there's nothing left to hit.

- Every time a building suffers a destroyed (wrecked) or destroyed (explodes!) result, the Ork player may call a free Waaaagh! in his next turn. There is no benefit to calling more than one Waaagh! per turn – other than just for laughs, of course.

> *"Blinkered fool! I prey upon planets, not just their people."*
>
> – Archon Melivaq, Kabal of the Splintered Claw

Hypertrophic Flora   Stratagem Points: 1
When declared: Pre-game
TYRANIDS ONLY (ATTACKER)

The grotesque bio-ships hanging in low orbit saturate the planet below with biological agents that force the native plant life into a growth spurt of surreal proportions. When the process of consumption begins, a true feast will await the ravenous maw of the Hive.

- When declared, this stratagem allows the attacker to place up to D3 woods and up to D6 pieces of hypertrophic flora (these must be no larger than 6" x 6") anywhere on the battlefield that is not inside another piece of terrain. The hypertrophic flora should be represented by alien fungi, razorgrass, bloodthorn bushes and the like (clumps of lichen are ideal). Hypertrophic flora confers a 4+ cover save.

Blasphemous Broadcast   Stratagem Points: 2
When declared: Defender's Movement phase
CHAOS SPACE MARINES ONLY (ATTACKER)

The Chaos Space Marines begin their assault by broadcasting on all possible frequencies an unending diatribe of foul blasphemy and wicked profanity. Try as they might, the defenders fail to tune out the cacophony and morale is soon at a terrible, low ebb.

- Every turn, choose a building that has not been destroyed at the beginning of each of the defender's Movement phases. Any defending unit within that building must pass a Morale check at the beginning of their Movement phase or leave the building as quickly as possible.

Webway Assault   Stratagem Points: 2
When declared: beginning of the game
ELDAR ONLY (ATTACKER)

Guided by the subtle contrivances of the Eldar Farseers, a coordinated assault via the Eldar webway is unerringly precise and chillingly effective.

- A player using this stratagem may re-roll the scatter dice when deploying any unit by Deep Strike. In addition, the attacker may roll all his reserve rolls together each turn before allocating passed and failed rolls among his available forces as he sees fit.

Sunburst Bombardment   Stratagem Points: 2
When declared: Attacker's Shooting Phase
TAU EMPIRE ONLY (ATTACKER)

The skies flash blinding white as the Tau launch a high-tech bombardment of lumina flares at the foe, saturating automatic tracking stations with light. The shadow-haunted battlefield is illuminated starkly, each enemy stronghold a beacon for the Tau's guns.

- This stratagem's effects lasts for a full game turn. Whilst it is in effect, all automated weapons count as having a BS of 1, whilst all non-vehicle models count as having a BS of one higher than usual.

Euclidean Mindphase   Stratagem Points: 2
When declared: Attacker's Movement phase
NECRONS ONLY (DEFENDER)

As the attackers advance, reality shifts around them – perspective and geometry twist out of phase until none can tell the difference between up and down. Few warriors can fight under such mind-bending circumstances.

- Once per game, during the attacker's Movement phase (defender's choice), all movement made by all attacking units is counted as through difficult terrain.

Hellish Cacophony   Stratagem Points: 3
When declared: Pre-game
DARK ELDAR ONLY (ATTACKER)

The amplified shrieks of the crazed worshippers of Khaine and the screaming of the damned grows ever louder, robbing mortal men of their wits.

- Defending models must subtract the turn number from their Leadership characteristic. For example, on Turn 1 the defending models have -1 to their Ld, whereas on Turn 5 they would suffer a horrific -5 to their Leadership characteristic as their eardrums burst and confusion reigns.

CAMPAIGNS & MISSIONS

One of the best things about a game of Planetstrike is that it has an inherent storyline – the attackers are desperately trying to wrench the planet from the iron grip of the resolute defenders. But what happens once the invaders have made planetfall? Can the defenders repel them altogether, or will the attacker's initial assault allow them to pour more and more reinforcements into the fray? Many players, once they have launched their planetary assault, will want to pursue the narrative they have established over a course of several games. To help them in their entirely understandable goal of wreaking maximum carnage, we present here a set of six missions that allow you to play several different styles of Planetstrike game, or even to play from the beginning of a planetary invasion right through to the bitter end. The missions begin with the initial incursion (simply play a Planetfall mission as usual) and end with a terrifying, climactic Planetquake.

THE FATE OF A PLANET IS IN YOUR HANDS

Some players, after getting a decent number of Planetfall games under their belt, will simply prefer a change of pace – in this case, feel free to pick another mission from the list and play a one-off game. Others will want to play through the missions in order, perhaps against one or more regular gaming opponents. This is called a campaign. If you intend to do this, you will need to find an opponent who is happy to play the same role for several games in a row – it makes little sense to swap which player is attacking the planet mid-campaign! That said, once you've completed the campaign, you might want to swap roles and play the campaign over again to see if you can do better than your gaming partner.

Campaigns can be as simple or as complex as you like. You may want to simply play through the missions one after another, keeping a tally of who wins the most missions. Alternatively you may want to have one particular person running the campaign as the games master. This approach has several advantages. Firstly you can develop a setting and an ongoing narrative to add even more flavour to your games, perhaps including a map of the planet that is being invaded. Secondly you can ensure that heroic victories or inglorious defeats are rewarded or punished accordingly – perhaps the attacker's successful capture of a Skyshield landing pad allows him to re-roll reserve rolls in the next game, or maybe the defender's perfectly executed battle plan has bought him the time he needs to upgrade his fortifications with bonus stratagem

points. You can even mix them with other missions and campaign ideas from the Warhammer 40,000 rulebook and even further afield. The possibilities are far too wide-ranging to detail here. The best method is to play through these missions and see whether they inspire you to even greater and more ambitious games.

The six basic Planetstrike missions are as follows:

1. **PLANETFALL**

2. **DESPERATE ASSAULT**

3. **SEIZE AND DESTROY**

4. **STRANGLEHOLD**

5. **FORLORN HOPE**

6. **PLANETQUAKE**

1) PLANETFALL

The air is filled with deafening shrieks and earth-shattering explosions, a mere prelude to the destruction to come as invading forces hammer down onto the planet below.

The first mission in any Planetstrike campaign is always a Planetfall, determining the fate of the initial invasion force. The mission details can be found on page 14.

"Our first line of defence shall be the trenches, the second shall be the Aegis lines, and the third shall be the blessed bastions themselves. Our last line of defence will be our faith – faith that we can hold out against all odds and, above all, faith in the Emperor. If that falls, comrades, if our faith is broken... there will be no tomorrow."

– The last speech of Graf Gurnzeig,
Vostroyan Firstborn 112th,
The Siege of St. Thor's Conviction

2) DESPERATE ASSAULT

The attacking forces have but a tenuous presence upon the planet's surface. More and more invaders pour into the fray, desperately attempting to establish a permanent beachhead near their drop site so that they may engage the defenders en masse.

ATTACKER'S OVERVIEW

The invasion must not fail. It is up to you to consolidate your presence upon the planet by securing the drop site so that your comrades-in-arms can launch an assault with overwhelming force.

DEFENDER'S OVERVIEW

The attackers are making a concerted effort to control this particular area of the battlefield, no doubt so they can land more of their troops in relative safety. You must defend it to the last man in order to prevent the invaders from attacking in strength.

SPECIAL RULES:

Desperate Assault uses all the rules listed in the Planetfall mission on page 14, with the following additions:

- **Beachhead:** After the defender has set up the terrain and the attacker chosen his drop zone, the attacker may place a single bastion of his own within 18" of his drop zone to represent his beachhead. This bastion acts as if it had always been under the attacker's control and hence will fire upon the defender even if the attackers forces are no longer inside. It may have a quad-gun and has four automated weapons. The attacker must then deploy a single unit within this bastion.

- **Wrack and Ruin:** Before the defender deploys his forces, the attacker may nominate a bastion and roll a dice. On the result of a 4+ that bastion (or a single section of the indomitable fortress) is reduced to a ruin to represent the efforts of the forces involved in the initial planetfall.

- **The Tortured Earth:** The attacker may place D3+1 craters in addition to any generated by the firestorm special rule. In a Desperate Assault mission, the attacker's firestorm is treated as S10 instead of S9.

- **Forward Elements:** The attacker may deploy up to D3+1 non-vehicle units anywhere within 12" of his drop zone to represent the forces that have already made a successful planetfall.

DETERMINING THE VICTOR

If the defender still holds an uncontested bastion at the end of the game, he is the victor. If not, the attacker is the victor.

++ "Impact in ten... nine... eight... Holt pull it together, six... five... get those weapons ready you maggots, three... two... [VOX LOG DISTORT]. Out, out out! Go, you pukes, go! That's the target, that one there. You want to end up as one of those corpses, Feldspar? Stop gawking and move Move MOVE! Holt, krak missiles, not frag, you fumbling oaf! Today would be good... Throne dammit, take it down!" ++

– Sergeant Stig "Bull" Krieger,
Cadian XIV Orbital Assault, the Battle of Parched Earth

3) SEIZE AND DESTROY

Far from the bedlam of the front lines lies an emplacement of the utmost importance – if the invaders capture it, their foes will find a coordinated defence almost impossible to achieve.

ATTACKER'S OVERVIEW

You must seize a vital objective, be it a bridge across which the enemy is moving his tanks, a force field generator that is shielding the enemy's headquarters, or a command bunker from which he is coordinating his war effort. Your surprise attack may have bought you the time to destroy the objective – but can you hold onto your prize once you have claimed it?

DEFENDER'S OVERVIEW

If the invading forces capture the emplacement it could spell disaster. You must not only engage the attackers with every weapon at your disposal but also call in reinforcements as fast as possible with which to regain control of this vital location.

SPECIAL RULES:

Seize and Destroy uses the special rules listed in the Planetfall mission on page 14, with the following exceptions.

- **Vital Objective:** The defender must place one of his objectives as centrally as possible (preferably a large and formidable-looking scenery piece). This is the vital objective that the attacker must capture and the defender must retain.

- **Fortified:** The defender has two bonus stratagem points which he must spend on upgrading the vital objective, using the stronghold stratagems listed on page 34.

- **Garrison:** After placing terrain, the defender must split his army into two halves. The attacker nominates which half will be deployed at the beginning of the game, the other half is kept in reserve. When deploying the nominated half, the defender must place one of his units in base contact with or inside the vital objective – he would not leave such a valuable asset unattended.

- **Behind enemy lines:** The defender has been caught unawares and it is taking longer than usual to scramble reinforcements to the warzone. When the defender is rolling to see if a unit arrives from reserve, apply -2 to the result.

DETERMINING THE VICTOR

The attacker wins if he is the only player with models in base contact with the vital emplacement at the end of the game – he has laid enough explosive charges to tear the target apart. Any other result is a victory for the defender as he calls in a steady stream of reinforcements to punish the invaders for their temerity.

"Right, ya Grot-lickin' pigs, lissen up. Zagstruk, you and da Vulcha Boyz find their boss and stomp him good. Bokk, you and yer Tankbustas gotta kill that big metal hut onna hill. Just pretend it's a tank, it's got enough guns. Kogteef, you an yer Speed Freeks get stuck in, cos me and da Boyz are gonna tellyport straight into da fight. By the time they see us comin', it'll already be too late."

– Killboss Krog, The Battle for Null Keep

4) STRANGLEHOLD

Though the battle for the fate of the planet still rages fiercely, the attacker's conquest is reaching its culmination in one quadrant vital to the war effort.

ATTACKER'S OVERVIEW

As your mailed fist closes around your enemy's throat in a vital theatre of war, a moment of ultimate glory approaches. All that remains is to press the attack against this stubborn pocket of resistance and choke the life from your foe.

DEFENDER'S OVERVIEW

History does not record the names of the vanquished, but honour and the gods demand your warriors sell their lives dearly, comrades side by side and wounds to the fore. A true warrior can ask for no better death…

SPECIAL RULES:

Stranglehold uses all of the special rules listed in the Planetfall mission on page 14, with the following exceptions:

- **Total Envelopment:** The attacker chooses his drop zone as normal, but units that enter play from the drop zone table edge may instead opt to do so from any table edge the attacker wishes.

- **Final Redoubt:** The defender is manning his last and best-defended position. All bastions must be set up within 12" of at least one other, and joined together by obstacles or defence lines.

- **Backs to the Walls:** The defenders have nowhere left to fall back to. They are all Fearless.

- **Demolition Crew:** All of the attacker's infantry units are counted as having melta bombs.

- **Denial:** The defender has a free Ammunition Store stratagem. He may chose to detonate this ammunition stockpile in a last-ditch effort to deny their enemy victory. So long as at least one defender is on the table, the defender may declare in his Shooting phase that you are detonating the store. Every unit within 2D6" of the building containing the ammunition store takes D6 Strength 8 AP 4 hits, and the building is automatically destroyed (explodes!).

DETERMINING THE VICTOR

The attacker wins if all of the defender's strongholds are destroyed at the end of game. If any remain intact, the defender wins instead.

5) FORLORN HOPE

The invading forces have all but spent themselves in a final push against the planet's prime defences. As a sign of the importance of this great assault, their general will lead from the front, granting his personal banner to his hand-picked warriors. Should the banner be planted atop the burning ruins of the enemy fortifications all will know the war is won. If the assault fails the banner will be lost, and with it, the battle.

ATTACKER'S OVERVIEW

This is it, the final chance at victory. You have tasked your finest warriors with planting your personal banner in the midst of the enemy's defences. Though a desperate, all or nothing gamble, this highly symbolic act will break the will of the defenders and spur what forces you have left to ultimate victory.

DEFENDER'S OVERVIEW

The enemy are mustering at your gates for one last push. You see above them, waving in the cordite-scented breeze the hated, tattered banner of their leader. Now is your chance to cast it down, trample it into the mud and end this invasion once and for all.

SPECIAL RULES:

Forlorn Hope uses all of the special rules listed in the Planetfall mission on page 14, with the following exceptions.

- **The Banner:** Using a marker placed next to any non-vehicle model in your force, indicate which is the bearer of the attacking general's personal banner. During the Movement phase, the banner can be passed between friendly models in base-to-base contact without penalty. If the bearer is killed or otherwise removed from play the banner is dropped – leave the marker in place. It may subsequently be picked up by any model, friend or foe. If at any point an attacking model carrying the banner reaches an objective, he may declare that he is 'planting' the banner. Once planted, any model can 'cast down' the banner by moving into base-to-base contact with it, provided there is no enemy model in base-to-base contact with it. Once cast down the banner may be picked up and planted once more.

- **Look to the Colours:** The troops tasked with the protection of their army's banner would rather die than let it fall. The model carrying the banner and any unit that he is accompanying have the Fearless and Feel No Pain special rules.

DETERMINING THE VICTOR

To win the game the attacker must plant his banner on an enemy objective. The defender then has the following player turn to cast down the banner, or the attacker has won. If the banner is not planted in an objective by the time the game ends then the defender has won. If the objective is planted upon the highest point of the tallest terrain piece on the table then it may not be cast down and the attacker automatically wins.

> "It starts with the sky breaking, but it always ends with bones."
>
> – Primaris Psyker Jonas Tremlo

Designer's Note: Obviously not all armies make use of banners as such, so players are encouraged to imagine what their army might use to signal their ultimate victory. Necrons might erect some arcane soul-harvesting device, while Tyranids might plant a pulsating, brain-like Hive node. Alternatively, if a model in your army already has an impressive banner (such as a Space Marine Chapter Banner) you might want to use that instead – just use that model as the marker (he can be planted or cast down as described above).

6) PLANETQUAKE

The skies glow like the firmament of hell as a punishing bombardment of fire rains down, and the shattered earth begins to crumble and break apart under the massive forces wreaked upon it. The world is utterly consumed by war. Can the defenders hold fast as their fortifications are crumbling around them?

ATTACKER'S OVERVIEW

The invasion has reached cataclysmic proportions. All notions of conquest are moot and the defenders are simply struggling to survive. You will do everything in your power to ensure they do not do so, for this planet will live or die by your hand, not by theirs.

DEFENDER'S OVERVIEW

All around the planet is cast into ruin and the corpses of invader and defender alike litter the ground. The death toll has reached epic proportions, but neither side will concede defeat and surrender is unthinkable. As the sky roars like a wounded animal and the earth shudders underfoot at the mighty forces exerted upon it, only one question remains – will you survive?

+++PLANETSTRIKE IN SIX+++

The autovox's clarion syllables rang out clear as a bell, the auto-senses of Squad Abriel's power armour dampening out the ear-splitting din of their Drop Pod's violent descent from the stars.

+++FIVE+++

Within alcoves in the shuddering interior of this steel comet were ten massively armoured figures, cowled heads bowed and bolters held close.

+++FOUR+++

In each dim-lit arch, skull-tipped rivets began to rattle and glow as the Drop Pod burnt a trail of flame through Iolac's foul atmosphere.

+++THREE+++

Dozens of other armoured pods seared the sky in a pyrotechnic bombardment that swam in the blood-red eyes of the xenos waiting below.

+++TWO+++

The thunder outside the hull built into a sudden, shocking shriek as the retro jets of the Drop Pod fired whilst it plummeted toward the ground.

+++ONE+++

As one, the Space Marines inside roared a war cry as old as mankind itself.

+++IMPACT+++

SPECIAL RULES:

Planetquake uses the special rules listed in the Planetfall mission on page 14, with the following exceptions.

- **Raging Inferno:** The land all around is consumed by flames, the grim troops embroiled in the firestorm seeking to grab whatever advantage they can in the confusion. With the exception of intact strongholds, all difficult terrain is treated as both dangerous and difficult terrain.

- **Shellstorm:** At the beginning of each player turn, that player may launch a firestorm (see page 12) though he uses D3 templates instead of the usual number of templates.

- **Tectonic Upheaval:** At the end of the attacker's second game turn and every attacker turn thereafter, for each bastion on the board the player must roll on the table below.

D6	Result
1-2	**Ominous Rumblings:** The bastion rumbles and shakes but no damage is sustained.
3	**Ker-rack!:** The walls of the bastion shake violently. It sustains one glancing hit.
4	**Cave In:** The ceiling of the bastion begins to cave in. Any unit within the bastion must evacuate it at the next opportunity. The bastion cannot be occupied again.
5	**She's Coming Apart!** The bastion takes one penetrating hit before suffering the Cave In result, as described above.
6	**Total Collapse:** A fissure opens up underneath the bastion and the whole edifice comes tumbling down, consumed by the hungry earth. Roll a dice – on a 1-5 the bastion is destroyed. On the result of a 6 the bastion and any unit occupying it is removed from play entirely, swallowed whole by a gaping chasm!

"If the planet itself must die, so be it."

– Warmaster Solar Macharius

DETERMINING THE VICTOR

All subtlety and strategy has long since been abandoned – the participants are out to kill each other and nothing more. The victor of a Planetquake is simply the player with the most kill points at the end of the game – see the Warhammer 40,000 rulebook for details.
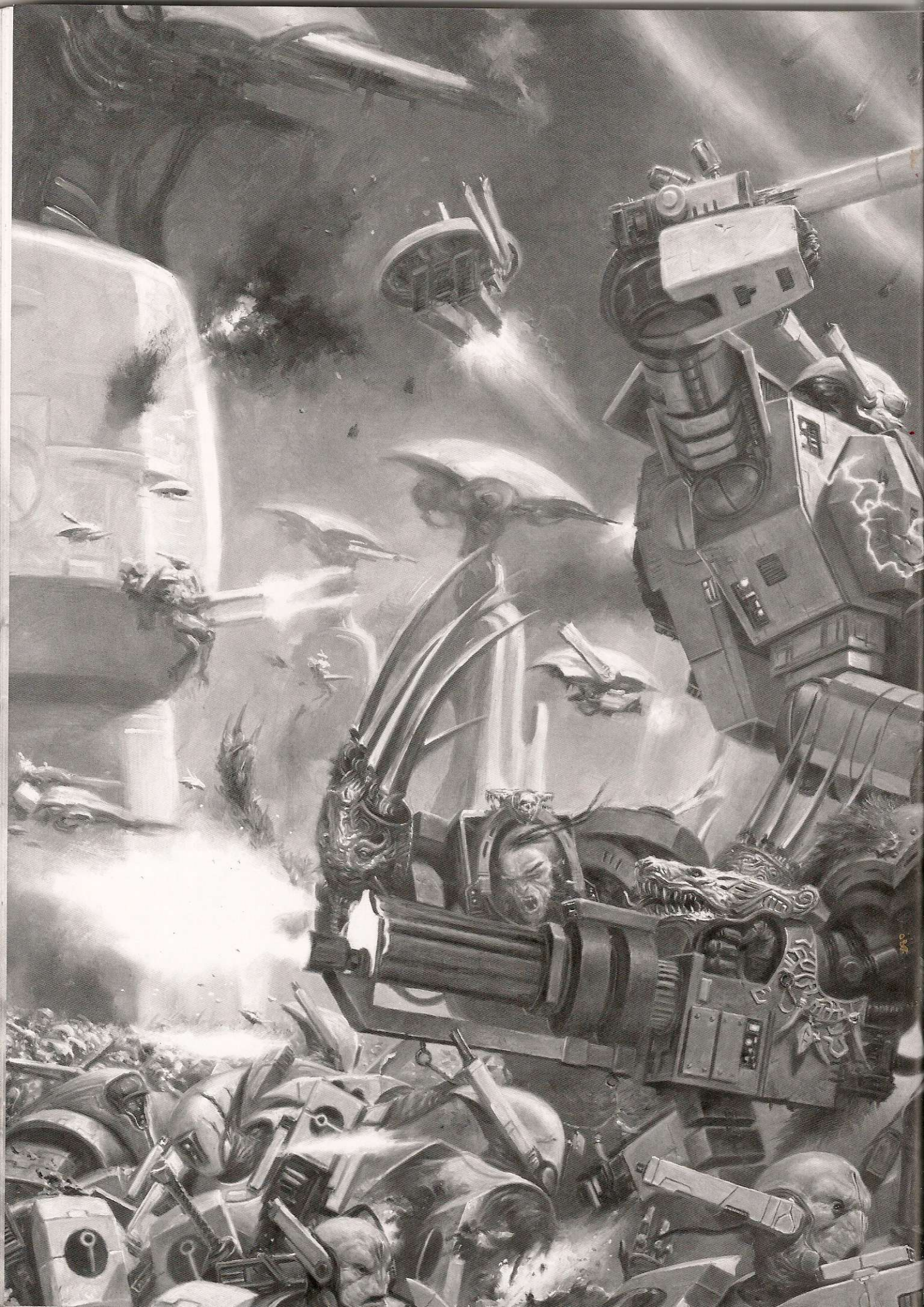
GLORIOUS ASSAULTS

Almost every war fought in the battle-ravaged galaxy of the 41st Millennium involves a planetary invasion of some kind. These in turn have been followed by thousands of years of titanic struggles that have decided the fate of worlds.

Such is the number of these holy wars, invasions and crusades that it would be beyond even the most gifted archeosavant to recount their number – in fact it would take longer than his natural lifespan just to detail the wars of a single millennium. Furthermore, those struggles known to the Imperium are far from the only instances of interplanetary strife. Countless are the worlds that have been hammered from prosperity into desolation without so much as a footnote in the annals of history. Nonetheless, the major wars and embattled worlds that characterise the Time of Ending are well-documented enough. After all, in the End Times, Mankind is not the only race to feel the cold hand of fate upon its shoulder.

The Coming of the Tyranids 745.M41

On the frontier of Ultima Segmentum, the outpost world of Tyran is invaded without warning by an unrecorded species of alien. Its inhabitants are caught completely unawares and are slaughtered within a matter of days The inhuman invaders are named Tyranids in recognition of their first victim planet.

The Battle for Macragge 746.M41

The Tyranid race begins to push the tendrils of its Hive Fleets further into the Eastern Fringe. The Tyran and Thandros systems are invaded and stripped bare of biomass to fuel the Tyranid onslaught. Hive Fleet Behemoth assails the realm of Ultramar, consuming the garden world of Prandium and descending upon the Ultramarines' home world of Macragge. The entirety of the Ultramarines Chapter engages the Hive Fleet across Ultramar. It is only with the heroic sacrifice of the 1st Company and the intervention of two entire Imperial battlefleets that the invaders are finally driven off.

The Downfall of the Megarchy 748.M41

The Raven Guard of the Adeptus Astartes strike like a thunderbolt when the hive world of Thruskus declares against the Imperial creed in favour of the council of elders known as the Megarchy, whose charismatic oratory and persuasive powers allowed them to hold entire hives in their thrall. The renegades are exterminated, and the Megarchs are hung until death from their own hive spires. The world of Thruskus is brought back under Imperial compliance within the day.
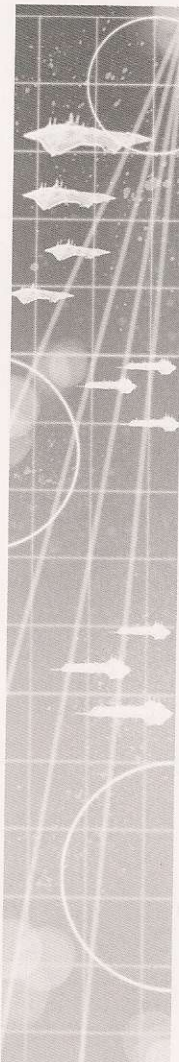
A Dark Pilgrimage 761.M41

The shadowy denizens of the Dark Eldar city of Shaadom burst from the labyrinth dimension of the webway to assail Elevoc, a shrine world in the Pleuris system. Though their attack is unheralded and lightning-fast, the defenders of Elevoc are stoic and determined in the defence of the reliquary-complexes and basilicas of their home world. The Dark Eldar are driven off, though thousands of non-combatant pilgrims go missing in the space of a single night.

The Conquest of Goreswirl 772.M41

The arcane divinations of the Astropaths of House Locus allow the Ordo Malleus to locate the Daemon world of Goreswirl deep within the Eye of Terror. A Strike Cruiser is dispatched with orders to destroy the Daemon Prince known as Bloodthunderer once and for all. Though only fifty Grey Knights survive the journey planetside, the invaders banish over a thousand Khorne Daemons before succumbing to the rage of Goreswirl itself.

The Infestation of Ursula Spinal 783.M41

The agri world of Ursula Spinal drifts into the path of a Hrud migration. It quickly becomes infested, its hydrocrops crumbling to dust and its defenders ageing fifty years in the space of a few months as the Hrud's innate entropic fields take their toll. Six regiments of Valhallans make planetfall and purge the infestation with fire and fury. A full half of the Valhallan regiments are later declared unfit for duty due to extreme premature ageing.

Dungtrumpa's Revenge   785.M41

The Ork Warlord Dungtrumpa of the Snakebite clan invades the Goff Warboss Gobsmakk's planetoid base with massive force after finding out that he is the butt of his former ally's best (and only) joke. A greenskin civil war is begun that lasts for eighty years.

A Pyhrric Victory   801.M41

The Viridian Knights, an elite force of Exodite dragon riders, repel the invading Dark Eldar from the lush valleys of their home world Ishareq. Alas, they are too late to prevent a cabal of Dark Eldar Haemonculi from poisoning the planet's World Spirit. One by one, every living Eldar upon Ishareq simply lies down and dies.

The Descent of Grog   815.M41

During the War of Dakka, Warlord Grog takes battle to the Tau-held world of Atari Vo in the most direct manner he can devise – by propelling the titanic dagger-shaped meteor he uses as his base through the atmosphere and plunging its burning tip straight into the Tau capital city. Several billion of Atari Vo's Tau populace die before Grog and his Dakka Elite step out of the meteor's shieldcore chambers to begin the War of Dakka in earnest.

A World Apart   822.M41

The world of Phagus is reclassified as a Daemon world when fanged chasms erupt across its land masses and begin to feed upon the strongholds of its indigenous populace. The Imperial Guardsmen of the night world Yulia are ordered to investigate. None return.

Angels of Death   832.M41

The entire first company of the Dark Angel Chapter, en route to the Ork-infested warzones of Periliac Prime, make an unscheduled detour to Minoria, a small and unremarkable mining planet on the edges of the Periliac system. Resplendent in their bone-coloured armour, the Deathwing teleport en masse onto the planet and kill or capture every one of its inhabitants. Perhaps as a direct result of their delay in reinforcing the beleaguered planet of Periliac Prime, the entire system buckles and falls under the crushing might of Waaagh! Drillakilla.

The Pyre of Kiliak's Bane   838.M41

Imperial xenologists begin to plunder the buried artefacts of the Eldar Maiden World Kiliak, triggering a devastating response from the nearby Eldar craftworlds of Biel-Tan and Ulthwé. After a confirmed sighting of the Phoenix Lord Jain Zar and over a hundred Howling Banshee disciples, the Imperial interlopers are killed to a man, incinerated, and their ashes scattered to the wind.

The Kraken Struck   849.M41

Though too late to save the rain-drenched bastion world of Eorcshia from a splinter fleet invasion of Tyranid Hive Fleet Kraken, the Deathwatch of the Ordo Xenos attack the Norn Queen at the centre of the bio-fleet just as it is feeding upon the dying planet. Specially modified Drop Pods burrow deep into the flesh of the moon-sized bio-ship, allowing the Deathwatch to plant megatonnes of explosive within its reproductive chambers. Upon their detonation the splinter fleet falls into disorder, but the Deathwatch do not make it out alive.

The Shattering   863.M41

The blood-loving Banelings unshroud themselves in the once-peaceful Kingdom of Glass with devastating impact.

The Crusade of Wrath   888.M41

The Black Templars crusade makes planetfall on an enslaved Imperial world, driving out the Word Bearers Chaos Space Marines who had covered the entire surface with blasphemous temples to their gods.

The Long Midnight   891.M41

Eldar pirates savage the hive world of Persya by bringing darkness to the hives of their prey and falling upon them to pillage and slaughter at will. The nightmare lasts for six cycles of Persya's moon before Imperial forces arrive.

No Sanctuary   897. M41

Sanctuary 101, a world garissoned by the Adeptus Sororitas, is invaded by an unidentified xenos. This incident is thought to be the first contact with the Necron race by Imperial forces. Imperial logisticians later conclude the xenos invaders may have crawled out from the ground itself.

The Perfect Invasion 919.M41

Pirate Prince Yriel and his warriors make planetfall upon the backwater planet of Yurk and kill the Ork Warboss mustering his forces there along with the entirety of his ruling caste. Their blades bloodied, Yriel and the warriors of Craftworld Iyanden disappear back into the void without losing a single Eldar life.

The Second War for Armageddon 941.M41

Waaagh! Ghazghkull invades the Imperial world of Armageddon. Ghazghkull is ultimately driven off by the combined might of the Blood Angels, Salamanders and Ultramarines Chapters.

The Bone Citadel 949.M41

Space Marines of the Salamanders Chapter, after aiding the Imperial Guard of Cadia in the repulsion of the Chaos Sorcerer Ahriman, follow the Chaos fleet back through the Cadian Gate and deep into the Eye of Terror. Their ill-fated quest brings them to Ossea, a Daemon world comprised entirely of sculpted bone. Their last transmission is the announcement of their attack upon the monstrously large skeletal fortress at the planet's heart.

The War for Kvariam Alpha 966.M41

The Space Wolves of the Adeptus Astartes bring war to the waterlogged Tau world of Kvariam Alpha, their Drop Pods plunging deep into the oceans before disgorging their Space Marine passengers. As the land war rages above, a slow but deadly battle is joined between Space Marines and Tau Battlesuits in the depths of Kvariam's sea. Torpedos, prop-bombs and missiles from the Space Wolves Thunderhawk Gunships take a heavy toll on the Hammerhead and Manta gunships that gracefully move through the water to intercept. Hundreds of Tau and Space Marine corpses float to the surface, but the Space Wolves are eventually successful, and make the long walk back to land along the sea bed.

Catachan Bites Back 972.M41

Chaos Lord Ratathrax of the Night Lords invades Catachan. Sending vast anti-plant barrages onto the planet, Ratathrax robs the Catachan Imperial Guard of their most natural defence before systematically bombing their bastion networks into rubble. Ratathrax makes planetfall to enjoy the butchery first hand. Unfortunately for him Colonel Straken, lying in ambush in a quagmire of toxic sludge, waits for Ratathrax to remove his helmet before throttling him with a poisonous barb-root.

The Battle for New Rynn City 989.M41

Waaagh! Snagrod cuts a swathe through the Loki sector, eventually reaching the Crimson Fists' home world. Fully half the Crimson Fists are destroyed in the ensuing carnage, along with their fortress-monastery. Chapter Master Pedro Kantor, Chapter Master of the Crimson Fists, fights a desperate campaign against the Ork Horde to reunite his Chapter and save the capital hive of New Rynn City.

The Scarlet Night 990.M41

The 772nd Vitrian Dragoons are ordered to defend the jet-black Castle Malachite upon Gudruntraille. Unbeknownst to the Dragoons, Castle Malachite is a haven for the covert worship of the Ruinous Powers. At midnight, a troupe of Eldar Harlequins infiltrates the castle and, in a long night of elegantly-administered bloodshed, the castle's inhabitants are killed to a man.

The Transformation of Hexxo 992. M41

The forces of the Ordo Malleus are alerted to a Warp breach in the Hexxos system and move to investigate. The radical Inquisitor Lord Bucephalon arrives to find the capital planet of Hexxo awash with blood and other bodily fluids, Daemons frolicking within the vile seas. Even though Bucephalon's troops contain the Warp breach and even manage to remotely operate the guns of the planet's fortress network against the Daemon hordes, Hexxo is judged too contaminated to survive. Lord Bucephalon reluctantly retreats and Exterminatus is declared. To the consternation of Lord Bucephalon, Hexxo winks out of existence mere seconds before the cyclonic torpedoes impact upon it.

Nobgrok Woz 'Ere   990.M41

Warlord Nobgrok, intent on looting the biggest guns he can find from the weapons testing facilities upon Gloriam, wreaks havoc across the planet and quickly conquers its Basilica Principalis. Nobgrok is in the middle of using the Basilica's orbital magno-laser batteries to burn his name into Gloriam's moon when he is interrupted by the mysterious appearance of vengeful Space Marines armoured in flame and bone.

The Awakening of Faugris   991.M41

The Doom Eagles of the Adeptus Astartes attack in force upon Faugris, a theoretically dead world that long-range augurs had recently registered as teeming with activity. Faugris turns out to be a primary Necron tomb world. After sixteen weeks of invasion and bombardment the Necrontyr forces are still boiling forth from under the earth in terrifying numbers. The Doom Eagles call for reinforcement but are forced to withdraw before their forces can be bolstered.

The Invasion of Piscina IV   997.M41

Piscina IV is invaded by the Ork forces of both Warlords Ghazghkull and Nazdreg using previously unseen teleport technology. Only the presence of the Dark Angels and Grand Master Belial of the Deathwing prevent the world from being overrun completely.

An Empire Ascendant   998.M41

The Tau Empire begins its infamous third phase of expansion, having perfected its invasion tactics in the previous two decades. The Tau military machine becomes so well-drilled and efficient it seems almost unstoppable.

The Mission Elite Strike Back   997.M41

Ursarkar E. Creed and his hand-picked 'Mission Elite' break the stalemate upon the embattled world of Youth's End. Despite the fact that the remote but titanic cannon-fort *Voice of Godhood* has fallen to the insidious Fabius Bile and his vile minions, Creed and five Valkyrie gunships full of Cadia's finest launch a masterful assault and recapture the *Godhood*. They waste no time in reconsecrating the defiled megacannon and turning it upon the rearguard of the Chaos armies.

The Beast Returns   998.M41

Ghazghkull returns to Armageddon at the head of a Waaagh! of unprecedented size. Hades Hive is destroyed utterly by the Ork Warlord's devastating bombardment of captured asteroids. The planet is only saved by the stubbornness of the Imperial troops defending it and the onset of the Season of Fire.

An Ignoble Victory   997.M41

The infamous Valhallan Commander Chenkov orders the flushing out of the Chaos renegades that infest the fortress planet of Ksatella. He eventually secures victory when the bodies of the millions of men he has sent to their death clog up the River Vitus and poison the planet's principal water supply.

The Shining Blade   997.M41

Commander Farsight of the Tau Empire counterattacks against a tendril of Hive Fleet Kraken that has probed into Tau space. His elite force of eighty Crisis Battlesuits, codenamed the Shining Blade, fights a series of desperate hit-and-run attacks that decimate the Tyranid attackers wherever they strike.

The Fall of Vilamus   998.M41

Huron Blackheart of the Red Corsairs masterminds the invasion of the Marines Errant fortress-monastery upon Vilamus. Blackheart's Chaos Space Marines lure the majority of the Chapter away from its home world, disable the fortress' power shields and launch a determined assault that neutralises the power network to its automated defences. Blackheart escapes with a vast quantity of geneseed, dooming the Marines Errant to a slow death.

The War for Octarius   999.M41

Hive Fleet Leviathan invades the empire of the Ork Warlord known as the Overfiend of Octarius. Mycetic spores by the million hammer out of the skies onto Ork-held worlds and a raging war between the two xenos races begins in earnest.

THE OCTARIAN WAR

Hive Fleet Leviathan is the latest of the Tyranid bio-fleets to penetrate Imperial space. It attacked the southern frontier of the galaxy in two vast prongs like the jaws of some galactic beast. Though one of the tendrils of Leviathan was stymied by drastic Imperial countermeasures, the other proved too powerful to stop. It drove further and further into the known galaxy until its vanguard organisms detected the Ork empire of Octarius. Such a rich source of biomass could not be ignored. The Hive Fleet diverted its course to attack the Ork-held systems and a great swathe of space erupted into total and unending war.

THE DEMISE OF ORROK

Orks care little for interplanetary communication beyond the long-range hurling of insults, and thus the formerly Imperial world of Orrok had no forewarning of its fate. When the grotesque Tyranid bio-ships drifted in system and the skies began to darken with Tyranid spores, the Orks that had conquered Orrok reacted with nothing more than vague puzzlement.

Above the settlements and junkyards of Orrok, thunder rumbled and the skies turned from blue to grey to black. The Weirdboy psykers of the tribes upon Orrok began to gibber in fear – something was clawing at the back of their brains, something with an infinite hunger that focused upon the Orks like the eye of a starving predator. A few tried to raise the alarm, but it was too late.

The storm broke. With the hailstones came a million mycetic spores, each drop-sac pregnant with a brood of warrior organisms. The Orks barely had time to take up their weapons and man what remained of Orrok's defence networks before the invasion struck home. Wave upon wave of Gaunts crashed into fortifications that were once Imperial but now bore the mark of the greenskin. The ground underfoot turned quickly into a crimson mulch of hailstones, blood and alien ichor.

To the Ork mind, the best form of defence is to beat the enemy to death. It was not long before a roaring, screaming tide of greenskin warriors crashed headlong into the oncoming Tyranid hordes. But the hyper-aggressive Orks had met finally their match in the Tyranid vanguard. Thousands of aliens of both races died in a matter of seconds as blades and fangs sank home. Face-eater Squigs and Tyranid Rippers tore into each other underfoot as Gaunts and Ork Boyz hacked and slashed with abandon. All semblance of strategy was lost, replaced by blind fury. Ork Warbosses and their hulking Nob retinues charged headlong into broods of Tyranid Warriors and Carnifexes, crushing and carving each other limb from limb. The largest Squiggoths lowered their tusks and thundered into jagged Bio-Titans who pounced upon their new prey with earth-shaking force. At a microscopic level, Tyranid phage cells fought to consume the aggressive expansions of Orkoid spores. In every environment, on every scale, between every inhabitant and invader, Orrok was beset by total war.

As the unstoppable storm of mycetic spores rained down, every single greenskin upon Orrok found himself fighting for his life. The individual Tyranids died to choppa, power klaw and bullet, but the horde could not be killed. Slowly, with grim inevitability, the Tyranids began to gain the upper hand. Murmurs of panic ran through the Ork armies as they realised they were outnumbered and surrounded. There was nowhere to run. By the time night fell, every single greenskin upon Orrok was dead, their bodies reconstituted and channelled back to the bio-ships to create yet more Tyranids. Death had come to the Octarius sector.

THE WAR FOR OCTARIUS

The Overfiend of Octarius was jubilant upon hearing about the messy demise of Orrok. After all, the Orks love a good fight – it sounded like the ladz on Orrok met their match, and then some. The Overfiend began marshalling the tribes of Octarius and preparing his defences. When the Hive Fleets fell upon the mountain world of Octarius they would be in for a nasty surprise.

The days trudged past as slowly as a Grot on drop-cleaning duty. Just as the Overfiend began to relieve his boredom by starting fights with anyone who looked his way, the skies of Octarius began to darken and the first mycetic spores began to fall. A great cheer went up right the way across Octarius' single mega-continent, shaking the snow from the peaks with its volume. For once, the fight had come to the Orks.

ANARCHY AND DEATH

The invasion was not long in coming. The unremitting hail of mycetic spores was met by a hail of bullets in return as the quad-guns and flakka-dakka guns of Octarius' defence network opened fire. The sheer rate of ammunition that was churned up into the air was such that it was impossible for the Orks to miss. Soon the rain was thickened by chunks of alien flesh that tumbled down into the defence lines below. From the west the black storm clouds seemed to come alive, wheeling and flapping ever closer. A chattering storm of bullets ripped into leathery wings and slimy carapaces to send Tyranid Gargoyles floundering and spiralling into the valleys below. Deffkoptas and Fighta-Bommas, their pilots itching for battle, roared out of the Ork's mountain fastnesses and took the fight directly to the invading beasts. As the Ork flyboys grew closer, some of the larger shapes in the swarm-cloud resolved into winged horrors the size of mag-trains that swooped and snapped at the incoming Orks. Green lances of pure energy shot out from salvaged interceptor guns at the Tyranid monsters. Stormboyz ignited their rokkit packs and roared skyward to join the fight as burning wreckage, dead Orks and hissing ichor fell down around them in a murderous rain.

In the valleys and passes below, the Ork footsoldiers were beginning to grumble and swear. It looked like the gunners and the flyboyz were having all the fun. Many of the Boyz had begun to climb the slopes, choppas held in their fanged jaws, intending to jump into the fray if necessary. Suddenly, in a flurry of lethal motion, Tyranid stalker-beasts burst from the snowdrifts and lashed out with scythed limb and serrated claw.

Genestealer broods flowed from the chasms and crevasses behind the Ork footsoldiers in huge numbers, many-limbed horrors tumbling over each other in their haste to murder and maim.

The Ork Boyz gave a great roar of delight, slapping each other on the back and grinning fiercely at each other before charging eagerly towards the new arrivals. The roaring wave of Boyz hit the main body of the vanguard beasts with such force that they bowled the Genestealers back into the crevasse, Orks plunging in after them as the unstoppable momentum of the green tide carried them to their deaths. Lictor stalker-beasts effortlessly scaled the mountainsides with darting ropes of barbed sinew, escaping from the roiling melee that had begun down below. The jeers of the Ork Boyz grew quiet as the Lictors closed on each gun emplacement. One by one the quad-guns fell silent.

In the space of a few seconds the rain of mycetic spores thickened and seemed to double in ferocity, each drop-sac bursting open upon the mountainside to rain yet more warrior-beasts into the swirling battle. Carnifexes and Hive Tyrants thumped down into the fray in sprays of snow and blood, killing dozens of lesser beasts with their impact alone. More and more Tyranids flowed into the mountain passes to be met by equal numbers of Orks fighting tooth and nail to get to the front line. Falling bodies and badly-aimed ordnance thudded and burst all around. Never before had the world of Octarius seen such utter chaos, and as still more mycetic spores were disgorged by the bio-ships above, it looked like it would only get worse.

WAAAGH! WITHOUT END

The war upon Octarius rages still, though now the war has spread to the entire sector. Every acre of ground is embroiled in a bitter struggle between the two alien races. The brood-ships assimilate and reproduce at such an alarming rate that there is no end to the Tyranids pouring from the skies into Ork territory. Similarly there is no shortage of Orks to continue the fight, for as the greenskins die, their corpses shed thousands of spores that settle and grow in the dank corners of bastion, crevasse and mud hut alike. Around them Tyranids evolve and adapt new ways to slaughter their Ork foes, just as the Orks grow bigger and stronger on their diet of perpetual war. The augurites and xenosavants of the Imperium observe the war for Octarius from afar, content to let their enemies fight to the death, but the wisest of them know that whatever emerges could be the most formidable threat to the Imperium yet.

THE SWORDWIND UNLEASHED

The invading forces of Saim-Hann bypass the Ulyxis Lines at great speed before arcing in to attack Toxinhive. Their strike does negligible damage, but does serve to draw the majority of the hive's forces into its north-eastern districts. At a signal from Autarch Zephyrblade, two entire armies of Biel-Tan troops step through the webway to attack the south and east of the hive. Within the hive's cramped confines, the Eldar Aspect Warriors rule ascendant. Toxinhive is lost.

TOXINHIVE

HIVE ULYX

NIGHTSPIRE HIVE

G N O S I S   P R I M E

A DARK FATE

Nightspire Hive is surrounded by a gigantic sphere of force with a dimensional rift at its centre that leads directly to Comorragh, the Dark City. Imperial forces en route to the front prove unable to save the citizens from the Dark Eldar pirates that pour into their midst.

THE SWIFT SERPENT

The Wild Riders of Saim-Hann lure out Governor Ulyx's armies before withdrawing to attack the garrisons defending the northern hives.

D E V I L M A W   M O U N T

THE INVASION OF GNOSIS PRIME, 786.M41

If pre-war transmissions are to be believed, the Eldar invasion of the industrial complex of Gnosis Prime was a territorial dispute of epic magnitude. Despite the fact that the Imperial population of Gnosis Prime had settled the planet some twelve hundred years ago, Autarch Eliac Zephyrblade of Craftworld Saim-Hann gave but a single day for the Imperial inhabitants to leave the planet or face the consequences.

Zephyrblade's ultimatum was held in great scorn by Planetary Governor Ulyx. Not only was evacuation logistically impossible due to the billions of Imperial citizens living in the labyrinthine hives of Gnosis Prime, but the Eldar craft in orbit seemed no more numerous than that of a diplomatic delegation. Governor Ulyx was excessively proud of the industrial continent of Gnosis Prime and its bastion networks, which he had nicknamed the Ulyxis Lines. These defences, alongside the natural barriers of the Devilmaw Mountains and the Thanian Sea, protected Gnosis' vital industrial sector from invasion. The Ulyxis Lines were manned by not only the Governor's own forces but also Valhallan and even Cadian regiments. As a result, Ulyx's reply to Zephyrblade was insultingly short and to the point. Unwittingly, Ulyx had signed the death warrant for an entire planet's population.

The Eldar invasion was swift and merciless. The forces of not one but two craftworlds converged upon every industrial complex, isolating and destroying each hive's military might with incredible tactical acuity. The jetbikes and grav-tanks of Saim-Hann made planetfall far out to sea and all but bypassed the Ulyxis Lines as they darted inland. Column after column of Imperial tanks and troopers rolled out from their strongholds to cut off the Eldar advance, only to find that the Eldar forces had already redeployed to threaten another hive. When the confusion and anarchy sown by Autarch Zephyrblade was at its height, strike forces of brightly-armoured Aspect Warriors from Craftworld Biel-Tan stepped through crackling portals from the labyrinthine Eldar webway to assault the nearby hives. The Eldar fell upon each hive's garrison with a terrible fury. Millions of humans were slaughtered and the industrial complexes set aflame.

Across the planet, the unimaginably vast armies of the Imperium stirred, mobilised, and brought their wrath to bear on the invaders. All they found were countless piles of white ash amongst the burnt-out shells of Gnosis Prime's hives and power plants. With the industrial lifeblood of the planet cut off, the world of Gnosis was doomed to a slow and painful death.

OCEAN DROP

The Saim-Hann invaders used the toxic waters of the Thanian Sea as their drop zone, sophisticated anti-gravitic engines allowing them to muster outside the reach of the Imperial guns. The promethium refinery of Petroika Isle is swiftly cut off from the mainland.

PETROIKA
ISLE

THANIAN SEA

CHOLERIX FIGHTS BACK

Despite being surrounded on all sides, the brave citizens of Hive Cholerix raid the arsenals and join the Imperial Guard in staving off wave after wave of Eldar attacks.

HIVE
CHOLERIX

HIVE
JUDICIA

BATTLE OF AUROS BRIDGE

Responding to distress calls, the armed might of Hive Magaera mobilises and heads north-west at speed, only to be ambushed by Aspect Warriors at Auros Bridge, which is collapsed in the battle.

HIVE
MEGAERA

RIVER AUROS

OXIDHIVE

THE BURNING RIVER

The massed infantry of the Valhallan 121st are in the process of crossing the Thurian Bridge when an Avatar of Khaine bursts into reality at the bridge's centre, slaughtering hundreds of Guardsmen before being plunged into the oily water by sustained battle cannon fire. The polluted sludge of the river is set alight by its burning body.

GNOSIS
PARALLEL

VORLINGHAST'S BANE

In the closing days of the year 981.M41 worlds such as Vorlinghast, a munitions factory world, were of extreme importance to the ongoing war effort. Any significant lapse in production could cost millions of lives or even the loss of neighbouring planets. For this reason, when Vorlinghast stopped in its flow of supply ships crammed full of battle tanks, the Adeptus Munitorum were swift to send a probe-team planetside.

Vorlinghast was recorded to be host to sixteen regiments of Imperial Guard. However, none of the Vorlinghites, known for their discipline and devotion to the Imperial cause, would respond to the Munitorum's vox-hails. Something was wrong. The Munitorum notified Lord Inquisitor Rex of the irregularities they had found before making planetfall and investigating this dereliction of duty first-hand.

It took over 27 chronosegments before Gunchamberlain Raimero reported back to the Inquisitor upon his warship *Coreveteran*. Inquisitor Rex leaned in close. On the pict-screen, Raimero appeared pallid and bloated, and vile black liquid seeped from his mouth. Behind him loomed dark, heavily armoured shadows in corrupted mockeries of power armour. With seemingly great effort, the Munitorum adept repeated the same phrase over and over in the thick, clogged voice of a drowned man. It was a phrase that Rex would carry to his grave.

'All…is…not…well…'

It was the voice of a Warp plague.

☠ ☠ ☠ ☠

Within the hour three Strike Cruisers of the Marines Vindicant were speeding through space towards the signal. The infected planet could not be quarantined or declared subject to Exterminatus, for its munitions factories were more vital to the Imperium than the lives of the populace that operated them. Only the Adeptus Astartes had the might to cleanse the planet without becoming affected by the contagion themselves.

Without slowing, the Marines Vindicant Strike Cruisers roared into low atmosphere above Vorlinghast and, at the behest of Commander Sebastius, issued one last vox-hail to the planet at large. There was still no response, other than static and the whispered syllables of Raimero's chilling message. Grim-faced, Sebastius issued the order for a full invasion.

THE BATTLE OF THE BLIGHT

The first Drop Pods issued from the launch bays of the Marines Vindicant Strike Cruisers met with heavy resistance. The reconnaissance information provided by the Scouts had confirmed Commander Sebastius' dark predictions – the populace and even the Imperial Guard troops stationed there had been reduced to shambling, slack-jawed scarecrows amongst whom stalked what looked very much like Chaos Space Marines of the Death Guard Legion. When the first trio of Drop Pods to make low orbit exploded spectacularly high above the planet's surface and the rest of the attack wave came under heavy anti-aircraft fire from the hive defence network, the Marines Vindicant were forced to rethink their attack strategy. It made no sense – how could the plague-infected populace react so quickly?

It was Inquisitor Rex who had the answer. For the Warp plague to have spread to every citizen and soldier upon the planet, the Chaos Space Marines who brought the infection to the world must have been there for some time – time which they had used to lay a deadly trap. Each bunker, bastion and fortress bristled with expertly primed quad-guns and interceptor cannons whose fields of fire criss-crossed the skies above Vorlinghast in a lethal net. Realising this, Rex commanded his Tech-Priest accomplice, Magos Dimitri, to fire a data-burst on a tight frequency at each stronghold and emplacement, codified with the highest Inquisitorial clearance. Within the hour the automated defences swivelled downwards and fell silent, their machine spirits coerced into submission by the Mechanicus priest's deft signals.

It was then that the invasion began in earnest. This time the first Drop Pods to fall hammered into the milling ranks of the infected soldiery, crushing dozens to a pulp with each impact. The metal flanks of the Drop Pods crashed open to reveal not Space Marines but automated weapons systems of their own. Whirring as they powered up, the Deathwind Drop Pods opened fire with the fury of a hurricane, stitching a circle of death around each one until a perimeter was formed. Barely had their barrels ran empty before yet more Drop Pods thundered out of the skies to slam into the heart of the drop zone, this time disgorging squad after squad of Tactical Space Marines. The Astartes fanned out and opened fire with clockwork precision, gunning down every plague victim they could see with contemptuous ease as they established a beachhead.

The slaughter that followed was immense. In tightly knit groups the Space Marines spread out into hunt-and-slay

attack patterns. No matter how many of the plague victims fell upon them they could not penetrate the devastating curtains of bolter fire laid down by the Astartes. Dead flesh clogged the alleyways and plazas as more and more plague victims fell to the explosive bolts of the Space Marines' holy armaments. Wherever the power-armoured silhouettes of the Death Guard stalked through the mists to shore up the planet's defences, another Drop Pod would slam down in their midst or a squad of Terminators would materialise to open fire with assault cannon and storm bolter. The Space Marines advanced relentlessly, bolters roaring in time with their footsteps until the corpses were piled high.

Behind the Space Marine line, Daemon-things were pushing slowly from each pile of the dead, gnawing and slithering their way free. They were humanoid only in the loosest sense. Each cyclopean head had a slack, drooling jaw and a great jutting horn sprouting from its forehead, and their gangly, rope-muscled limbs suppurated with sores and buboes. The Daemons fell upon the Space Marines with doleful fury, plunging filth-encrusted knives into the joints of the Astartes' armour and ripping open helmets to impart the kiss of plague first-hand. Caught off-guard by this repugnant attack, Commander Sebastius ordered his men to take up defensive positions within the bastions of the defence network and regroup.

On the other side of the shattered plaza, the Space Marines had started to penetrate the dark and claustrophobic tunnels that led between the bunkers and bastions themselves. They were not alone. Shambling towards them came a tide of Plaguebearers and, without the room to fan out and lay down curtains of fire, the Space Marine squads were forced to fight wave after wave of the Daemons with only one or two of their number able to fire. Worse still, not all of the targets were killed by the explosive bolts thudding into their clammy flesh, for even a mortal wound was nothing to these creatures of the Warp.

The repugnant tide got closer and closer until the Space Marines were forced to rip them apart at close quarters. Black blood spattered onto the regal heraldry of the Marines Vindicant's armour until their colours were obscured by infected gore. Above them, hands burst through grilles and vents to pluck at weapons and rip free the helmets of the Space Marines as they passed underneath. Some malign intelligence was guiding the Daemons, urging them to add the Space Marines to the numbers of the damned.

In the narrow alleys between the bastions, the Chaos Space Marines of the Death Guard stalked remorselessly forward, sending hails of bolter fire and roaring trails of plasma fire into the surviving Space Marines. They were left with no option but to retreat. Commander Sebastius, lashing out with his power sword wherever one of the Chaos traitors got too close, barked the command for armoured reinforcement. Though it seemed like an hour to the beleaguered Space Marines, barely a minute of bone-jarring close combat had passed before Thunderhawks began to scream overhead, each of the blunt-nosed gunships carrying an Astartes tank beneath it.

Though the fighting retreat cost nearly a dozen Astartes lives, the tunnel networks were secured and vault doors finally closed despite the grasping, pustulent limbs attempting to reach around the sides. In the lull that followed whilst they waited for armoured support the Space Marines took stock of their situation. Some of the survivors were ashen-faced, their helmets missing and the spoor of Warp plague already apparent on their greying features. It was Sergeant Bellancio who spoke up first, his once bulldog-fierce features sagging in exhaustion and pain. He believed that the Warp plague was so strong that even the boosted metabolism of the infected brethren could not hold it

at bay for long. Bellancio proposed that they should paint their armour black with blood in the tradition of those who seek death in battle and take the fight to the Plague Marines and their Daemon allies outside. They had nothing to lose, he argued, and a glorious death was better than lying down to die in the dark.

After a moment of silent prayer, Sebastius agreed. Blasting from the bastion's fire slits with every weapon at their disposal, the Space Marines flung open the vault-door that their infected brethren might take the field one last time. Led by Sergeant Bellancio, the gore-covered warriors roared in anger and pain as they charged out towards the ranks of the Chaos traitors. Their bolters barked a staccato symphony of explosions as their chainswords rose and fell, the tainted Space Marines venting their fury. But the Plague Marines just laughed scornfully as the bolter rounds thudded into exposed flesh and laid their stinking intestines bare. One of the renegades chuckled to itself as it scooped a handful of bile from its wound and flung it at the helmetless faces of the charging battle brothers.

From the other side of the plaza rumbled a squadron of Predator battle tanks, the titanic silhouette of a Land Raider Redeemer crushing the flagstones beneath its weight as it moved up behind them. The Predators fanned out and opened fire on Plague Marine and Daemon-thing alike, shredding the foremost elements of the horde in a storm of high-calibre violence. There was a moment of silence before the monstrous metal beast at the centre of the armoured spearhead breathed great gouts of white-hot flame into the survivors. Under the intense flames, even the plague daemons turned black and withered away to nothing.

To the shock of the Astartes pressing their momentary advantage, the Marines Vindicant Land Raider suddenly flipped over, hanging in the air for a lethal second before landing with earth-shaking impact upon two of the infected Space Marines. Behind it stood a Daemon lord from the darkest bowels of hell. A tower of rotting flesh clothed in the corpses of a hundred plague victims, the Daemon king was a foul coagulate entity with a mouth of jagged bone and a dozen eyeballs all melded together into one great orb. It brandished a diseased tree in one limb-fingered hand, slack-mouthed heads dangling from every branch, and its gloating laugh rolled across the ravaged battlefield like rotting sap.

The battle that followed was the stuff of nightmares. The Space Marines under Commander Sebastius opened fire at the last remaining squads of Chaos Space Marines, but even the grievously wounded still closed in, tearing at their once-brothers with diabolic strength and ripping limb from socket as their egg-white eyes rolled back and forth. A Thunderhawk roared past and a second later a squad of Assault Marines plummeted down from the skies above to attack the Daemon king with bolt pistol and chainsword, but it swatted them aside like flies, heaving great gouts of toxic vomit into those that came too close.

Sebastius knew that there was but one option open to him. He opened a comms channel to the Strike Cruisers ahead and, coordinates racing across the interior displays of his visor, barked a set of integers into his vox-bead. The last number had barely left his lips before his helmet was twisted round violently and he was pitched to the floor under the body of Sergeant Bellancio, bloody froth bubbling from his lips as he flailed and shook. More and more of the freshly dead piled on top of Sebastius, but he still felt the impact of his last command. With the precision typical of the Astartes, the three Strike Cruisers opened fire upon the coordinates given by Sebastius. Three blinding thunderbolts of pure white destruction speared down into the plaza with enough force to level a city block.

The clean-up operation was foul and difficult work. With the Daemon king reduced to a nothing more than a smoking crater by the lance strikes from the Marines Vindicant spacecraft, the curse of the plague was lifted. The Daemons faded into oblivion, while the diseased Guardsmen fell dead, a carpet of tangled limbs and vacant faces throughout the defence network. The infected battle brothers, freed from the grip of the palsy that had claimed their minds, looked at the ground in silence, speaking only when spoken to. The mood was grim.

When Sebastius made his report to Inquisitor Rex, the once-infected Space Marines were quarantined in the brigs of the Strike Cruisers. Upon the Strike Cruisers, the once-infected Imperial Guard survivors were remotely interrogated until death, for the spoor of the Warp is strong and even the least tainted must pay the price. The rest of the Space Marines were forced to undergo stringent and painful purification procedures, but Sebastius knew they were lucky to escape condemnation in extremis and ultimately death by the Imperium's own hand. Within a month the world of Vorlinghast was populated once more, though every citizen was required to wear a rebreather at all times and feed only from thrice-blessed protein-troughs. The Marines Vindicant eventually returned to active service, though few ever speak of the events of Vorlinghast, and none dare give voice to the fateful phrase that is forever etched on their memories:

'All is not well'.

INFAMOUS INVASIONS

The Black Templars under the command of Chaplain Grimaldus are the last living souls upon the cursed planet of Jophiel's Ire

WAR ON RYNN'S WORLD

It was upon their Chapter planet of Rynn's World that the Crimson Fists faced their darkest hour. The greenskin invasion codified as Waaagh! Snagrod descended upon Rynn's World in horrifying force, the horizon turning green with their number as more and more Ork Roks ploughed into the wastelands outside New Rynn City. Worse still, a stray missile strike detonated within the arsenal of the Crimson Fists' fortress-monastery, causing the entire mountain-sized edifice to explode spectacularly. Almost six hundred Space Marines were caught in the blast and, in one unthinkable instant, countless true heroes of the Imperium were gone forever. The Chapter Master, Pedro Kantor, was fighting outside the perimeter at the time, and his next few days were a hellish catalogue of grief, rage and loss that would have broken a lesser man. But Kantor doggedly pulled the remnants of his proud Chapter together once more, fighting running battles across the windswept landscape to finally unite his men at New Rynn City. It was there the beleaguered Astartes met the full brunt of Waaagh! Snagrod as the Arch-Arsonist himself sought to burn down everything that was left of the Crimson Fists' home world.

Kantor had lost far too much already to contemplate another loss. He met the foe with the fire and fury of four hundred raging Space Marines intent on revenge. It is no wonder that he carried the day.

KANTOR'S LAST HOPE

CRIMSON FIST CHAPTER, THE BATTLE FOR NEW RYNN CITY, 989.M41
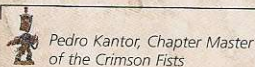
Pedro Kantor, Chapter Master of the Crimson Fists

Command Squad 'Kantor's Fist'

Command Squad 'Pugilists'

Command Squad 'Red Wrath'

4 Captains

5 Chaplains

3 Librarians

Land Speeder Squadron 'Razor'

Land Speeder Squadron 'Sabre'

Land Speeder Squadron 'Falchion'

Terminator Squad Gallacus

Terminator Squad Alecto

Terminator Squad Victurix

Terminator Squad Grylinus (Depleted)

Rhino 'Chariot of Flame'

Rhino 'Duelling Blade'

Rhino 'Vengeance Embodied'

Rhino 'Martial Honour'

Veteran Squad Daecor

Veteran Squad Filiax

Veteran Squad Thanator

Veteran Squad Phrenotas

Rhino 'Rynn's Hammer'

Rhino 'Warriors' Creed'

Rhino 'Peremptory'

Tactical Squad Rectris

Tactical Squad Gualan

Tactical Squad Ulias

Tactical Squad Anto

Tactical Squad Haleos (Depleted)

Assault Squad Dacilas

Assault Squad Ulurac

Assault Squad Aethos

Assault Squad Eos (Depleted)

Due to the high level of casualties suffered by the Crimson Fists prior to the battle, Kantor adjusted the squad assignments, merging depleted squads together in order to create new, full-strength units.

A WORLD IN FLAMES

As is the case with all major Waaaghs, it is impossible to know just how many millions of Orks comprised Waaagh! Snagrod when it descended upon Rynn's World. What is known is that the Ork invasion was so enormous that it nearly swallowed the entire planet, and that after the Battle of New Rynn City it took the Crimson Fists decades of unrelenting war to reclaim their Chapter Planet from flame-obsessed greenskins.

The Arch-Arsonist's Inferno Horde
- Estimated 110 Warbands
- 45 Speed Freek Warbands
- 16 Gargants

Black Flame Tribe
- Estimated 18 Warbands
- 5 Gargants

Da Flaming Skulls
- 18 Speed Freek Warbands

Killchoppa's Blitz Brigade
- 5 flight-capable Warbands

Da Skorched Earth Krew
- Estimated 270 Skorchas
- 24 Flamestompas

Big Mek Big'ead's Fieromaniacs
- Estimated 20 Burna Boyz warbands
- Estimated 80 Skorchas
- Estimated 120 Pyro-Bommas

> "You cannot imagine the depth of my grief, nor the magnitude of my wrath, nor the scale of the vengeance I shall visit upon them."
>
> – Chapter Master Pedro Kantor

Tactical Squad Devis

Tactical Squad Hadeon

Tactical Squad Antheo

Scout Squad Lukis

Tactical Squad Lucris

Tactical Squad Eriac

Tactical Squad Juris

Scout Squad Heraldo

Tactical Squad Rorac

Tactical Squad Fervor

Tactical Squad Hadren

Scout Squad Ghospris

Tactical Squad Invictas

Tactical Squad Guilo

Tactical Squad Antilo (Depleted)

Scout Squad Juxor

Predator Annihilator 'Invincible Spear'

Predator Destructor 'Righteous Blade'

Predator Annihilator 'Vigilant Sword'

Land Raider 'Wrath of Rynn'

Land Raider 'Honourable Deliverance'

Brother Ulis (Dreadnought)

Brother Jerian (Dreadnought)

Brother Ilioc (Dreadnought)

Brother Yuric (Dreadnought)

Vindicator 'Final Word'

Vindicator 'Voice of Doom'

Vindicator 'Terra's Messenger'

Squad Voluras (on bikes)

Squad Greon (on bikes)

Squad Atillis (on bikes)

Squad Petragon (on bikes)

Scout Squad Elecros
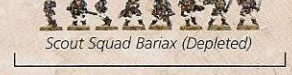
Scout Squad Bariax (Depleted)

Devastator Squad Tirius

Devastator Squad Lician

Devastator Squad Ruthrex

Devastator Squad Aupendor (Depleted)

THE BATTLE AT THE GATE

The Vindicators kill scores of Orks with every thunderous volley, but will it be enough?

The vanguard of the Ork attack makes planetfall right in front of the gates of New Rynn City, plunging headfirst into the maelstrom of firepower that hammers out from the defence towers ranged outside. As the skies boil with flame overhead, the Crimson Fists take a horrific toll on the Ork invaders, but the Ork invaders just keep on coming.

The Battle for New Rynn City, 989.M41

Pedro Kantor leads the defence against Ork Warboss Snagrod, determined to avenge the death of his fallen battle brothers with his own hands.

The Battle for New Rynn City, 989.M41

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THE VOICE OF GODHOOD

The Battle for the *Voice*, 998.M41

> "The Chaos dogs cower before our guns. Gentlemen, let us take back what is ours."
>
> — Creed of Cadia

THE CADIAN 'MISSION ELITE'

Ursarkar E. Creed is not the kind of man to issue orders from a command bunker, instead preferring to command where his masterful tactical acumen is needed most. In such times Creed assembles his Mission Elite, a hand-picked company of veterans each of whom is is an expert in demolitions, melta weaponry, and close-quarter fighting. The Mission Elite are famed for lightning assaults deep into enemy territory, rappelling into battle from their Valkyrie gunships and wresting vital objectives from the foe.

Creed's 'Triple C's'
Ursarkar E. Creed and Jarran Kell relay their commands to the Mission Elite from the front line. Transport: Valkyrie *'Hell's Teeth'*.

Veteran Squad Prime, 'Thunderheads'
The Thunderheads specialise in the creative use of melta weaponry. Transport: Valkyrie *'Iron Duchess'*.

Veteran Squad Secundo, 'Boom Dogs'
The 'Boom Dogs' get their name from their risky habit of dropping demo charges from their Valkyrie's hatches. Transport: Valkyrie *'Lady Vengeance'*.

Veteran Squad Tertio, 'Torchbearers'
Famed for their flamer drill, the Torchbearers are first into the fray. Transport: Valkyrie *'Kiss of Fire'*.

Veteran Squad Quadro, 'Pyro Brigade'
If Creed wants the foe burnt out of a bunker, the Pyro Brigade are first in line Transport: Valkyrie *'Promethia'*.

Cadia's finest launch the final assault upon the Voice of Godhood's roof. After a bloody and desperate battle, Creed and his men reconsecrated the Voice's quake cannon and turned it upon the Chaos invaders.

Creed's plan was to force Fabius Bile's ground troops to go to ground with a devastating firestorm, and then arrow through the flame and smoke to attack the roof of the installation itself. Well-aimed demo charges and accurate meltagun-fire eventually turned the tide in Creed's favour.

THE WAR OF DAKKA

The Defence of Iolac, 815.M41

When the Orks of Waaagh! Grog invaded the fringes of the Tau Empire, Grog believed that a simple application of overwhelming force would cripple the Tau military. The hunter cadres stationed upon the arid world of Iolac soon proved Grog wrong. Holing up in force field-protected gun-bastions and comms outposts, the Tau took a horrific toll on the Orks teleporting into battle all around them.

Grog's Boyz curse the high technology of the Tau who, though horribly outnumbered, are turning the tide with the canny use of their railgun-equipped defence pods. These are essentially low-level bastions each with a twin-linked railgun and a 360° fire slit. Perfect for riding out a Waaagh!

The Tau use sophisticated force pylons to keep the enemy at bay, and a high-technology landing pad to bring in more reinforcements.

THE DEATH OF GORGO

Hive Fleet Leviathan is the largest and most terrifying Tyranid invasion to have penetrated Imperial space. Its tendrils wind through the void to choke the life out of countless worlds. Though the number of bio-ships that comprise the Hive Fleet is beyond counting, each planetary invasion is initiated by a roughly analogous horde of warrior organisms further split into countless smaller tendrils. The most recent instance of a Hive Fleet tendril invading an Imperial world was the invasion of the agri world Gorgo, a world laid from beauty unto ruin in the space of a single week.

When a tendril of a Tyranid splinter fleet attacks, each of its component swarms probe the defences of the enemy in much the same manner. Firstly, the 'vanguard organisms' that typically precede each invasion revealed themselves, sowing terror and discord amongst Gorgo's stricken populace as the skies became choked with roiling clouds of alien spores. Once the populace was in a state of panic, thousands of warrior Tyranids made

planetfall, bursting out from fat cartilaginous pods known as mycetic spores and flowing together into an unstoppable horde. Where this 'living tide' was not sufficient to engulf the planet's defences, the leader-beasts accompanying them called for reinforcement from the bio-ships above. This came in the form of yet more mycetic spores, each carrying a gigantic warrior-beast that functioned as a living battering ram. This 'third wave' of monstrous assailants tore open Gorgo's planetary defences with horrific ease, allowing the smaller beasts to flow into the defence networks and begin the butchery in earnest.

Fortunately for the planet Gorgo, news of the imminent invasion reached none other than Captain Sicarius of the Ultramarines, who quickly launched a devastating counter-invasion. Unfortunately for Gorgo's populace, the Spear of Sicarius did not arrive until every living thing upon Gorgo had been consumed and rendered down into biological gruel by the Tyranid invaders.

TENDRIL OF THE LEVIATHAN

TENDRIS LEVIATHAN
Designation 'Gorgo's Talon' –
the Gorgo Massacres, 996.M41

The Antennae – Lictors: Chameleonic stalker-beasts that act as the tendril's antennae, Lictors assimilate the brains of their prey so that the Hive Mind can exploit their weaknesses.

The Fangs – Genestealers: The teeth of the vanguard swarm, Genestealers pour out from their hiding places and attack command centres to sever the enemy command structure.

The Tentacles – Gargoyles: Flocks of winged Tyranids known as Gargoyles wind through the skies, herding the prey below into centres of biomass so that they can be efficiently slaughtered.

The Mind – Hive Tyrants: Hive Tyrants form the nucleus of the tendril, issuing psychic commands to the lesser Tyranids and coordinating the invasion from the front line.

The Nerve Centres – Zoanthropes: Zoanthropes act as synaptic nerve centres that relay the Tyrant's commands. Their psychic blasts can destroy even the most redoubtable fortress.

The Swarming Mass – Termagants/Hormagaunts: The massed assaults of lesser Tyranid beasts are infamous. It is these swarms that form the gross bulk of the tendril.

The Crushing Claws: – Carnifexes: Where the swarms meets serious resistance, brutish bio-tanks known as Carnifexes are deployed, tearing open bastions with their powerful claws.

"...and yet this is but a single talon of the death grip throttling Gorgo..."

– Cato Sicarius briefs his men before making planetfall.

THE SPEAR OF SICARIUS

Tactical Squad Solinus 'The Indomitable'

Tactical Squad Vandar 'The Victors'

Tactical Squad Fennion 'The Immortals'

Tactical Squad Manorian 'The Shield Bearers'

Tactical Squad Octavian 'The Swords of Judgement'

Tactical Squad Vorolanus 'The Thunderbolts'

Terminator Squad Uriex 'Hand of Agemman'

Terminator Squad Orilis 'Heralds of Vengeance'

Terminator Squad Gideus 'Regent's Wrath'

Brother Agnathio

Terminator Squad Nerios 'Crushing Gauntlet'

Vanguard Assault Squad Carlax 'Swift Vengence'

Brother Ultracius

Assault Squad Strabo 'The Heroes of Selonopolis'

Assault Squad Ixion 'Macragge's Avengers'

Assault Squad Vilian 'Eagle Claws'

Assault Squad Hermetes 'Aquilas'

HIGH COMMAND

Cato Sicarius, High Suzerain of Ultramar

Command Squad 'Lions of Macragge'

When leading a planetary invasion, the Captain of the Ultramarines 2nd Company often employs a battle formation known as the Spear of Sicarius. The Spear draws elements from several companies to form a hard-hitting elite around a core of Sicarius' own men.

As the point of the spear, Sicarius and his command squad are the first to make planetfall. Even as their ordnance rains down, Sicarius' initial strike is quickly reinforced by four full squads of Assault Marines who roar out of the skies to engage survivors of the initial attack. At a barked command from Sicarius, four units of 1st

Company Veterans in Terminator armour will then teleport into battle, clearing a perimeter in the heart of the enemy forces. It is onto this field of corpses that six full Tactical Squads make planetfall in their Drop Pods, taking up position with a precision honed by hundreds of planetary drops.

"We are the slayers of kings, the destroyers of worlds, bringers of ruination and death in all its forms. Let none stay our wrath."

– Cato Sicarius, Captain of the Ultramarines 2nd Company

COUNTER–INVASION!

The Reclamation of Gorgo, 996.M41

Sicarius and his men hammered out of the skies just as the Tyranid invaders were beginning to consume the planet Gorgo's biomass. This allowed the Ultramarines to strike hard at the synapse creatures coordinating the Tyranid invasion. The Tyranids would be denied their prize – though at what cost?

Tyranid Gaunts mill from their brood-nests in disarray as Assault Squads thunder from the skies.

A crack strike force of sixty Tactical Marines roars out of the sky in Drop Pods, tasked with keeping enemy reinforcements at bay whilst their brethren close the noose.

1st Company Terminators clear a drop zone, ready for further Ultramarines to make planetfall.

ASSAULT ON FORT PAIN

During the latter years of 838.M41, the Eldar of craftworlds Saim-Hann and Biel-Tan united to invade the benighted planet of Gnosis, from which Imperial xenoarchaeologists were unearthing arcane Eldar structures. Despite the firepower of the indomitable fortress sheltering the excavation, the arrow-swift decoy tactics of the Wind Rider host proved highly effective.

The Scouring of Gnosis, 838.M41

Vengeful Aspect Warriors launch a surprise attack on the rear of the fortress, while Imperial Excavator teams continue to drag ancient Eldar archaeotech from the sands, intent on capturing its secrets.

Leman Russ Battle Tanks trundle into the fray, repelling the advance of the Eldar Wind Rider host with a relentless storm of bullets and battle cannon shells.

INDEX

Grey Knights launch a courageous assault upon a nightmarish Daemon world.

WARHAMMER 40,000

PLANETSTRIKE

Planetstrike is a game of glorious invasions and desperate last stands set in the battle-ravaged universe of the 41st Millennium. Will you take the role of the defender, repelling the enemy's vanguard with heavy weaponry and heavier fortifications? Or will you play the attacker, raining hellfire and damnation upon the foe before sending an army of your best troops to claim the smoking remains of his strongholds? This is truly a war on all fronts in which the enemy can appear at any time, from anywhere – especially from above!

"An entire planet bristling with the most devastating weaponry Mankind can devise. And yet, within a few bloody and brutal days, all this will be ours..."
- Huron Blackheart, Master of the Red Corsairs

Inside you will find:

- **FIGHTING A PLANETSTRIKE:** All the guidance you need to create an invasion or defence force, plus special rules for firestorms and rapid reinforcements. This section also includes tactical advice for your first few games, and complete rules for the fortifications you must claim in order to secure victory.

- **DEATH INCARNATE:** New force organisation charts that allow you to form entire armies of the hardest-hitting units in your collection.

- **PLANETSTRIKE STRATAGEMS:** Ranging from defensive void shields and minefields to lethal planetquake bombs and meteor strikes, the attack and defence stratagems confer special abilities and power plays with which to unleash devastation on your opponent.

- **GLORIOUS ASSAULTS:** War unfolds on a galactic scale in a background section full of no-holds-barred planetary slaughter.

- **INFAMOUS INVASIONS:** A showcase of battlescapes that chronicle dramatic planetary invasions and the forces that fight to the death in their midst.