

WARHAMMER
40,000

CHAPTER APPROVED



2019 EDITION
GAMING IN THE 41ST MILLENNIUM



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GAMING IN THE 41ST MILLENNIUM

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INTRODUCTION

Welcome to *Chapter Approved*, a compendium of material for use in your games of Warhammer 40,000. Inside you'll find pages more filled with opportunities for acts of glory, heroism and sacrifice than your local Astra Militarum recruiting office, including new and updated rules, datasheets, missions and much more.

In the grim darkness of the far future, there is only war. Mighty armoured vehicles clash amidst the thunder of enormous guns, their thick armour shrugging off even the most mighty strikes as they speed towards their objectives, weapons blazing. Commanders send elite units behind the lines to sabotage enemy forces, even as they lead the rest of their forces in frontal assault on a grand scale, whilst other armies are abandoned as their allies retreat, left to deal as much damage to the foe as possible before they are overwhelmed. Rampaging hordes of Daemons are summoned into being by both the willing and the unsuspecting, trampling their unfortunate victims across hundreds of battlefields, from deadly forests to deserted frontier worlds, whilst the defenders raise mighty bulwarks of steel and concrete to anchor their defences. *Chapter Approved* provides a variety of new rules and missions that you can use in your games of Warhammer 40,000, all of which are separated into the following sections:

Open Play: Open play is Warhammer 40,000 without limits. Included here are rules for an even wider and more varied selection of open play games, with new ways to use Open War cards as well as a new way to select your army for open play games.

Narrative Play: This style of gaming aims to make the 41st Millennium truly come alive on the tabletop. In this section, you will find *Spearhead*, a new supplement for fighting conflicts between forces of armoured vehicles. You will also find guidelines and examples for how to link together your games of *Kill Team*, Warhammer 40,000 and *Apocalypse*, as well as some exciting new narrative missions with victory conditions that reward triumph over adversity.

Matched Play: This section is packed with a mixture of new, revised and popular *Eternal War* and *Maelstrom of War* missions, available for use in your matched play games.

Appendix: Here we have collected updated rules for battlefield terrain, as well as updated datasheets.

To make full use of the contents in this book you will need a copy of the *Warhammer 40,000* rulebook. To find out more about Warhammer 40,000, visit warhammer40000.com.



WAYS TO PLAY WARHAMMER 40,000

Warhammer 40,000 offers three distinct styles of game for players to choose from, depending upon their preferences, the collections they have available, and what they want to get out of the game. These styles are open play, narrative play and matched play, and each has its own strengths.

OPEN PLAY

For those who simply want to gather part or all of their miniatures collection, get it onto the tabletop and start rolling dice, open play is the perfect way to game. As its name would suggest, it has few restrictions. Force sizes are not limited, and do not need to be in any way balanced against the army they are facing. Players are free to invent whatever storyline or framework for the battle they wish, whether that involves using the Only War mission provided in the core rules, or simply inventing their own scenario based upon the sort of game they feel like playing.

In this section of *Chapter Approved*, we present ways in which you can make your games of open play even more exciting. In this year's edition, you'll find new ways to use your existing deck of Warhammer 40,000 Open War cards (pg 11-13), a handy tool that simplifies and speeds up the process of setting up your missions. Expanding upon the over 60,000 potential missions these cards provide, these new rules offer an even wider variety of tactical challenges and objective.

Also included in this section is a set of guidelines for generating

your army differently to the normal unit selection process (pg 14-19). These rules provide you with the opportunity to field combinations of units generated almost at random from your collection, allowing for exciting new challenges and combinations of units from your favourite army.

These are just some examples of the kind of things you can do when playing open play games. The only limits to open play gaming are the models in your collection, the gaming space you have available, and your imagination.



NARRATIVE PLAY

Games inspired, driven and regulated by a particular pre-generated storyline are usually known as narrative play battles. *Chapter Approved* provides a range of new content for use with this sort of gaming.

First up is Spearhead (pg 22-33). The Spearhead rules give you new rules for fighting with armoured vehicles, including benefits for outmanoeuvring the war engines of your enemy. It then presents new missions, a new battlezone and Stratagems to use with your Battle-forged armies in glorious tank battles.

Following that, we present guidelines for linking missions (pg 34-47), enabling you to add consequences to your games of Warhammer 40,000, Kill Team or Apocalypse or even pause a larger game to play out a smaller conflict before continuing.

Lastly in this section we have provided a selection of Narrative Challenge missions (pg 48-57). These missions are designed to be unbalanced in favour of one player. Their opponent must try

to fight against these odds and will receive a challenge rating at the end of the game based on how well they performed. We then recommend switching roles to see who can get the best score against overwhelming odds.

MATCHED PLAY

Utilising points values and Battle-forged armies, matched play adds an element of competitive balance to games of Warhammer 40,000. In this section of *Chapter Approved*, you will find the latest matched play rules alongside new and classic missions to play – choose from Eternal War missions (pg 62-67), in which both players compete to achieve the same objective, and Maelstrom of War missions (pg 70-77), in which random Tactical Objectives can change the face of the game in a heartbeat. Both types of game are popular with players attending organised events such as tournaments, or playing ‘pick-up games’ against new opponents.

AND MORE!

To make your games even more varied and exciting, you can use the

rules provided in the rest of the book. They work with any style of gaming: open, narrative and matched.

APPENDIX

Here you’ll find new and updated datasheets for a range of miniatures. The first set of these are datasheets for a number of Chaos Daemon units. Some of these have been updated since their original publication, whilst others are completely new, providing exciting fresh ways to bring ruination to the material universe.

Following these you will find updated datasheets for a variety of Fortifications, powerful defensive features that afford your troops protection from the predations of their enemy.

Lastly, we have included updated rules for a variety of battlefield terrain (pg 106-111), allowing you to utilise the wide range of Citadel terrain kits to bring your battlefield to life and add an extra layer of tactical complexity to your games.

OPEN PLAY

'Many are the ways of war, a multiplicity its theatres. A warlord must be ready to grasp the ever-changing madness of the battlefield and force it into the shape they most desire. To hesitate is to cede the foe a chance to do this first, and in so doing to steal your righteous triumph.'

- *Tactica Imperialis*







OPEN WAR CARDS

One popular system of creating a custom mission for Warhammer 40,000 is using Open War cards. These provide a fast and simple way to set up a game, complete with exciting twists, ruses and sudden-death victory conditions. Presented here are alternative methods for using your Open War cards.

The Open War cards pack includes a rules insert describing one method for creating a mission with randomly generated rules. Presented here are some alternative methods of using Open War cards, which can be used to provide new challenges if both players agree.

The Battlefield, Deployment and Objective Markers rules, as described in the rules insert included with the Open War deck, still apply, and – unless specified otherwise – so do the rules for First Turn and Victory.

METHOD 1 – DRAFTING CARDS

Instead of following the normal instructions for drawing Open War cards, use the following method:

- Decide which player will be player A and which player will be player B. If you cannot decide, simply roll off, re-rolling ties. The winner of the roll-off is Player A.
- Player A takes the deck of Deployment cards, selects three of them and lays them out in front of Player B. Player B then selects one of these to be used for this mission.
- Player B then takes the deck of Objective cards, selects three of them and lays them out in front of Player A. Player A then selects one of these Objective cards to be used for this mission.
- Player A then takes the deck of Twist cards, removes the Many Paths to Victory and Double or Nothing cards, then shuffles the remaining cards and deals them into two piles. Each player then takes one of these piles, selects one Twist card and places it face down in front of them. Once both players have selected a Twist card, both players reveal their choice. Both of these Twists will apply during this mission.

Follow the rules for using Ruses and Sudden Death cards, as described in the Open War rules insert.



DESIGNER'S NOTE

Open War cards provide a fantastic variety of options, with over 60,000 potential combinations of cards. As such, you might find that you get a few odd combinations when setting up your game as described in these alternative methods for using Open War cards. You will notice that each of the methods described here involves removing certain cards from one or more of the decks, usually to avoid certain Twist cards that add new objectives on top of those already in use. If you find you still have a combination of cards that conflict with another, simply repeat that step of the set-up instructions until you have a satisfactory combination. Bear in mind, however, that Open War games will not always be completely balanced, and one player may find their objectives to be more challenging than their opponent's. This is simply one of the unique tactical challenges presented as part of the Open War card system, and makes victory under such conditions all the more satisfying!



METHOD 2 – SECRET AGENDA

Instead of following the normal instructions for drawing Open War cards, use the following method:

- Decide which player will be player A and which player will be player B. If you cannot decide, simply roll off, re-rolling ties. The winner of the roll-off is Player A.
- Player A shuffles the deck of Deployment cards and draws the top card as normal to determine the deployment map for this mission.
- Player B shuffles the deck of Objective cards and draws the top card as normal to determine the objective for this mission.
- Player A then takes the deck of Twist cards, removes the Many Paths to Victory, Double or Nothing, Set Piece Battle and Meeting Battle cards. They then shuffle the remaining cards and deal them into two piles. Each player then takes one of these piles, selects one Twist card and places it face down in front of them. At the start the battle round, each player rolls one D6. On a 4+ that player reveals their Twist card. That Twist now applies for the rest of the battle. If an effect of the Twist applies from the first battle round, treat the current battle round as the first for the purposes of that Twist.
- Player B then shuffles the Ruse cards and deals one to each player, face down. These are kept secret until they are played.
- Player A then shuffles the Sudden Death cards and deals one to each player, face down. These are kept secret until they are played.



METHOD 3 – COVERT OPERATIONS

Instead of generating Open War cards as normal, use the following method:

Decide which player will be player A and which player will be player B. If you cannot decide, simply roll off, re-rolling ties. The winner of the roll-off is Player A.

Player A shuffles the deck of Deployment cards and draws the top card as normal to determine the deployment map for this mission.

Player B then shuffles the Sudden Death cards and deals two to each player, face down. These are kept secret until they are played. Sudden Death cards must be played as soon as their conditions are met, however a player does not immediately win the battle when they play one of their Sudden Death cards. Instead, a player must play both of their Sudden Death cards to immediately win the battle.

Player A then takes the deck of Twist cards, removes the Many Paths to Victory card, shuffles the remaining cards and deals one face up. That Twist applies until the end of the battle.

The rules for using Ruses apply as described on the rules insert card included with the Open Play card pack. In this mission, the normal rules for Victory are not used.



OPEN WAR ARMY GENERATOR

In this section you will find the Open War army generator, designed for players who like the simplicity of open play games and are looking for as much variety in their forces as possible. This tool ensures your army need never be exactly the same from one battle to the next.

The army generator presented here is intended to be used alongside the Open War mission from the *Warhammer 40,000* rulebook, or missions generated using the Warhammer 40,000 Open War cards. If both players have agreed to play such a mission, they can also agree to use the army generator.

The Open War army generator replaces the normal rules for mustering an army; instead of creating their army before the battle, having free choice as to which units are used, each player will need to bring a varied selection of units to the game, using the army generator during the Deployment step to create a balanced force on the fly. This means that players will need to know how to get the best from all of their different units, and learn how to turn any combination of these into potent fighting forces.

Although designed specifically to be used alongside the Open War mission and the Open War cards, the Open War army generator can be used to create armies for any kind of mission, including narrative and matched play ones, should players agree to use it.

ARMY SIZE

Before playing a mission using the army generator, the players must agree an army size for their battle. The army size can either be small, medium or large. A battle with a small army size can be completed in an hour or two, a battle with a medium army size will take

two or three hours to play, and a battle with a large army size will take a full afternoon or evening. We recommend using a small army size for your first battle using the generator.

The army size you choose will determine the Power Level limit for each player. The table below shows the Power Level limits for each army size, and the typical number of units the army will have.

ARMY SIZE TABLE

| ARMY SIZE | POWER LEVEL LIMIT | TYPICAL NUMBER OF UNITS |
|-----------|-------------------|-------------------------|
| Small | 30 | 5-10 |
| Medium | 60 | 8-15 |
| Large | 90 | 10-20 |

TAILORED POWER LEVEL LIMITS (OPTIONAL)

Instead of picking a small, medium or large army size for your battle, you can simply choose the Power Level limit for your game, using the table above as a guideline.

OPEN WAR CARDS

If you are using the army generator in conjunction with Open War cards, then when generating your mission, do not draw any Ruse or Sudden Death cards as described on the rules insert. Instead, these cards are drawn after deployment is complete, as described in Ruses & Sudden Death (see page 17).

Ultramarines fight furiously to hold back the advancing Necron legions, their last stand becoming more desperate by the moment.



'A good commander knows how to get the most from the assets they are assigned. They understand how to combine their infantry with their armour, their artillery with their witches, their gunships with their zealots with their war engines in order to maximise the effectiveness of all. By comparison, a great commander works the same strategic sorcery with whatever warriors and weapons are to hand, and emerges victorious no matter how unexpected the foes they face or the forces they lead.'

- *Tactica Imperialis*

USING THE ARMY GENERATOR

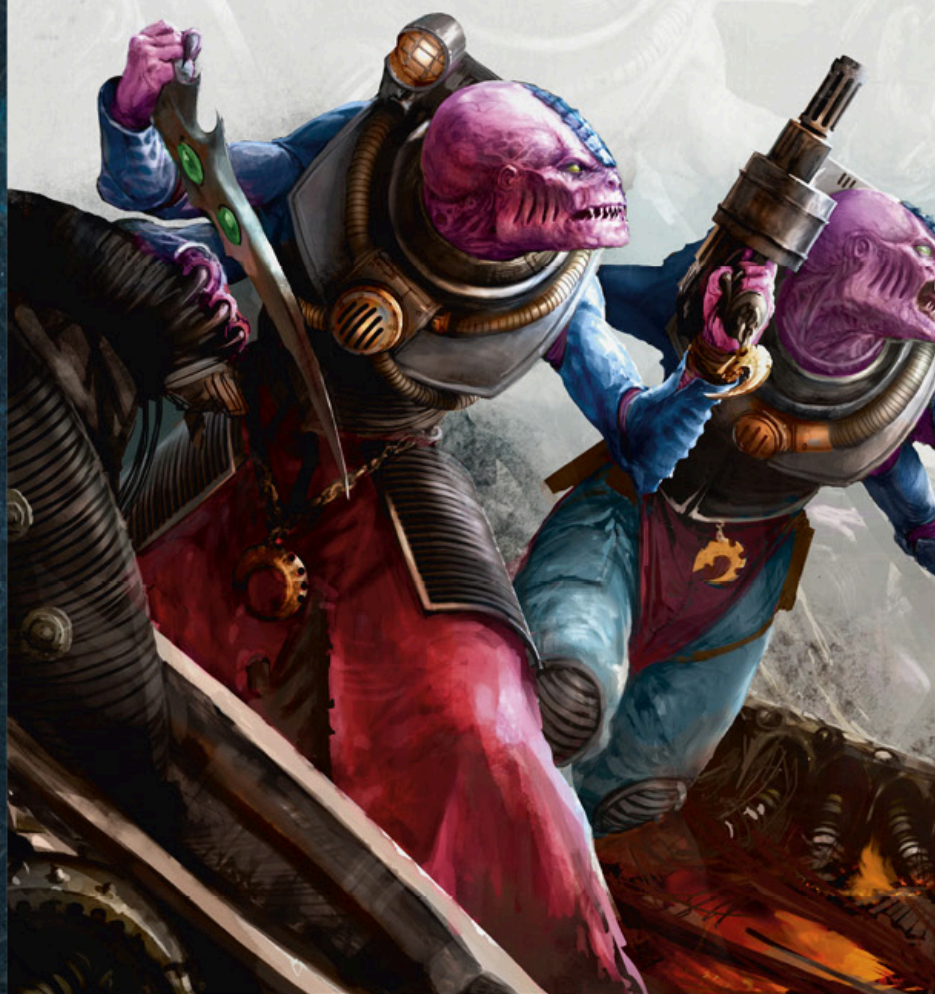
The army generator on page 18 is made up of 36 unit entries. Each unit entry details one or more types of unit, and how many of those units, that the player using the generator can include in their army (see Unit Types, opposite).

The army generator can either be used as a table that you roll on or it can be photocopied and cut out into 36 cards, which you can then shuffle and draw from. If you are rolling on it as a table, roll two dice one after the other, counting the first roll as tens and the second roll as units. For example, if the first roll was a 3 and the second roll a 4, the army generator roll would be 34. You then simply find the unit entry on the generator that corresponds to this number. If you are using cards, instead of making a roll, simply draw a card from the shuffled deck.

In the Deployment step of the mission being played, starting with the player who won the earlier roll-off, the players take it in turns to generate a unit entry using the army generator, continuing until both armies have been deployed (see Completing Deployment, opposite). When a player generates a unit entry, they must select one of the unit options listed and deploy the appropriate unit(s) from their collection wholly within their own deployment zone. Players must deploy as many units as they are able to based on the units available in their collection. Any units that a player is not able to deploy are ignored (they do not count as being destroyed).

PRE-BATTLE ARMY GENERATION (OPTIONAL)

If the players wish, they can generate their armies before the battle and just bring along the models they will be using to the game. To do this, the players must write down their rolls, or the cards they draw, and the units that they decide to use, and then alternate setting up the units in the order they were generated.



COMPLETING DEPLOYMENT

During deployment, each player must keep track of their army's Power Level. Once a generated unit entry results in a player's Power Level equalling or exceeding the Power Level limit for the battle, they can deploy the units generated by that entry, and then their army deployment is complete (they cannot make any further rolls or draw any further cards).

The opposing player can keep on generating and deploying units until a roll or card means that their Power Level also equals or exceeds the Power Level limit for the battle, at which point they can deploy the units generated by that roll or card and then their army deployment is also complete. A player must also finish their deployment if they no longer have any remaining units in their collection to deploy.

RUSES & SUDDEN DEATH

If you are using Open War cards to determine your mission, after deployment for both armies is complete, compare the Power Levels of the players' armies. If one player's army has a lower Power Level than their opponent, that player can draw one Ruse card. If one player's army has a Power Level that is at least double that of the other player's, then the player whose army has a lower Power Level can draw one Sudden Death card as well as one Ruse card.

UNIT TYPES

Rather than listing specific units, each unit entry in the army generator will tell you what type of unit, and how many of that unit, you can deploy. The table below explains each unit type.

| UNIT TYPE TABLE | |
|-----------------|--|
| TYPE | DESCRIPTION |
| Troops* | A unit with the Troops Battlefield Role |
| Elites* | A unit with the Elites Battlefield Role |
| Fast Attack* | A unit with the Fast Attack Battlefield Role |
| Heavy Support* | A unit with the Heavy Support Battlefield Role |
| Champion | A CHARACTER unit that is not a VEHICLE or MONSTER |
| Conqueror | Any unit with the HQ Battlefield Role |

* When you select one of these units, you can additionally select one unit with the Dedicated Transport Battlefield Role with enough transport capacity to transport the selected unit. This is added to your Power Level as normal.

LARGER UNITS

Many units can include additional models. When such a unit is selected, decide how many models you wish to include (as described on its datasheet) and pay the appropriate Power Rating cost.

SUBSTITUTIONS

When selecting a unit from a unit entry, a player can, if they wish, choose a substitute unit instead. The following substitutions can be made:

- Instead of selecting 1 Fast Attack unit, a player can select 1 Flyer unit.
- Instead of selecting 1 Heavy Support unit, a player can select 1 Lord of War unit.



OPEN WAR ARMY GENERATOR

| D66 UNIT TYPE | | | | | | | | | |
|---------------|---|----|-----------------------|----|--|----|----------------------|----|-----------------------|
| 11 | 1 Troops unit | | | | | | | | |
| 12 | 1 Troops unit | | | | | | | | |
| 13 | 1 Elites unit | | | | | | | | |
| 14 | 1 Fast Attack unit | | | | | | | | |
| 15 | 1 Heavy Support unit | | | | | | | | |
| 16 | 1 Champion unit | | | | | | | | |
| 21 | 2 Troops units | | | | | | | | |
| 22 | 2 Troops units | | | | | | | | |
| 23 | 1 Troops unit | or | 1 Elites unit | | | | | | |
| 24 | 1 Troops unit | or | 1 Fast Attack unit | | | | | | |
| 25 | 1 Troops unit | or | 1 Heavy Support unit | | | | | | |
| 26 | 1 Troops unit | or | 1 Champion unit | | | | | | |
| 31 | 1 Conqueror unit | | | | | | | | |
| 32 | 1 Troops unit | or | 1 Conqueror unit | | | | | | |
| 33 | 2 Troops units | or | 1 Champion unit | | | | | | |
| 34 | 2 Troops units | or | 1 Elite unit | | | | | | |
| 35 | Up to 3 Troops units or Elites units in any combination | | | | | | | | |
| 36 | Up to 3 Fast Attack units or Heavy Support units in any combination | | | | | | | | |
| 41 | 1 Champion unit | or | Up to 2 Elites units | | | | | | |
| 42 | 1 Champion unit | or | 1 Conqueror unit | | | | | | |
| 43 | 1 Champion unit | or | 2 Troops units | or | 1 Elites Unit | | | | |
| 44 | 1 Champion unit | or | 2 Troops units | or | 1 Fast Attack Unit | | | | |
| 45 | 1 Champion unit | or | 2 Troops units | or | 1 Heavy Support unit | | | | |
| 46 | 1 Conqueror unit | or | 2 Elites units | | | | | | |
| 51 | 1 Conqueror unit | or | 2 Fast Attack units | | | | | | |
| 52 | 1 Conqueror unit | or | 2 Heavy Support units | | | | | | |
| 53 | 2 Champion units | or | 3 Troops units | or | 1 Elites unit | | | | |
| 54 | 2 Champion units | or | 3 Troops units | or | 1 Heavy Support unit | | | | |
| 55 | 2 Champion units | or | 3 Troops units | or | 1 Heavy Support unit | | | | |
| 56 | 1 Conqueror unit | or | 3 Troops units | or | 1 Elite, Fast Attack or Heavy Support unit | | | | |
| 61 | 1 Champion unit | or | 3 Troops units | or | 1 Fast Attack Unit | or | 1 Elites Unit | or | 1 Heavy Support unit |
| 62 | 1 Champion unit | or | 3 Troops units | or | 1 Fast Attack Unit | or | 1 Elites Unit | or | 1 Heavy Support unit |
| 63 | 1 Champion unit | or | 3 Troops units | or | 1 Fast Attack Unit | or | 1 Elites Unit | | |
| 64 | 1 Champion unit | or | 3 Troops units | or | 1 Heavy Support unit | or | 1 Elites Unit | | |
| 65 | 1 Champion unit | or | 3 Troops units | or | 2 Fast Attack Units | or | 1 Heavy Support unit | | |
| 66 | 2 Champion units | or | 3 Troops units | or | 2 Fast Attack Units | or | 2 Elites Units | or | 2 Heavy Support units |



A strike force of noble Ultramarines advance into battle behind their Captain, sworn to fight for courage and honour.



None can stand before the diabolical armoured fury of the Chaos Space Marine Land Raider and its fearsome arsenal of weaponry.



Ferrocrite whips past below as a host of Windriders from Craftworld Saim-Hann sweep into the fight.

NARRATIVE PLAY

'Myths and legends, tales of great heroes vanquishing their benighted foes; what are these but accounts of battles fought long ago and embellished over the slow count of ages? Fight well this day, my kin, and write new legends in the blood of our foe.'

- Farseer Vrachulain of Craftworld Biel-Tan





SPEARHEAD

Spearhead is an expansion for Warhammer 40,000 that brings new rules for fighting conflicts between forces of armoured vehicles on the battlefields of the 41st Millennium. In these cacophonous environments, speed, armour and big guns are the keys to victory!

Across the galaxy, wars are lost and won by decisive armoured assaults. From formations of Leman Russ battle tanks pounding the foe with their formidable cannons, to squadrons of sleek Aeldari craft swooping over the battlefield, lances of bright energy bursting from their weapons to annihilate any threats. On countless worlds, infantry must move unseen amongst the wreckage of armoured fighting vehicles, working their way closer to plant mines and grenades to cripple enemy war machines. Vast fortresses roll forwards on gargantuan tracks, crushing everything in their path as they conquer worlds. Fearsome

Dreadnoughts stride into the enemies' lines, punching mighty fists through the thickest of armour plates. These are the battlefields of Spearhead – forces of armoured vehicles duelling to the death across a battlefield cratered by the heaviest of munitions, and the detonations of mortally wounded machines. Victory will only be won by those who can utilise speed, overwhelming firepower and the heavy armour of their vehicles to best effect!

Spearhead is an expansion that incorporates fast-moving vehicular warfare missions into Warhammer 40,000. In these missions, one player

takes the role of the Attacker and their opponent the Defender. As a result, the missions presented in this expansion are designed primarily for narrative play, telling the story of these brutal armoured assaults. As with any game that puts players in different roles, we recommend replaying these missions, but switching the Attacker and Defender around to give both players a chance to test out a different set of tactics.

This expansion supplements the core rules with additional abilities, Warlord Traits, and Stratagems that reflect the tactics deployed when playing a Spearhead mission.



The ground shakes as the massed armoured might of the Astra Militarum rolls forth to crush the foe beneath their iron treads. No heretic shall long endure their wrath!



SPEARHEAD ABILITIES

Spearhead missions use the following additional rules:

ROADS

Forces can move quickly across streets and roads, but doing so often leaves them exposed to enemy fire.

After you have created the battlefield, the players should agree what areas count as Roads. If a **VEHICLE** model spends its entire Movement phase wholly on a Road, its Move characteristic is increased by 3" until the end of the phase. This has no effect on units that can **FLY**.

DANGEROUS TERRAIN

Even the relatively open spaces favoured by armoured commanders are full of hazards for a careless driver or pilot. Tank traps or hidden mines have all been the downfall of even the greatest tank aces in the galaxy.

Some terrain is classed as dangerous terrain. Each time a model Advances or Charges through dangerous terrain, roll a D6; on a 1, that model's unit suffers 1 mortal wound.



NARRATIVE PLAY MISSION SPECIAL RULES

Most narrative play missions use one or more additional special rules to better represent the different tactics and strategies used by Attackers and Defenders. Some of the more in-depth mission special rules are collected below and referenced by the missions that appear later.

CONCEALED DEPLOYMENT

In some battles, commanders have had time to conceal the positions of their forces from their enemy.

If a mission uses Concealed Deployment, the Defender will need a set-up marker for each unit in their army that they intend to start the battle deployed on the battlefield. You do not need any markers for units that will start the battle embarked on a **Transport**, only a marker for the transport itself. Each marker needs to be distinct (e.g. have a different number) so it can correspond to a specific unit. The Defender must

write down which unit each marker represents and keep this information secret from their opponent.

When the Defender deploys their army, they set up the markers instead of their models. Once the Defender has set up all their markers, the Attacker deploys all their forces. Once this has been done, the Defender then reveals which marker corresponds to which unit, setting up the appropriate models as they do so. The first model in each unit must be placed exactly where the unit's set-up marker was placed, and the entire unit must be set up wholly within the player's own deployment zone.

DAWN RAID

Cunning commanders often attack under cover of darkness.

If your mission uses Dawn Raid, then in the first battle round, when resolving an attack made with a ranged weapon, subtract 1 from the hit roll.

PRELIMINARY BOMBARDMENT

In a major offensive, the attacker will often launch a heavy bombardment prior to the main attack.

If your mission uses Preliminary Bombardment, then at the start of the first battle round, but before the first turn begins, the Attacker should roll a dice for each enemy unit that is on the battlefield (do not roll for units that are embarked inside **Transports**). On a roll of 6, that unit has been hit by a Preliminary Bombardment; that unit suffers D6 mortal wounds. **Infantry** units that are hit by a Preliminary Bombardment can choose to go to ground before the damage is determined – if they do they only suffer D3 mortal wounds, but cannot move, make shooting attacks or charge in the first battle round.



RANDOM BATTLE LENGTH

War is rarely predictable, and the time available to achieve your objectives is never certain.

If your mission uses Random Battle Length, at the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time, on a roll of 4+ the game continues, otherwise the game is over. The battle automatically ends at the end of battle round 7, or when one army has destroyed all of its foes.

RESERVES

Reserves are forces which are not directly present at the start of battle, but are available as reinforcements.

If a mission uses Reserves, it will detail which units in your army start the game in Reserve – these units are not deployed with the rest of your army.

The mission will usually state when the units placed in Reserve arrive on the battlefield – this is typically at the end of a particular Movement phase. If the mission does not specify when units arrive, roll for each unit at the end of your second Movement phase (and at the end of each of your Movement phases thereafter) – this is called a Reserve roll. On a 3+ the unit being rolled for arrives from Reserve. Note that if a unit placed into Reserve is embarked within a Transport, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and the units embarked in it).

The mission will explain how and where to set up units when they arrive from Reserve.

SUSTAINED ASSAULT

Occasionally, an army will possess overwhelming superiority in numbers.

If your mission uses Sustained Assault, any of the Attacker's units

that are destroyed can be brought back into play later in the battle, to represent their almost limitless supply of reinforcements. At the end of each of the Attacker's Movement phases, roll a dice for each of their destroyed units, adding 2 to the result if that unit has the Troops Battlefield Role. On a 4+ immediately set up that unit within 6" of a battlefield edge – the mission will specify which.

The Attacker can also, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of single-model units, a quarter or less of their starting number of wounds). This unit then counts as having been destroyed for all purposes, and so can be brought back into play later, as described above.

TANK ACES

Each race of the galaxy that makes use of armoured vehicles exalts those warriors who show great skill in this type of warfare. From Commander Longstrike of the T'au Empire to Antaro Chronus of the Ultramarines, these warriors are rightly feared by their foes.

Before the battle, you can use the following Stratagem. If you do so, you must mark on your army list which unit it is being used on.

1/3CP

TANK ACE

Spearhead Stratagem

This vehicle is home to one of the greatest armour commanders your race has to offer. This veteran of countless conflicts guides the vehicles under their command with an expert eye and a killer's instinct.

Use this Stratagem before the battle. Pick one **VEHICLE** model from your army that is not **TITANIC** for 1CP or pick one **TITANIC VEHICLE** model from your army for 3CP. Add 1 to hit rolls made for that **VEHICLE** model until the end of the battle. In addition, re-roll hit rolls of 1 for friendly **VEHICLE** models whilst they are within 6" of this model. You can only use this Stratagem once per battle.

BATTLEZONE: TANK GRAVEYARD

Throughout the galaxy, numerous battlefields lie littered with the shattered hulks of ruined war machines. Whether this detritus is the result of recent conflict, or one from ages past, combatants must take care not to disturb discarded ordnance whilst navigating the burning remnants of recently slain vehicles.

So long as you and your opponent agree, any Spearhead battle can use the Spearhead Battlezone rules on this page. These rules allow you to recreate battles that are fought in an environment that is even more hostile and hazardous to the combatants than usual. These can be used in addition to, or instead of, any other Battlezone rules found in other publications.

If you choose to use this Battlezone, the following rules apply to your battle:

Unexploded Ordnance: Each time a unit Advances, roll one D6 for that unit. On a 1, that unit suffers D3 mortal wounds.

Smoke-wreathed Wasteland: After both sides have deployed, the players roll off. The winner then rolls one D6 for each terrain feature on the battlefield (other than Obstacles). On a 4+ the terrain feature being rolled for is ablaze and is treated as dangerous terrain for the remainder of the battle.

Models cannot see through or over terrain features that are ablaze. This means that a unit is not visible, and so cannot be targeted if you cannot draw a straight line, 1mm in thickness, between the attacking model and the target, without it passing over or through any part of this terrain feature. Units that are on or within a terrain feature that is ablaze can be seen and targeted normally.

SPEARHEAD MISSIONS

This expansion includes three Spearhead missions designed for narrative play games. If you wish to play a Spearhead battle, you should first select a mission from the table below, or roll to randomly select which mission you will play.

| D3 | MISSION |
|----|--------------------|
| 1 | Wall of Iron |
| 2 | The Trap is Sprung |
| 3 | Counter-Attack |

SPEARHEAD ARMIES

In a Spearhead mission, at least half (rounding up) of the units in a player's army must be **VEHICLES** that do not have the **Flyer** battlefield role. If you are using **Battle-forged** armies, treat the red HQ icon as being grey in **Spearhead** and **Outrider Detachments** (therefore these Detachments do not require a compulsory HQ choice to fulfil them).

SPEARHEAD BATTLEFIELDS

In a Spearhead mission, the battlefields are characterised by relatively open spaces, with a few large terrain features. As such, unless the mission you are playing instructs you otherwise, we recommend having a single large terrain feature in each 2' by 2' area, as well as a scattering of obstacles or barricades.

OBJECTIVE MARKERS

Many missions use objective markers – these represent sites of strategic import that both sides are attempting to secure. These can be represented by any appropriate markers or models you have available. A player controls an objective marker if they have more models within 3" of it than their opponent does. When measuring distances involving objective markers, always measure to and from the centre of the marker.

ARMoured CONQUEST

All **VEHICLE** units (except those with the **Flyer** battlefield role) gain this ability. Such a unit that is within

range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has

the most models within range of it, as normal.

SPEARHEAD WARLORDS

If you are playing a Spearhead mission, you can use the following Warlord Traits when choosing your army:

| D6 | WARLORD TRAIT |
|----|---|
| 1 | <p>Armour-Slayer: <i>This warlord has fought against enemy armoured formations across the length and breadth of the galaxy, and knows instinctively where to place their shots to cause maximum damage.</i></p> <p>Re-roll wound rolls of 1 for attacks made by this Warlord that target an enemy VEHICLE. You can re-roll failed wound rolls instead if the target VEHICLE has a Toughness characteristic of 8 or more.</p> |
| 2 | <p>Defensive Gunner: <i>This warlord excels at plunging their vehicle into the foes' lines, keeping enemy infantry back with pinpoint volleys from their lighter weapons, while they hunt their true target.</i></p> <p>When this Warlord makes an attack with a weapon profile with a Strength characteristic of 5 or less, you can re-roll hit and wound rolls if that attack targets an enemy INFANTRY unit that is within 12" of your Warlord.</p> |
| 3 | <p>Indomitable Spirit: <i>This Warlord knows how to keep their vehicle fighting, even when suffering serious injury and near-catastrophic damage.</i></p> <p>If this Warlord would lose a wound, roll one D6; on a 6+ that wound is not lost. In addition, at the start of your Movement phase, this Warlord regains 1 lost wound.</p> |



MISSION: WALL OF IRON

Sometimes a defending army must create an impenetrable wall of armour to block an enemy assault. Every thoroughfare is blocked with the heaviest units a commander can find, presenting a wall of cannons to dissuade even the most bold attacker.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few units that can **FLY**. Once the armies have been chosen, the players must then decide who will be the Attacker and who the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Defender, and their opponent the Attacker. Otherwise, the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The battlefield should contain a reasonable amount of terrain features, especially around the Defenders deployment zone.

DEPLOYMENT

After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 24). All of the Attacker's units must be set up in their deployment zone, and cannot be set up in other locations, such as teleportarium chambers, or in the webway.

FIRST TURN

The Attacker rolls one D6. On a 3+ the Attacker has the first turn, otherwise the Defender has the first turn.

BREAKTHROUGH

The Attacker must try to move models from their army off the Defender's battlefield edge. If a **VEHICLE** model from the Attacker's army finishes any kind of move in contact with the Defender's battlefield edge, the Attacker can remove that unit from the battlefield. That unit is considered to have broken through.

BATTLE LENGTH

The players should use the Random Battle Length rules to determine how long the battle lasts.

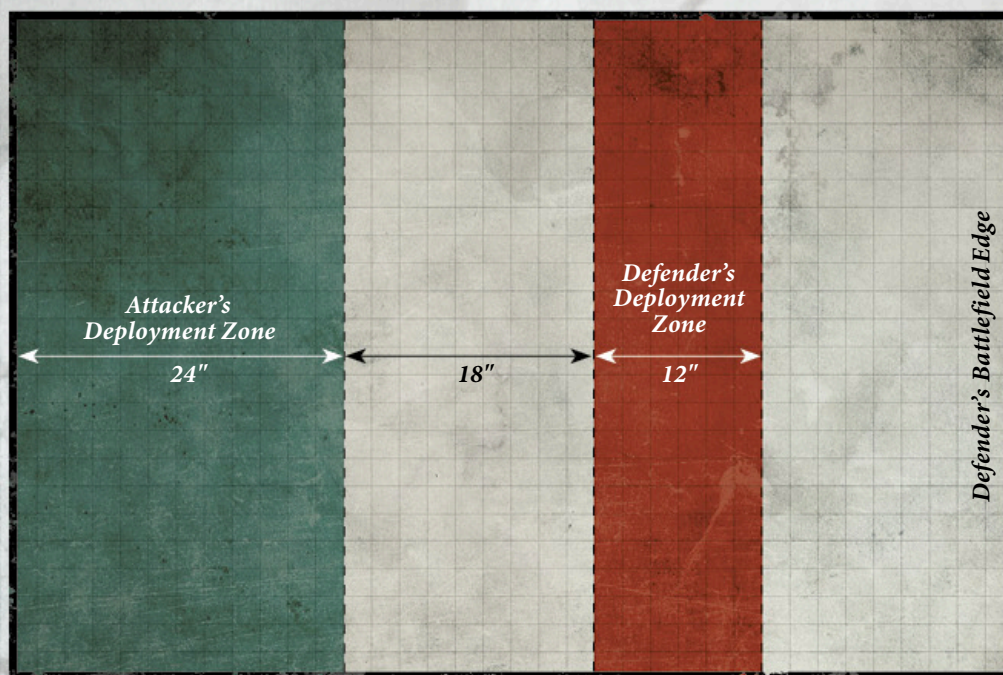
VICTORY CONDITIONS

At the end of the game, the Attacker should add up the total Power Rating of all the units that have broken through.

If the total Power Rating of units that have broken through is more than 50% of the total Power Rating of the Attacker's army, the Attacker is the winner.

If the total Power Rating of units that have broken through is more than 25%, but less than 50% of the total Power Rating of the Attacker's army, the game is a draw.

If the total Power Rating of units that have broken through is less than 25% of the total Power Rating of the Attacker's army, the Defender is the winner.



MISSION: THE TRAP IS SPRUNG

When a weak point in the enemy line is detected, your armoured battle-group is dispatched to break through. But all is not as it seems. Just as your force is about to break through, the enemy emerge from hiding, converging on your troops. This fight will not be as easy as it first appeared!

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few, if any, units that can Fly. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker, and their opponent should be the Defender. Otherwise, the players can roll off to decide. If one player has a higher total Power Rating than their opponent, make a note of the difference before starting the battle.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The battlefield should contain a reasonable amount of terrain features, especially around the Defenders deployment zone.

DEPLOYMENT

After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 24). The Defender can set up their units in either of their deployment zones.

FIRST TURN

The Defender rolls one D6. On a 3+ the Defender has the first turn, otherwise the Attacker has the first turn.

BATTLE LENGTH

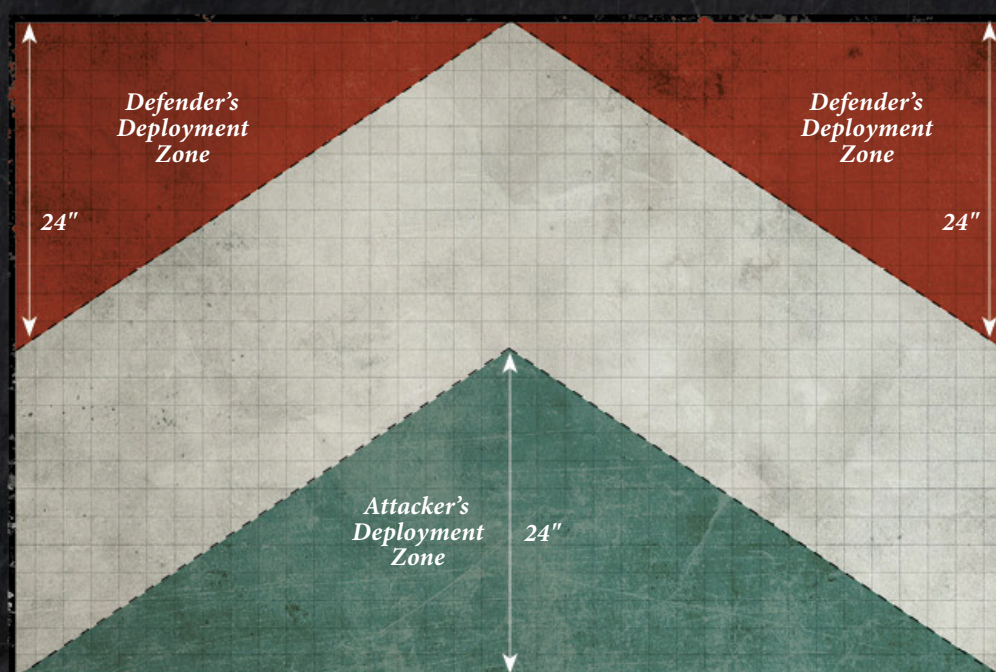
The players should use the Random Battle Length rules to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the game, each player should add up the Power Rating of each unit they have remaining on the battlefield. If the unit is below 50% of its starting number of models (or starting Wounds characteristic if it is a single model) only add 50% of its Power Rating (rounding up).

If one player had a higher total Power Rating at the start of the battle, that player should subtract the difference (noted at the start of the battle) from their total.

The player with the highest total Power Rating remaining on the battlefield is the winner. If the total is tied, the game is a draw.



MISSION: COUNTER-ATTACK

The enemy advance has been stalled. Now is the time to mobilise our faster elements and strike back at them while they are vulnerable. Lead out your war machines and smash the enemy with your armoured fist!

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few, if any, units that can FLY. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker, and their opponent should be the Defender. Otherwise, the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. Then, set up 3 objective markers in the Defender's deployment zone, as shown on the map below. The battlefield represents an apparently empty area which the attackers are trying to break through.

DEPLOYMENT

After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 24).

PRELIMINARY BOMBARDMENT

Once both sides have been set up, the Attacker launches a Preliminary Bombardment (pg 24).

SUSTAINED ASSAULT

Returning units from the Attacker's army return from the short battlefield edge at the back of the Attacker's deployment zone.

DAWN RAID

This battle uses the Dawn Raid rules found on page 24.

FIRST TURN

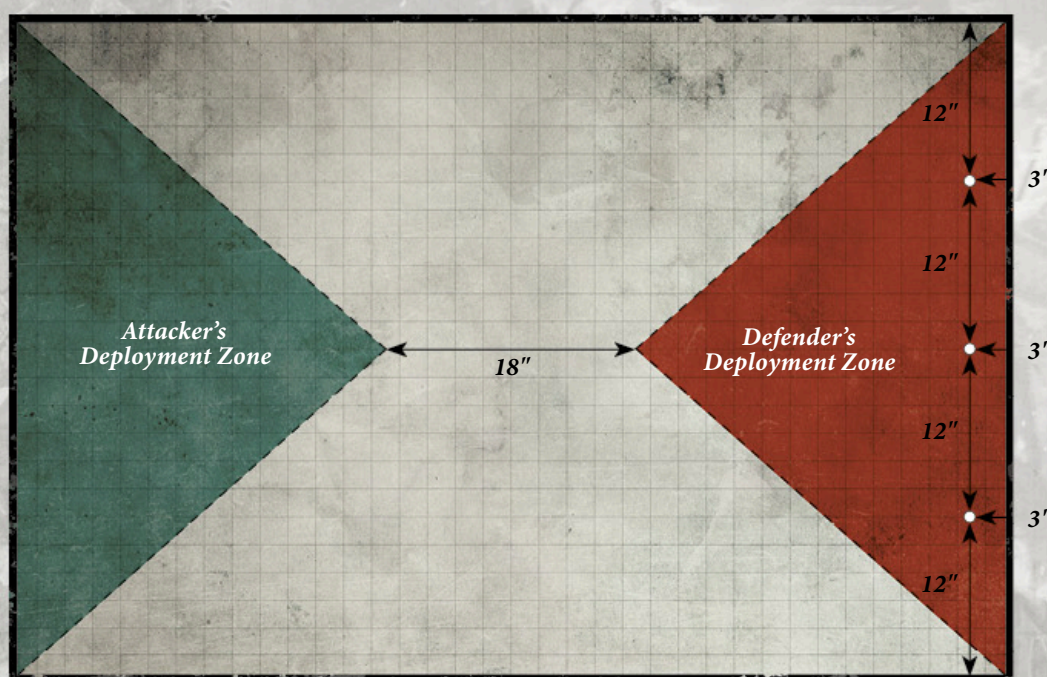
The Defender has the first turn.

BATTLE LENGTH

The players should use the Random Battle Length rules to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the game, if a player controls more objective markers than their opponent, that player is the winner. If no player controls more objective markers than their opponent, the game is a draw.



SPEARHEAD STRATAGEMS

If your army is Battle-forged, you can use Command Points (CPs) to use the following Stratagems in Spearhead games. Please note that the Adeptus Astartes Spearhead Stratagem can be used if you have any Space Marines, Blood Angels, Dark Angels, Space Wolves, Grey Knights or Deathwatch Detachments in your army. The Heretic Astartes Spearhead Stratagem can be used if you have any Chaos Space Marines, Death Guard or Thousand Sons Detachments in your army.

2CP

GODHAMMER LASCANNONS

Adeptus Astartes Spearhead Stratagem

The mighty armaments of the Land Raider are rightly feared by its foes for their unbridled destructive potential.

Use this Stratagem when you select an **ADEPTUS ASTARTES LAND RAIDER** unit from your army to shoot. You can re-roll wound rolls for attacks made using this unit's twin lascannons that target an enemy **VEHICLE** model until the end of that turn.

1CP

CHORAL GUIDANCE

Adepta Sororitas Spearhead Stratagem

The machine spirits within the weapons systems of Sororitas vehicles are awakened by the sounds of the faithful.

Use this Stratagem when you pick an **ADEPTA SORORITAS VEHICLE** model to shoot that has at least two other friendly **ADEPTA SORORITAS VEHICLE** units within 6" of it. Re-roll hit rolls of 1 for attacks made by this unit until the end of that phase.

1CP

PERCUSSIVE BLAST

Astra Militarum Spearhead Stratagem

A battle cannon shell strikes armour like a mighty hammer, leaving ears ringing and crew momentarily stunned.

Use this Stratagem when an enemy **VEHICLE** model suffers any wounds as a result of an attack made using a battle cannon by a **LEMAN RUSS** model from your army. Halve the Move characteristic of that enemy model until the end of your opponent's next Movement phase.

1CP

MINED APPROACHES

Genestealer Cult Spearhead Stratagem

Experts in disrupting enemy movements, the cult often seed approaches to their ambush site with hidden explosives.

Use this Stratagem when an enemy **VEHICLE** model finishes a move within 10" of a **GENESTEALER CULT** unit from your army, or an Ambush Marker. Roll one D6; on a 2+ that enemy vehicle suffers D3 mortal wounds.

1CP

THE LIONS POUNCE

Adeptus Custodes Spearhead Stratagem

Even the Emperor's praetorians must react with all swiftness to the threat posed by enemy armour.

Use this Stratagem when you declare a charge with an **ADEPTUS CUSTODES** unit from your army that targets only **VEHICLE** models. Add 2 to the charge roll for that unit.

1CP

OBLITERATING FIRE

Imperial Knights Spearhead Stratagem

The Nobles of the Knight houses know well that overwhelming firepower can defeat even the strongest armour.

Use this Stratagem when you select one enemy **VEHICLE** model as the target of all the ranged weapons fired by a **QUESTORIS CLASS** model from your army. Re-roll wound rolls of 1 for attacks made by this Questoris Class model that target the selected enemy vehicle until the end of that phase.

2CP**COMPOSITE ACCELERATORS***T'au Empire Spearhead Stratagem*

Utilising experimental linear accelerators, this gunship is able to fire a series of railgun munitions in the blink of an eye.

Use this Stratagem when you pick a **HAMMERHEAD GUNSHIP** model armed with a railgun to shoot. Until the end of that phase, change the Type characteristic of this weapon's Solid Shot profile to Heavy 3.

2CP**CRUSHING TREAD***Chaos Knights Spearhead Stratagem*

The cruel pilots of corrupted knight suits love nothing more than using their vast clawed feet to crush their foes to dust.

Use this Stratagem when you select a **CHAOS KNIGHTS** model to Fight. You can re-roll the damage roll for attacks made using this model's titanic feet until the end of that phase.

2CP**CORRUPTING TOUCH***Chaos Daemons Spearhead Stratagem*

Even the touch of the daemonic has an entropic effect.

Use this Stratagem when you pick a **CHAOS DAEMONS** unit to attack in the Fight phase. Until the end of that phase, when resolving an attack made by this unit against a **VEHICLE** model, a wound roll of 6+ inflicts 1 mortal wound, in addition to any other damage.

1CP**BLASTS OF DARK ENERGY***Drukhari Spearhead Stratagem*

When the dark energy of the Drukhari is focused on a single target, the effects are spectacular.

Use this Stratagem when a **RAVAGER** model from your army selects one enemy **VEHICLE** model as the target of all of its ranged weapons. Add 1 to wound rolls for attacks made by this **RAVAGER** model until the end of that phase.



2CP

HAYWIRE STRIKE

Harlequins Spearhead Stratagem

A carefully placed blast of haywire energy can disable, or even cripple, an enemy war machine in an instant.

Use this Stratagem when you pick a **HARLEQUINS** unit armed with haywire cannons to shoot. Until the end of that phase, add 1 to wound rolls for attacks made using haywire cannons by this unit.

1CP

CRIPPLING STRIKES

Heretic Astartes Spearhead Stratagem

The followers of the dark gods will often cripple an enemy vehicle piece by piece to draw out the kill.

Use this Stratagem at the end of your Shooting phase. Select one enemy **VEHICLE** model that suffered four or more wounds as a result of attacks made by any **HERETIC ASTARTES VEHICLE** models from your army. Subtract 1 from hit rolls made for that enemy vehicle until the start of your next turn.

2CP

HUNTER ORGANISMS

Tyranids Spearhead Stratagem

Evolved to combat armoured vehicles, these small but vicious creatures enter through vents, or breaks in armour plate, to tear crew members and vehicle systems to shreds.

Use this Stratagem after deployment is complete, but before the first battle round. Select one enemy **VEHICLE** unit that is on the battlefield and visible to a **SYNAPSE** unit from your army. Roll one D6 at the start of each battle round. On a 6, that **VEHICLE** unit suffers D6 mortal wounds. An enemy unit can only be selected by this Stratagem once.

1CP

GUIDED BY ASURYN

Craftworlds Spearhead Stratagem

Expert Fire Prism gunners are able to make pin point armour-breaking strikes against even fast moving targets.

Use this Stratagem in your Shooting phase when you choose a **FIRE PRISM** model to shoot with. Until the end of the phase, when resolving an attack made with a prism cannon's lance profile by that model, you can re-roll the hit roll.

1CP

REACTIVE SHIELDING

Necrons Spearhead Stratagem

Should the Necrontyr be familiar with their foes' weaponry, it is possible to minutely tune their quantum shielding to better defend against these attacks.

Use this Stratagem before rolling the D6 for the Quantum Shielding ability. You can roll one additional D6 and select which result is used for this attack.

1CP

BROADCAST TARGETING DATA

Adeptus Mechanicus Spearhead Stratagem

Precise targeting data is paramount in war.

Use this Stratagem at the start of your Shooting phase. Select one **<FORGE WORLD>** model from your army that has a broad spectrum data-tether. Until the end of the phase, when resolving an attack made by a friendly **<FORGE WORLD>** model whilst its unit is within 6" of the selected model that targets a **VEHICLE** unit, re-roll a hit roll of 1.

After long cycles of running battle, cat-and-mouse hunting and vicious head-to-head conflicts, at long last the tainted Chaos Knights lay their Imperial counterparts low. Celebrating their triumph, the worshippers of the Dark Gods flock around the fallen giants, scrambling atop the rain-slicked wreckage of their hulls and brandishing their foul icons. Meanwhile, the corrupted war-horns of the Chaos Knights ring out in roaring crescendo, the voices of alpha predators raised in exultation at the kill.







LINKED GAMES

The rules presented on the following pages offer guidance on how to link games of Kill Team, Warhammer 40,000 and Apocalypse, providing players with a multi-battle experience that illustrates the varied scale of different conflicts in the 41st Millennium, and the impact each has on the wider theatre of war.

Linked Games are a series of Kill Team, Warhammer 40,000 and Apocalypse battles in which the outcome of earlier games will influence those that follow. This means the triumphs and failures of your battles will have in-game consequences as you progress; if your forces manage to achieve victory in the early stages, you may find yourself gaining a crucial upper hand. The overall winner isn't determined until the final battle is fought, however, so even if you find yourself on the back foot, there is every chance your forces can snatch a victory from the jaws of defeat.

There are two ways that you can create Linked Games:

Inspired – With this method, the organiser(s) will create each round as the story progresses. The events and outcomes of each game will inspire those that follow, creating a dynamic and authentic tale in keeping with the situation the players and their armies find themselves in. After each round, the organiser(s) should consider the consequences of the game played, and where its narrative takes them for the next round.

Orchestrated – This method requires the organiser(s) to plan each round ahead of time. This allows the players

to build to a specific culmination of events, and cover any aims they may have. For example, if both players want to play a game of Apocalypse using Titanic units, this can be planned into the Linked Games, organising each round around this key criteria. Similarly, Orchestrated Linked Games allows the organiser(s) to plan things ahead of time so that players can focus solely on gaming when the Linked Games start.

THE ORGANISER(S)

Before the battles can begin, the players will need to establish who amongst them will be designing the Linked Games. It could be that one player has a vision for where they



Designer's Note: This section presents rules for combining your games of Warhammer 40,000 with Apocalypse and Kill Team – game systems that allow you to use your Citadel Miniatures in battles of a different type and size. If you don't have access to these game systems, you can still use the rules presented in this section with some slight adjustments: a larger game of Warhammer 40,000 for Apocalypse and a smaller game of Warhammer 40,000 for Kill Team is recommended.

want the Linked Games to go, and takes on the role of organiser to bring this vision to the tabletop. In this official capacity, it is important that the organiser is impartial and doesn't design the games to unfairly benefit one player or another. Similarly, they should also be receptive to suggestions from other players as to how the Linked Games will function and develop. This will help the other players to feel invested in the games and have a good understanding of what the Linked Games are trying to achieve.

Another method is to have multiple official organisers, who all contribute towards the design of the Linked Games. This system ensures a variety of different ideas are generated, and allows all players to build meaningful narrative that impacts their army.

STRUCTURE

When planning these games, think about the different stages the players will go through, and what types of games you would like to play. If you were playing the games over a couple of evenings or a weekend, for example, you could cover Kill Team, Warhammer 40,000 and Apocalypse, using these varied systems to forge the story of a long and epic conflict between your armies. If you wanted to play over just one evening, you could start with a prologue of Kill Team followed by a main battle of Warhammer 40,000 or Apocalypse.

You should also consider the pace of your games. You could slowly build to a crescendo of events, or you could start with an epic clash and conclude the games in a smaller scale epilogue. There is no right way or wrong way to set the order and pacing of your games, but it is important to establish a natural point of conclusion.

NARRATIVE

Think about the story you are trying to tell, and by extension, the missions you would like to play. If you are building to an epic game of Apocalypse, do the initial missions of Kill Team and Warhammer 40,000 represent your forces establishing positions and

probing for weak points? If you are starting with Apocalypse, perhaps the latter missions represent a bitter fight for survival? It might be that a clash of Apocalypse is mounting, but your smaller forces attempt to complete vital objectives that will influence the larger clash about to take place. There is a wealth of inspiration and resources available in Games Workshop publications to determine this. For example, the Linked Games on pages 36-47 draws inspiration from the Imperium Nihilus collection. You can either retell the stories contained within your favourite publications, or use them as inspiration to create your own games with different armies.

Equally, you can come up with a key concept or idea, and work together to build games around it. Here are a few examples:

- One force is converging on another for an apocalyptic battle. The defenders despatch a Kill Team to destroy a bridge that will prevent enemy armoured columns from joining the battle and give the defenders more time to prepare.
- Two small armies rush for a mighty weapon that could turn the tide in the greater battle about to begin.
- A Kill Team infiltrates an enemy fortress to destroy their artillery prior to a larger invasion.
- After a bigger battle, a Kill Team attempts a rescue mission to bring back a captured commander.
- Two armies of outriders and scouts clash ahead of the larger forces arriving later in the day. The victor will gain a positional advantage in the battle ahead.
- At the end of all things, with wrecks and fallen warriors around them, two mighty commanders meet in a bitter, final struggle.

BATTLE OUTCOMES

Battle Outcomes are rewards or penalties for players, based on the results of their battles, that influence subsequent games. This gives the early games real impact, making sure every battle counts, even if the winner is ultimately decided in the final mission. Battle Outcomes shouldn't be excessive, however. The rewards should be small bonuses, additional options and/or good fortune in certain scenarios. Similarly, the penalties aren't there to cripple your opponent – just to represent the impact on their forces so far and the requirement for them to rethink their strategy and not rely on the status quo. With this in mind, try to avoid Battle Outcomes that will significantly impact a player so as to ensure that the current winner doesn't run away with an early lead.

If you'd prefer, you can reward the player who is not winning the games. This gives them a slight boost to match their opponent and represents tactical realignment, external reinforcement or dogged determination to achieve victory.

When determining Battle Outcomes, consider where the narrative of your linked games is progressing, and build in consequences that reflect this. This will ensure each of your battles has a meaningful impact on the next. For example, if a game of Kill Team is based around rescuing a captured Commander, and a player achieves that victory, having a bonus that relates to that Commander in the subsequent game is an appropriate reward for that player. This could be as simple as the inclusion of the Commander in that game, or perhaps the player could be granted additional Command Points and Command Assets to represent the Commander's expertise.

Here are some examples of Battle Outcomes that you can use in many of your games:

- Choice of mission
- Choice of deployment zones
- Additional Command Points or Command Assets
- Additional units or access to certain types of unit
- Additional Warlord Traits, specialist levels or Relics
- Automatically win Initiative in the first battle round, and/or a battle round of that player's choice
- Automatically win the roll-off to see who goes first
- **Superior Positioning:** The player can set up D3 models or units, or one Detachment (in Kill Team, Warhammer 40,000 or Apocalypse respectively) off the battlefield, then at the end of one of their Movement phases (for Warhammer 40,000 and Kill Team) or in the Set Up Reinforcements step (for Apocalypse), the controlling player can set those units up more than 9" away from any enemy models and wholly within a distance equal to those units' Move characteristic from any battlefield edge.
- **Reinforcements:** Once per battle, at the end of any of the player's Movement phases (in Warhammer 40,000 and Kill Team) or in the Set Up Reinforcements step (in Apocalypse), the player can set up one model, unit or Detachment (in Kill Team, Warhammer 40,000 or Apocalypse respectively) that has been completely destroyed more than 9" away from enemy models, wholly within their deployment zone and wholly within a distance equal to those units' Move characteristic from any battlefield edge.
- Generate a Ruse (found in Warhammer 40,000 Open War or the Apocalypse Mission Generator in the *Apocalypse Core Manual*).
- **Fearless:** Morale tests or Nerve tests taken for units or models in the player's army are automatically passed.
- **Prepared Positions:** The player's units count as being in cover even when they're not in cover. In Kill Team, the player's models count as being obscured even when they're not being obscured. In either case, a unit or model loses this benefit the first time it makes a move of any kind.
- **Momentous Command:** Add 6" to the range of one of the player's units or models' aura abilities.

EXAMPLE LINKED GAME CAMPAIGNS

On the following pages you will find four example Linked Game campaigns. The first two (pg 40-41) are inspired by the narrative found in the Imperium Nihilus campaign books, and are best played using the specific forces involved in that conflict. The latter campaigns (pg 42-43) take a more general approach to the narrative, depicting the kind of escalating conflicts that occur on planets across the galaxy between varied races and factions. In either case, these should serve to inspire your own campaigns.



A mighty warhost from Craftworld Saim-Hann advances through the haunted ruins of the Imperial city of Vastrapol. Already they have struck at their enemies' defensive assets and assassinated those heroes amongst the foe's ranks whose destinies the Farseers perceived as a threat. Now, with the way to victory prepared, they strike the final blow.

ASSAULT ON THE SCRAP CITIES

As the fires of war burned across the sentinel world of Vigilus, Imperial forces fortified their positions within the continent-sized bio-sprawl of Mortwald and prepared to launch a counter-attack that would seem them fighting across the Ork scrap cities.

These games tell the story of the Imperial forces fighting against the Orks on Vigilus. With its protective force fields having failed, the hive city of Mortwald was attacked by a vast army of greenskins that had amassed in the wastelands around makeshift scrap cities. There they constructed fearsome Ork war machines. The Imperium shored up their defensive line around the Deinos Trench Network, and, led by the Imperial Knights of Dharrovar, counter-attacked into the heart of the scrap cities.

These battles are best fought between Imperium and Ork armies, but even if you don't have the Factions from this story, feel free to recreate the battle presented with the models from your collection. For example, Mortwald could be a T'au outpost, the Ork scrap cities could be an awakening Necron tomb world, and the wastelands could be a frozen tundra.

ROUND 1: KILL TEAM CLEARING THE DEINOS

With Mortwald's force fields down, the Orks of Tanka Spill have begun a headlong assault into the Deinos Trench Network. Small Imperial contingents have been retreating, blunting the assault, then counter-attacking to retake the line section by section. One such kill team prepares the assault to retake lost ground and shore up the defences in preparation for the next Ork wave.

Mission: Sweep and Clear (*Kill Team Core Manual*)

Killzone: Wall of Martyrs

Battle Outcomes: In the next round, the winner has the first turn (do not roll, and their opponent cannot Seize the Initiative) and, if their army is Battle-forged, gains 2 additional Command Points.

ROUND 2: WARHAMMER 40,000 CHARGE OF THE DHARROVAR FREEBLADES

Additional reinforcements have secured the Deinos Trench Network. It is time to let slip the dogs of war. The Freeblade Knights of Dharrovar will lead the Imperial charge, seeking to destroy the smoke-churning factories and half-built Stompas at Tanka Spill. Victory here could cripple the ability of the Orks to deploy heavy armour in the larger war.

Mission: No Mercy (*Warhammer 40,000 rulebook*) or Forlorn Charge (*Imperium Nihilus: Vigilus Defiant*)

Battlezone: Wasteland Dust Storm (*Imperium Nihilus: Vigilus Defiant*)

Battle Outcomes: In the next round, the winner generates 1 additional Command Asset each turn. When using the Sustained Assault rule, the winner's opponent cannot make any reinforcement rolls for Super-heavy Detachments in their army, and must subtract 1 from dice rolls made to see if a Reinforcement Detachment from their army arrives.

ROUND 3: APOCALYPSE SCRAP CITY SIEGE

The charge of the Dharrovar Freeblades, regardless of outcome, has opened up an unprecedented opportunity for the Imperium. Several forces have been despatched to simultaneously support the Imperial Knights now on the brink of destruction and to strike at the Orks in the Green Diamond. Fortified as they are with Ork heavy artillery, the scrap cities will prove incredibly difficult to overcome, but the gains of the Dharrovar charge will not be squandered.

Mission: Meat Grinder (*Apocalypse Core Manual*). The Orks player is the Defender, regardless of army Power Levels.

War Zone: Sector Mechanicus (albeit an Ork version!)

Battle Outcomes: If a player wins this round, they are the overall winner.

WAR OF NIGHTMARES

With Vigilus on the very brink, Abaddon and his Heretic Astartes forces ran rampant across the planet. The defenders held out as best they could, but one decisive, symbolic challenge to the enemy could be enough to achieve vital objectives in the final hour.

These games tell the story of the Imperial forces fighting against the forces of Chaos on Vigilus. In the final stages of the campaign, the Heretic Astartes devastated much of the planet. One hive city after another was besieged by forces loyal to the Warmaster, their thirst for violence and vengeance only sated in battle. The Imperial leaders were forced to make difficult choices to maintain a desperate defence. This culminated in Marneus Calgar directly challenging Abaddon the Despoiler. Abaddon would not

refuse the chance to deal such a symbolic blow to the Imperium's morale, but for Calgar, emerging victorious from the duel would buy his allies valuable time.

These battles are best fought between Chaos and Imperium armies, but even if you don't have these Factions, feel free to recreate the battle with models from your collection. For example, Vigilus could be an Aeldari craftworld, with an Avatar of Khaine fighting the Swarmlord in round three.

ROUND 1: KILL TEAM STRIKE FROM WITHIN

Abaddon's forces are attacking with such venom and fury that the very walls shake from their onslaught. Nonetheless, key Imperial assets within the hivesprawl are making the invaders pay for every inch of Vigilus' cities they claim. As such, many Chaos kill teams must strike from the inside so as to circumvent the border defences.

Mission: Ambush or Assassinate (Kill Team Core

Manual). The Chaos player is the Attacker.

Killzone: Sector Imperialis

Battle Outcomes: In the next round, the winner automatically has initiative in the first turn, and generates 2 additional Command Assets in the Orders phase of the first turn.

ROUND 2: APOCALYPSE THE SIEGE INTENSIFIES

Chaos forces are besieging the Imperium's strongholds all across Vigilus. Desperate defenders attempt to hold ground against the invaders, but devastating assaults could spell the end. At Mortwald, scrapcode infection has compromised the already unstable Bastion force fields, whilst captured industrial machinery is churning away at the planet's crust, creating earthquakes and tectonic upheaval across the entire front. All out war is at hand.

Mission: Exterminatus (Apocalypse Core Manual)

War Zone: Sector Imperialis

Battle Outcomes: At the start of the next round, the winning player can select one unit from their army; add 6" to the range of that unit's aura abilities. In addition, if that player's army is Battle-forged, at the start of each of their turns they generate 1 additional Command Point.

ROUND 3: WARHAMMER 40,000 DEMISE OF A LEGEND

Vigilus is ablaze, its defence hopeless with near-impossible feats required to achieve victory. Determined to take whatever measures necessary, Marneus Calgar and his inner circle take the fight to Abaddon and his lieutenants in person. Two warlords clash in the upper spires of Saint's Haven as fleets battle overhead. An Imperium victory will allow Marneus' plan to come to fruition, giving his Aeldari allies the time they need. A Chaos victory, however, would deal a mighty blow to the Imperium's morale and Vigilus' damnation ensured.

Mission: Kingslayer with the Orbital Debris Twist (Warhammer 40,000 Open War cards) or Demise of a Legend (Imperium Nihilus: Vigilus Ablaze)

Battlezone: Field of Nightmares (Imperium Nihilus: Vigilus Ablaze)

Battle Outcomes: If a player wins this round, they are the overall winner.

'The Emperor did not fashion us to hesitate. Strike now, brothers, and end these heretics once and for all.'

- Brother-Sergeant Julianus, the Thasallae Beheading

DECISIVE STRIKE

Two forces attempt to scout out the other to find a weak point in their defence. Any weakness is then ruthlessly exploited with an overwhelming assault on all fronts. As the dust settles from the apocalyptic clash, the hunt for the enemy command begins.

ROUND 1: WARHAMMER 40,000 OUTRIDERS

The scouts and sentries of both armies clash in an attempt to survey the battlefield and secure the better position. Failure to do so could leave their larger force open to assault on multiple flanks. The outriders must ensure this does not happen.

Mission: Patrol (Warhammer 40,000 rulebook)

Battle Outcomes: In the next round, the winner is the Attacker. The Attacker automatically generates the Reinforcements Command Asset in the Generate Command Assets step of the first Orders phase, in addition to any others they generate. The Defender cannot use that Command Asset during that round.

ROUND 2: APOCALYPSE SURROUNDED

The attacker has surrounded the enemy and presses their assault on all fronts. The defenders must dig-in and prepare for a brutal fight, for there is very little means of withdrawal and escape.

Mission: Pincer Attack (Apocalypse Core Manual)

Battle Outcomes: In the next round, the winner is the Defender. The Defender's Leader can use its Resourceful ability twice at the beginning of each battle round to generate 2 additional Command Points instead of 1.

ROUND 3: KILL TEAM THE HUNT

A hard-fought victory has been achieved, but the war is not over. The victor must hunt down the enemy command and end their lives, lest they escape, regroup, and one day return for vengeance.

Mission: Extraction (Kill Team Commanders)

Battle Outcomes: If a player wins this round and the last, they achieve a major victory. If a player wins the previous round but not this round, they achieve a minor victory as the enemy Commander has managed to escape.

TITAN DOWN

Mighty enemy war machines have reaped a heavy toll in the conflict thus far. Conventional means of assault are no longer possible – the outgunned force must adopt a clandestine strategy, using kill teams and surgical strikes to bring the titans down.

These linked games are ideally suited for when one player (known as the Titanic player for the purposes of these missions) intends to use one or more TITANIC units from their collection and the other does not. Note that they can be played between players with any Warhammer 40,000

army. For example, it could be a swift-moving Aeldari force striking at Necron war machines, or a mob of Blood Axe Orks attempting to bring down the mighty tanks of the Astra Militarum.

ROUND 1: KILL TEAM

GUERRILLA WARFARE

By disrupting the supply and reinforcement lines of the stronger army, their titans will go unsupported. The outgunned force can then close in on their terms.

Mission: Disrupt Supply Lines (*Kill Team Core Manual*). The Titanic player is the Defender.

Battle Outcomes: If the Attacker wins, in the next round the Defender must subtract 1 from their Titanic unit's hit rolls and 2" from their Titanic unit's Move characteristic. If the Defender wins, in the next round their units are always treated as being in or on a terrain feature during the first battle round.

ROUND 2: WARHAMMER 40,000

PREDATOR, PREY

With supply lines under attack, forces have been diverted to deal a critical blow to the guerrillas. The ground trembles under the advance of a mighty war machine; is it a formidable application of power, or has the titan been purposefully drawn out?

Mission: Ambush (*Warhammer 40,000 rulebook*). The Titanic player is the Defender, and should use one (and only one) Titanic unit in this mission.

Battle Outcomes: If the Defender wins, in the next round they generate the Dug In Ruse from the Apocalypse mission generator and generate 1 additional Command Asset each turn. If the Attacker wins, in the next round they generate the Ambush Ruse from the Apocalypse mission generator, can use this Ruse on D3 Detachments instead of one, and generate 1 additional Command Asset each turn.

ROUND 3: APOCALYPSE

FULLY COMMITTED

Everything possible has been done to disrupt the titanic units and prevent their commander from efficiently implementing them. All preparations have led to this point – the time to strike the killing blow and win the war.

Mission: Apocalypse mission generator (*Apocalypse Core Manual*) using the Show of Force Objective. The Defender does not generate any Ruses (unless as specified above).

Battle Outcomes: If a player wins this round, they are the overall winner.

PARALLEL BATTLES

The rules presented on the following pages offer guidance on how to link Kill Team with Warhammer 40,000 or Apocalypse to create one epic conflict, offering players a dynamic experience where the exploits of individual warriors have an immediate, real-time impact on the greater conflict taking place.

Even amongst the greatest battles of the 41st Millennium, where macro-weapons bring down Titans, cabals of sorcerers summon forth psychic maelstroms, and millions of boots pound the earth, the deeds of the few can turn the tides of war. Parallel Battles represent these very moments, where the crucial victory of a smaller force impacts the events of a larger battle taking place.

Parallel Battles are two Linked Games that are played side by side. They can be played with two players who 'pause' one game in order to complete the other. The consequences of this second game then creates Battle Outcomes for the first, a mid-battle impact that immediately changes the dynamic of the game.

They can instead be played with four or more players split into teams. As two players play one game, the consequences of their actions can impact a game played by two other players, and vice versa. This creates exciting real-time drama for all players as they work to help each other indirectly.

When organising Parallel Battles, think about the scenario taking place and the impact you want a parallel game to have, and establish which of the two battles determines the overall winner. Here are a few examples:

- Two armies clash in a game of Apocalypse, but elsewhere, two kill teams battle for control of a mighty weapon to use on their enemies in the larger game. The larger game of Apocalypse will determine the overall winner, but victory in Kill Team could give one player the advantage they need to achieve victory.

- Two armies fight in a larger game, but elsewhere two smaller forces race to secure a webway portal. The smaller force that achieves victory can then rush to the aid of their allies, appearing on the battlefield at the crucial moment as reinforcements.
- Two armies meet on the streets of a hive city to finish a bitter war fought over many years, but both sides have infiltrated the city's underground tunnels to ambush the foe. The winner will be determined in a game of Warhammer 40,000, but if one of the kill teams completes their objectives, their foes above will be defenceless against the saboteurs and infiltrators assailing them from below.

After establishing a plan for your Parallel Battles, think about the timing and how they will fit around each other. One option is to pause one game in order to complete the Parallel Battle, creating a mid-game impact in your other game. Another option is to play real-time with a group of friends, so that as soon as certain objectives have been achieved, they have an immediate impact on the other game.

Over the following pages we have presented some example Parallel Battles for you to use. Feel free to add your own rules and twists if you wish. These could be in effect for an individual battle, or perhaps both Parallel Battles, or could take effect as a result of the completed Parallel Battle. For example, your forces could be fighting through the white-out of a blizzard, significantly hampering movement and accuracy in both battles. Perhaps the planet itself is falling apart after orbital bombardments from the successful kill team in the Parallel Battle, thus an urgent rush has begun to claim the objective before the strikes end all.

DEATH FROM ABOVE

Two large forces meet upon the battlefield to settle the war once and for all, but in orbit above them, a smaller battle takes place on a space station that holds vast, city-levelling weaponry. As these mighty armies clash, the outcome of the skirmish above could decide the fate of all.

The players set up a game of Warhammer 40,000. Alternatively, the players set up a game of Apocalypse and remove the Orbital Strike and Laserburn Command Assets – these cannot be used during the game other than by the method specified later.

The players then begin their game and play only the first battle round (in Warhammer 40,000) or turn (in Apocalypse).

Having paused their larger battle, the players set up a separate game of Kill Team, choosing a mission they feel works best for two kill teams fighting over the control room of a weaponised space station. We recommend the Sweep and Clear mission from the *Kill Team Core Manual*, using the Ultra-close Confines rules found in *Kill Team: Rogue Trader* or *Kill Team: Arena*.

Play through the Kill Team mission as specified and determine a winner as per the mission's victory conditions. If the game does not end in a draw, the winner gains control of the space station and can use it to aid their forces battling on the planet below. The players then resume their game of Warhammer 40,000 or Apocalypse.

If the larger game is of Warhammer 40,000, the player in control of the space station can use a Preliminary Bombardment (see page 194 of the *Warhammer 40,000* rulebook) at the start of each battle round as if it were the start of the first battle round. Their opponent's INFANTRY units can go to ground as specified, but cannot take any actions in their subsequent turn.

If the larger game is of Apocalypse, then when the game is resumed the player in control of the space station will generate the Orbital Strike and Laserburn Command Assets in addition to any other Command Assets they can generate. When used, these Command Assets are put to one side, and that player will generate them again in the Generate Command Assets step of the subsequent turn. Only the player who won the game of Kill Team can use these Command Assets during the battle.

The overall winner of this Parallel Battle is determined as per the victory conditions found in the Warhammer 40,000 or Apocalypse mission being played.



SECURE THE ARTEFACT

An ancient underground facility has finally been located. Within lies a powerful artefact of untold power. Two forces advance with all haste and attempt to hold off the enemy to capture the prize.

The players set up a game of Warhammer 40,000 using The Relic mission found in the *Warhammer 40,000* rulebook. Alternatively, they can set up a game using the Warhammer 40,000 Open War cards, using The Prize Objective, or set up a game of Apocalypse using The Prize Objective from the mission generator in the *Apocalypse Core Manual*. Regardless of which system the players choose, a large building or fortification should be placed in the centre of the battlefield. The objective marker is not placed on the battlefield, but set to one side for later use.

The players begin their game of Warhammer 40,000 or Apocalypse. As the objective marker is not currently placed on the battlefield, the players are attempting to secure entry into the underground facility. A player secures entry if they have any INFANTRY models from their army within 3" of the building or fortification in the centre of the battlefield at the end of their turn. A player is still considered to have secured entry even if those INFANTRY models are later destroyed or are more than 3" away from the building or fortification.

If both players secure entry by the end of the third battle round (in Warhammer 40,000) or third turn (in Apocalypse), pause the game at the end of the battle round (in Warhammer 40,000) or turn (in Apocalypse) in which the final player secured entry. If one player secures entry by the end of the third battle round (in Warhammer 40,000) or third turn (in Apocalypse) and the other does not, that player gains control of the relic/prize as their kill team has managed to secure the objective uncontested. Do not pause the game of Warhammer 40,000 or Apocalypse in this instance.

When the game of Warhammer 40,000 or Apocalypse is paused, the players set up a separate game of Kill Team. Choose a mission you feel works best for two kill teams attempting to secure an artefact in an underground facility. We recommend the Recover Intelligence mission found in the *Kill Team Core Manual*.

Play through the Kill Team mission as specified, including determining the winner, but with the following exceptions:

- Do not resolve the Scouting phase. The kill teams have had little time to prepare for the skirmish ahead.
- If one player secured entry in a battle round (in Warhammer 40,000) or turn (in Apocalypse) before the other, that player can determine (where appropriate) which player will be the Attacker and which the Defender, or who has the greatest strategic advantage. That player also automatically has the initiative in the first battle round.

The winner gains control of the relic/prize, unless the players draw (see below). The players then resume their game of Warhammer 40,000 or Apocalypse.

If a player has gained control of the relic/prize, then at the start of the first battle round (in Warhammer 40,000) or turn (in Apocalypse) in which they resumed their game, that player selects one unit from their army within 6" of the building or fortification to carry the objective marker (in Apocalypse), or one INFANTRY model from that unit to carry the objective marker (in Warhammer 40,000). If that player has no such units within 6" of the building or fortification, that player places the objective marker within 6" of the building or fortification instead. If the game of Kill Team was a draw, place the objective marker in the centre of the battlefield. Assume that the last surviving member of one of the kill teams managed to carry the relic/prize that far before succumbing to their wounds.

The game of Warhammer 40,000 or Apocalypse is then continued as normal. The overall winner of the Parallel Battle is determined as per the victory conditions found in the Warhammer 40,000 or Apocalypse mission being played.



'Munitorum don't tell us what this thing is, say we need t'know. Throne's own truth I agree with 'em. You can feel it in the air, can't you? Whatever it is, its powerful an' unnatural both, and no good ever came o' us grunts messin' with the like o' that. You just keep your lasgun singin' and a prayer to the Emperor on your lips, and let the high an' mighties worry 'emselves with the rest.'

- Guardsman Stephyn Jaxx, Mordant 12th 'Scarifiers'

SABOTEURS

Two forces in a protracted conflict struggle to break the deadlock. Should one force venture out of its fortified trench line, the other would gun them down callously in no man's land. Yet for many months both sides have tunnelled deep underground to find an advantage. Should one team of saboteurs prove victorious, the enemy's plans will collapse underneath them.

The players set up a game of Warhammer 40,000 or Apocalypse, choosing a mission they feel works best for two fortified armies fighting a protracted battle. We recommend Big Guns Never Tire or Meat Grinder from the *Warhammer 40,000* rulebook, or Apocalyptic Assault from the *Apocalypse Core Manual*.

The players begin their game and play only the first battle round (in Warhammer 40,000) or turn (in Apocalypse).

Having paused their larger battle, the players set up a separate game of Kill Team, using a killzone that uses the Ultra-close Confines rules as found in *Kill Team: Rogue Trader* or *Kill Team: Arena*. The players should choose a mission they feel works best for two kill teams fighting for territorial dominance underground. We recommend the Claim the Catacombs mission from *Kill Team: Arena*.

Play through the Kill Team mission as specified and determine a winner as per the mission's victory conditions. If the game does not end in a draw, the winner is in control of the tunnels and can now sabotage enemy forces on the battlefield above. The players then resume their game of Warhammer 40,000 or Apocalypse.

If the larger game is of Warhammer 40,000, the player in control of the tunnels can sabotage the enemy at the start of the second battle round. Select one point on the battlefield and place a suitable marker on that point. For each unit within 6" of the centre of that marker, roll one D6; that unit suffers a number of mortal wounds equal to the result. Whilst a unit that cannot FLY is within 6" of that marker, halve that unit's Move characteristic, subtract 3 (to a minimum of 1) from Advance rolls made for that unit and subtract 2 (to a minimum of 2) from charge rolls made for that unit.

If the larger game is of Apocalypse, the player in control of the tunnels can sabotage the enemy at the start of the second turn. Select one point on the battlefield and place a suitable marker on that point. Place one blast marker next to each unit within 9" of the centre of that marker. Whilst a unit that cannot FLY is within 9" of that marker, halve that unit's Move characteristic.

The overall winner of the Parallel Battle is determined as per the victory conditions found in the Warhammer 40,000 or Apocalypse mission being played.



CHALLENGE MISSIONS



Whilst many of the games of Warhammer 40,000 you play will take place between roughly even forces, it is a rare battle indeed that is ever that balanced. Often one force is hopelessly outclassed but can still achieve a victory of sorts, even if they are subsequently annihilated.

In a vast, uncaring galaxy there are countless stories of hopeless situations. Astra Militarum regiments are left behind when a war zone is given up as lost; Aeldari sacrifice all to enact the slightest divergence of fate; a lowly band of cultists faces extermination by the might of the Emperor's Astartes. Although the overall war they are fighting might be lost, these doomed fighters can enact a measure of vengeance against their foe, denying them their final victory even for a few more precious hours.

WHAT IS A NARRATIVE CHALLENGE MISSION?

These missions are designed to provide a different experience to the missions usually presented in Warhammer 40,000 publications. Narrative Challenge missions allow you to fight out those hopeless situations all too often presented to commanders of the various forces at war within the galaxy in the 41st Millennium. One player will take command of a disadvantaged force, whose margin of success is measured in how long they can survive, or how many of the foe they can destroy before they themselves

are slain. Instead of using the normal victory conditions familiar to players of Warhammer 40,000, the player fighting from a position of disadvantage will instead receive a rating from one to five stars, based on how well they perform. Their opponent has a challenge of their own in attempting to ensure the disadvantaged player scores a low challenge rating. To get the most from these missions, players should switch roles after the first battle and refight the mission, with the new disadvantaged player trying to get a better challenge rating than their opponent.



CREATING YOUR OWN NARRATIVE CHALLENGE MISSIONS

We have presented three missions for you to try here, but this type of mission lends itself to any kind of hopeless situation you can imagine or may have encountered in the worlds of fiction or non-fiction. These can range from a small force attempting to capture a well-defended bridge and plant explosives, to an outnumbered force fighting its way out of an ambush. We have listed a selection of ideas for your own Narrative Challenge missions overleaf.

When creating your own mission it is best to try and tell a story. Firstly, one force should have a disadvantage of some kind. This may be a smaller army than their opponent's (which

is often the simplest solution). It can also be something more unusual, like a limitation on certain units such as **VEHICLES**, **CHARACTERS** or units that can **FLY**. The reason for this disadvantage should be driven by the story you are trying to tell.

Another important part of creating these missions is deciding what the disadvantaged force is trying to achieve. Are they trying to fight their way through the enemy forces to slay the foe's Warlord, or are they instead attempting to break through as many of their units as possible past an enemy blockade and move them off the opposite table edge. Is this a last stand, where simply having a surviving miniature on the battlefield is a victory in itself, or are you trying to hold a vast swathe of the battlefield against constant waves of enemy attacks?

Next up is deciding how you want your various armies to deploy. Warhammer 40,000 has plenty of deployment maps across its various publications for you to take inspiration from. You should ensure that your disadvantaged force does not have a deployment zone that will make it easy to accomplish its goal, but likewise shouldn't be too overly hampered by where it must be set up. You should also consider whether your story allows for units to be set up in teleportariums or underground, or one of the myriad other locations that units can begin the battle deployed in other than on the battlefield. If one force is trying to move units from one end of the battlefield to the other, this is a lot easier if they can all be teleported to that location in the first turn!

Perhaps the most challenging part of creating your own mission is deciding how to rate the disadvantaged force's performance. The Narrative Challenge missions we have presented score the player between one and five stars based on how well they do. This then gives their opponent a rating to beat if you subsequently reverse the roles and play through the challenge a second time. This can be difficult to get right,

but should ensure that the scorer has a reasonable chance to score five stars if they play well, scale down from there. If in doubt, the missions described in this section will give you some ideas for conditions and margins of victory and how they should be scored.

The last thing to remember is that these missions should be fun. If your opponent regularly plays T'au Empire, then creating a mission where they must destroy enemy units in the Fight phase will likely not be very satisfactory, as this simply adds another level of disadvantage to an already disadvantaged force. If instead you create a Narrative Challenge mission in which a T'au Empire force of **BATTLESUIT** units must stoically hold the line against an onrushing and constantly reinforced horde-type army (such as Tyranids or Orks), this will provide a more satisfying and exciting game with plenty of stories of heroism on both sides!

*'Victory is measured
not in the glory you win
or the defeat of the foe,
but in how high you pile
the bodies...'*

- World Eaters proverb



NARRATIVE CHALLENGE

MISSION PLOT HOOKS AND IDEAS

Below are just a small number of exciting narratives you can use for inspiration to create your own missions:

- On a world newly rediscovered by the Imperium, an Asuryani force must protect their psykers whilst they deactivate a number of vital webway gates that lead to the heart of their craftworld.
- A rogue machine spirit, corrupted by virulent scrapcode, has infected an Imperial Knight and is rampaging through the Imperial encampment, destroying vital supply depots. The small Adeptus Mechanicus garrison force must bring it down before too many of the precious supplies are lost.
- A small Catachan force must fight their way through a dense jungle teeming with swarms of Tyranid gaunts, bringing vital intelligence back to their headquarters that could destroy the opposing hive fleet in one fell swoop.
- A strike force of Adeptus Astartes Terminators has teleported aboard the enemy flagship. They must fight their way to the vessel's vital systems and disable them before their small strike cruiser is overwhelmed by the larger ship's guns.
- A convent of Adepta Sororitas finds itself on top of an awakening Necron tomb complex. The sisters know they will not survive, but must protect their Astropaths whilst they send as much information as possible to warn the wider Imperium of the threat.
- A Genestealer Cult has been unearthed by the Inquisition, and a force of the Deathwatch has been dispatched to seek them out and destroy them. Whilst the greater cult is doomed, if even a single Genestealer can escape the carnage, the cult can be reborn in a new location far from prying eyes.
- A mighty Imperial fortress has fallen to the forces of Chaos. Before they are finally overwhelmed, the last defenders must ensure that several priceless relics are locked away in impenetrable stasis vaults to be recovered if the Imperium recaptures this great bastion.
- A Drukhari raiding force was detected just before it could spring its perfect ambush. Although their prey are now fleeing, if they can defeat enough of them in melee combat and capture them, perhaps the raid won't be a total disaster. Who knows, some of the commanders of the botched raid might even be permitted to live...





CHALLENGE MISSION

LAST STAND

Your forces have been left behind after an evacuation, deserted by your commanders and left to be destroyed by the overwhelming enemy forces. Destruction is assured, but if you can hold out long enough you can ensure every surviving foe will remember your bravery and defiance until their deathbed.

'We're the only thing standing between these filthy xenos and the evacuees. You all know what has to be done, so let us go to the Emperor with our heads held high.'

- Commissar Stanisvorst

THE ARMIES

Each player must first muster an army from the miniatures in their collection. If a player's army is Battle-forged, they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The Defender's deployment zone should include plenty of cover to represent the small force taking up final defensive positions.

DEPLOYMENT

After terrain has been set up, the Defender sets up their army wholly within their deployment zone. Units in the Defender's army must be set up on the battlefield, and cannot be set up in any other locations (high orbit, teleportarium chamber etc.). The Attacker then sets up their army, wholly within the Attacker's deployment zone.

FIRST TURN

The Defender has the first turn.

OVERWHELMING ODDS

At the end of each of the Attacker's Movement phases, they can select up to D3 units from their army that have been destroyed and return them to the battlefield. Returning units from the Attacker's army are set up wholly within 8" of the Attacker's battlefield edge, as shown on the map below.



Such units are treated as a new unit in all regards, and so will not be under the effects of any Stratagems or other abilities that applied to the unit when it was destroyed. If the Attacker's Warlord is returned to the battlefield in this way, it will no longer be a Warlord.

BATTLE LENGTH

The battle lasts until the Defender has no units remaining on the battlefield.

CHALLENGE CONDITIONS

The Defender receives a challenge rating based on the battle round in which their army was wiped out.

| DEFENDER'S ARMY WIPED OUT | DEFENDER'S CHALLENGE RATING |
|---------------------------|-----------------------------|
| Battle Round 1-3 | ★ |
| Battle Round 4 | ★★ |
| Battle Round 5 | ★★★ |
| Battle Round 6 | ★★★★ |
| Battle Round 7+ | ★★★★★ |

STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

2CP

NOWHERE TO HIDE

Attacker Stratagem

Even the greatest fortifications can be circumvented by a canny commander.

Use this Stratagem at the start of your Shooting phase. Select one unit from the Defender's army. Until the end of the phase, that unit cannot receive the benefit of cover to its saving throw.

1/4CP

SATURATION BOMBARDMENT

Attacker Stratagem

The attacking forces rain fury upon the exposed remnants of their foe.

Use this Stratagem at the start of the first battle round. You can select one enemy unit that is not claiming the benefit of cover for 1 CP or every enemy unit that is not claiming the benefit of cover for 4 CP. Roll one D6 for each unit selected; on a 4+ that unit suffers D3 mortal wounds.

2CP

VASTLY OUTNUMBERED

Attacker Stratagem

The attacking commander brings the full force of his armies to bear.

Use this Stratagem at the end of your Movement phase. Select up to D6 units to return to the battlefield this turn instead of up to D3 as part of the Overwhelming Odds mission rule.

1CP

GO TO GROUND

Defender Stratagem

Sometimes the only answer is to bury your head in the dirt and hope for the best.

Use this Stratagem in your opponent's Shooting phase, when an INFANTRY unit from your army is selected as the target of an attack. Until the end of that phase, when resolving an attack against that unit, subtract 1 from the hit roll.

3CP

DEFIANT TO THE END

Defender Stratagem

Some find true bravery when there is nowhere left to run.

Use this Stratagem at the start of the Morale phase. Until the end of that phase, when a Morale test is taken for a unit in the Defender's army, do not roll the dice; it is automatically passed.

2CP

DELAYING TACTICS

Defender Stratagem

Vox jammers can disrupt enemy reinforcements, buying precious time.

Use this Stratagem in your opponent's Movement phase, after they have rolled a D3 or D6 to determine how many units can be returned to the battlefield as part of the Overwhelming Odds mission rule. Your opponent must re-roll the result (this Stratagem can allow a dice that has already been re-rolled to be re-rolled again).

CHALLENGE MISSION

HEADHUNTERS

The enemy is trying to eliminate your leaders, crippling your command structure and plunging your army into chaos. Strike back against them and show your true martial prowess, or be destroyed! If you can kill their leaders, victory will surely be an inevitability.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. Both players must include at least 1 unit with the **CHARACTER** keyword for every 3 units in their army that do not have the **CHARACTER** keyword. If a player's army is Battle-forged, they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The battlefield should include plenty of terrain features, but there should not be too many areas where it is easy to hide a single miniature.

DEPLOYMENT

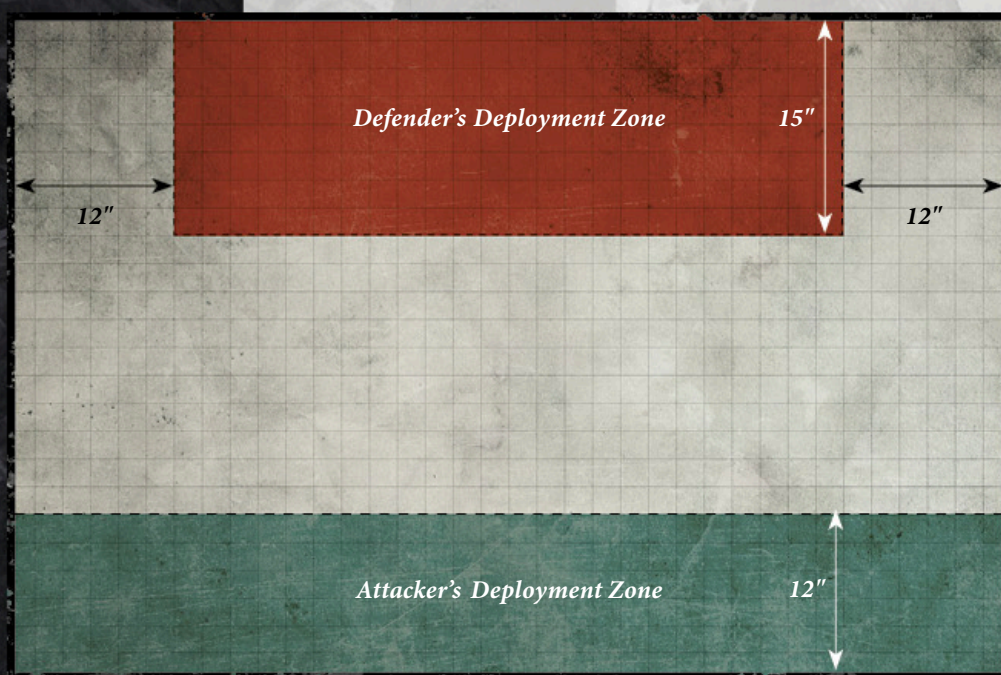
After terrain has been set up, the Defender sets up their army wholly within their deployment zone. Units in the Defender's army must be set up on the battlefield, and cannot be set up in any other locations (high orbit, teleportarium chamber etc.). The Attacker then sets up their army, wholly within the Attacker's deployment zone.

FIRST TURN

The Attacker has the first turn.

'The greatest danger of unthinking obedience is that one's warriors become used to having others do their thinking for them. This, we can exploit.'

*- Master Shai,
Officio Assassinorum*



HEADHUNTING

When resolving an attack made with a melee weapon by a **CHARACTER** model in the Attacker's army against an enemy **CHARACTER** unit, add 1 to the hit roll.

BATTLE LENGTH

The game ends at the end of battle round 5.

CHALLENGE CONDITIONS

The Defender receives a challenge rating based on how many of the Attacker's **CHARACTER** units were destroyed. Each player scores 1 kill point for each enemy **CHARACTER** unit that has been destroyed at the end of the battle. If a **CHARACTER** unit was destroyed in the Fight phase, that unit is worth 2 kill points instead. The

enemy Warlord is also worth 1 additional kill point. At the end of the battle, compare each player's kill points total.

| DEFENDER'S KILL POINTS TOTAL IS: | DEFENDER'S CHALLENGE RATING |
|---|-----------------------------|
| More than double the Attacker's total | ★★★★★ |
| Higher than the Attacker's total by at least 2 | ★★★★ |
| One kill point higher than the Attacker's total | ★★★ |
| Equal to the Attacker's total | ★★ |
| Lower than the Attacker's total | ★ |

STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

BITTER ENMITY

Attacker Stratagem

One of the enemy commanders is an ancient foe and must be slain at all costs.

Use this Stratagem before the battle. Select one **CHARACTER** model from your army and one **CHARACTER** model from your opponent's army. Until the end of the battle, when resolving an attack made by the selected **CHARACTER** model from your army against the unit of the selected **CHARACTER** model from your opponent's army, re-roll a hit roll of 1 and re-roll a wound roll of 1.

2CP

DEADEYE SHOT

Defender Stratagem

In a moment of relative calm, this warrior spots a high-ranking foe approaching.

Use this Stratagem in your Shooting phase, when you choose a **CHARACTER** unit from your army to shoot with. Until the end of the phase, attacks made by this character can target a **CHARACTER** unit even if it is not the closest enemy unit.

2CP

NOT DEAD YET

Attacker Stratagem

Summoning great reserves of strength, this commander climbs back to their feet.

Use this Stratagem in any phase, when a **CHARACTER** model from your army is destroyed but before removing them from play. That **CHARACTER** model regains up to D3 lost wounds.

1CP

MAKE WAY!

Defender Stratagem

Pushing through the melee, this warrior strives to get to grips with their nemesis.

Use this Stratagem in the Fight phase, when you pick a **CHARACTER** unit from your army to fight with. Until the end of the phase, when that unit piles in, it can move across other models as if they were not there, but must end this pile-in move closer to an enemy **CHARACTER** unit.

1CP

KILLING BLOW

Attacker Stratagem

Striking with all their fury, this warrior cleaves deeply into their hated foe.

Use this Stratagem at the start of the Fight phase. Select one melee weapon that a **CHARACTER** model from your army that is within 1" of an enemy **CHARACTER** model is equipped with. Until the end of the phase, add 1 to the Damage characteristic of that weapon.

2CP

DECoy

Defender Stratagem

Many commanders keep body-doubles nearby to confuse the foe.

Use this Stratagem in any phase, when a **CHARACTER** model from your army is destroyed but before removing them from play. You can set up that model anywhere in your opponent's deployment zone and more than 9" from any enemy models, with all lost wounds regained.

CHALLENGE MISSION

DOMINATION

The enemy is attempting to herd your forces into a carefully constructed killzone. If you cannot break out and re-establish dominance over this area your forces will be surrounded and destroyed!

THE ARMIES

Each player must first muster an army from the miniatures in their collection. If a player's army is Battle-forged, they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. Each table quarter should contain at least one large terrain feature that is not impassible.

DEPLOYMENT

After terrain has been set up, the Defender sets up their army wholly within their deployment zone. Units in the Defender's army must be set up on the battlefield, and cannot be set up in any other locations (high orbit, teleportarium chamber etc.). The Attacker's army is not set up on the battlefield. Units in the Attacker's army that are normally able to set up in locations other than the battlefield (high orbit, teleportarium chamber etc.) can do so as normal.

FIRST TURN

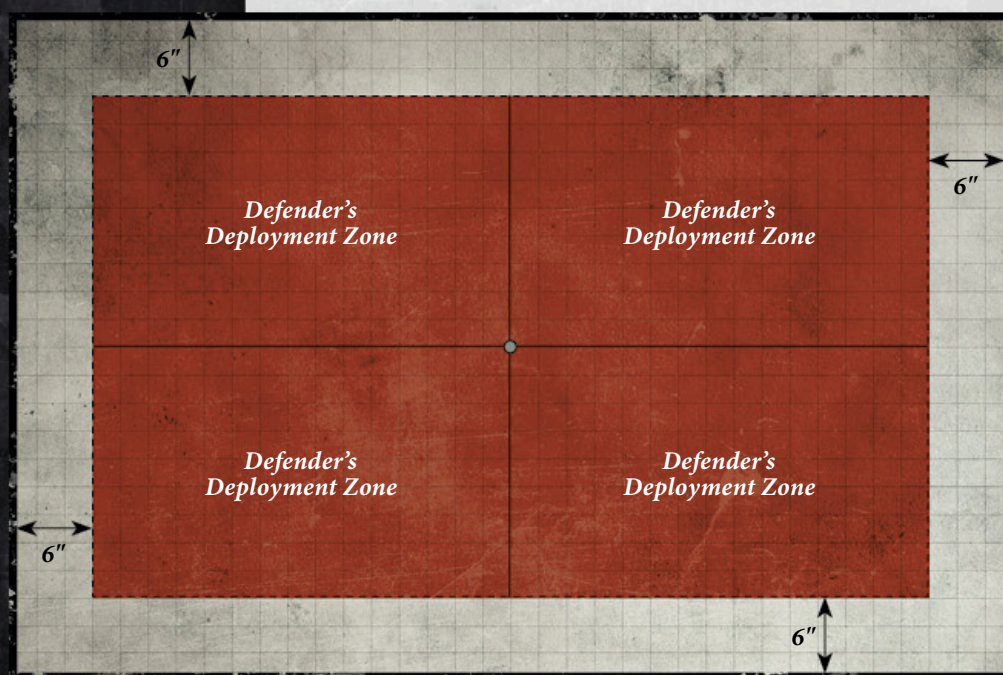
The Attacker has the first turn.

ATTACKING FROM EVERY ANGLE

At the start of each of the Attacker's Movement phases, they can roll one D6 for each unit in their army that has not been destroyed and add the current battle round number. On a 3+ that unit arrives on the battlefield. If it has been set up in

'Never fight the enemy on their terms. If they wish to attack, strike first. If they wish to hide behind walls, force them to sally forth. Thus do you always have the initiative.'

- Tau mantra



a specific location (high orbit, teleportarium chamber etc.) it can set up using that ability as normal. Otherwise, this unit can be set up with every model within 3" of any battlefield edge. Any units set up within 1" of a unit from the Defender's army are treated as having charged in the subsequent Fight phase.

BATTLE LENGTH

The game ends at the end of battle round 5.

CHALLENGE CONDITIONS

The Defender receives a challenge rating based on how many victory points they score. The Defender scores 1

victory point for each table quarter that has a unit from their army wholly within it at the end of the battle. The Defender scores 1 additional victory point if their Warlord is on the battlefield at the end of the battle.

| DEFENDER'S VICTORY POINTS | DEFENDER'S CHALLENGE RATING |
|---------------------------|-----------------------------|
| 5 | ★★★★★ |
| 4 | ★★★★ |
| 3 | ★★★ |
| 2 | ★★ |
| 1 or fewer | ★ |

STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

AMBUSH

Attacker Stratagem

Your forces strike down their unsuspecting foes without warning.

Use this Stratagem in your Movement phase, when you set up a unit arriving as reinforcements within 1" of an enemy unit. Roll one D6 for each model in that enemy unit. For each result of 6, that unit suffers 1 mortal wound.

1CP

RIGHT ON TIME

Attacker Stratagem

Exact application of reinforcements is the key to victory.

Use this Stratagem before rolling the dice to see if a unit from your army arrives on the battlefield this turn as part of the Attacking from Every Angle mission rule. That unit automatically arrives on the battlefield. No roll is required.

1CP

CLEAR THIS SECTOR

Attacker Stratagem

Each area must be methodically cleared.

Use this Stratagem in your Shooting phase when you choose a unit to shoot with, or in your opponent's Charge phase when a unit from your army fires Overwatch. Until the end of the phase, when resolving an attack made by a model in that unit, if that unit is wholly within one table quarter and the target of that attack is a unit wholly within the same table quarter, re-roll a hit roll of 1.

1CP

GET MOVING!

Defender Stratagem

To hesitate is to invite the enemy to your positions. Take the fight to them!

Use this Stratagem before a unit from your army Advances. When this unit Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.

2CP

COMMS SCRAMBLER

Defender Stratagem

Disrupting the enemy forces can buy precious seconds to capture vital ground.

Use this Stratagem at the end of your opponent's Movement phase, before they set up any units from their army on the battlefield that turn. Select one unit from your army that is on the battlefield. Enemy units cannot be set up within 9" of that unit this turn.

1CP

SWEEP AND CLEAR

Defender Stratagem

Take back that sector at all costs!

Use this Stratagem at the start of your Charge phase. Select one unit from your army that is wholly within one table quarter. Until the end of the phase, when you charge with that unit against an enemy unit wholly within a different table quarter to that unit, you can re-roll the charge roll.

MATCHED PLAY

'Few times in war is one side's strength in total excess of the other. Few times can a commander guarantee swift victory or crushing defeat. War is a test. A challenge of mettle, skill and generalship. To glory the victor, death to the defeated.'

- *Tactica Imperium*





NEW BATTLEFRONTS

Pitting two Battle-forged armies against one another, matched play missions are as level a playing field as you can get in your Warhammer 40,000 games. Victory will go to the commander who has fortune, strategy and cunning on their side, and each new mission you play is an opportunity to master all three.

The matched play missions available in the *Warhammer 40,000* rulebook give players a wide range of strategic challenges, from the tightly controlled scenarios of Eternal War, to the rapidly shifting battlefield challenges of Maelstrom of War. Every warlord worth their name relishes new strategic challenges, however. Tried and tested tactics must be revised, or whole new routes to victory found. Units that seemed, at first glance, to lack the utility you desired suddenly come into their own as their abilities on the tabletop are proved invaluable. On the following pages you will find just such a range of exciting new opportunities to crush your foes.

PLAYING MISSIONS

This section includes twelve matched play missions. The first six are new and updated Eternal War missions. Here you will find some of your favourite missions from previous editions of *Chapter Approved*, refined and updated ready for this season, but also new missions for players to tackle. The final six are Maelstrom of War missions using a brand new mechanic known as Schemes of War that allows you to customise your deck of tactical objective cards, but also to manipulate and scheme with your objectives to gain the upper hand. You can agree with your opponent which set of matched play missions to use, or you can roll off, and whoever rolls highest can choose which set to use, be it one from this book or the *Warhammer 40,000* rulebook.

Having decided the set you wish to use, you can either select one of its six missions, or roll a D6 to randomly select one using the appropriate table. The table for the matched play missions in this book is below.

| | ETERNAL WAR | MAELSTROM OF WAR |
|----|----------------------------|-----------------------------|
| D6 | MISSION | MISSION |
| 1 | Crusade (pg 62) | Covert Manoeuvres (pg 72) |
| 2 | Scorched Earth (pg 63) | Ambitious Surge (pg 73) |
| 3 | Ascension (pg 64) | Critical Objective (pg 74) |
| 4 | Front-line Warfare (pg 65) | Disruptive Tactics (pg 75) |
| 5 | The Four Pillars (pg 66) | Territorial Control (pg 76) |
| 6 | Lockdown (pg 67) | Confined Command (pg 77) |

MATCHED PLAY MISSION RULES

The following rules apply to all matched play games:

Battle Brothers

All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common. In addition, this keyword cannot be CHAOS, IMPERIUM, AELDARI, YNNARI or TYRANIDS, unless the Detachment in question is a Fortification Network. This has no effect on your army Faction.

Boots on the Ground

When determining which player controls an objective marker, exclude all units that have the Flyer Battlefield Role – these units can never control objective markers.

Limits of Command

You cannot use the Command Re-roll Stratagem to affect Mission dice rolls. Mission dice rolls include any dice rolls that are made before the battle begins (such as those that determine who chooses deployment zones or who gets the first turn), those that must be made at the end of a battle round (such as rolls that determine if the battle ends) or any rolls that determine how many victory points are awarded to a player.

Prepared Positions

The player who has the second turn in the first battle round has access to the following Stratagem:

2CP

PREPARED POSITIONS

Use this Stratagem at the start of the first battle round, before the first turn begins. Until the end of the first turn, all units from your army – other than TITANIC units, AIRCRAFT units and units with the Fortification or Flyer Battlefield Roles – that are wholly within your deployment zone receive the benefit of cover, even while they are not entirely on or in a terrain feature. A unit that is already receiving the benefit of cover gains no additional benefit from this Stratagem.

Psychic Focus

With the exception of *Smite*, each psychic power can be attempted only once per turn, rather than once per psyker per turn. In addition, unless the psyker attempting to manifest *Smite* has either the Brotherhood of Psykers (see *Codex: Grey Knights*) or the Brotherhood of Sorcerers

ability (see *Codex: Thousand Sons*), you must add 1 to the warp charge value of *Smite* for each attempt (whether successful or not) that has been made to manifest *Smite* during that Psychic phase, to a maximum warp charge value of 11.

For example, if an **ORK** psyker attempts to manifest *Smite* during a Psychic phase in which two other psykers have already attempted to manifest *Smite*, then the warp charge value of *Smite* is 7 for that attempt (note that if the psyker's psychic test is more than 10, it still inflicts D6 mortal wounds instead of D3 as normal).

Strategic Discipline

The same Stratagem cannot be used by the same player more than once during any single phase. This does not affect Stratagems that are not used during a phase, such as those used 'before the battle' or 'at the end of a battle round'.

Tactical Reserves

Instead of being set up on the battlefield during deployment, many units have the ability to be set up on teleportariums, in high orbit, in ambush, etc., in order to arrive on the battlefield mid-game as reinforcements. When setting up your army during deployment for a matched play game, at least half the total number of units in your army must be set up on the battlefield, and the combined points value of all the units you set up on the battlefield during deployment (including those that are embarked aboard **TRANSPORTS** that are set up on the battlefield) must be at least half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

Furthermore, in matched play games, units that are not placed on the battlefield during deployment in order to arrive on the battle mid-game as reinforcements cannot arrive on the battlefield during the first battle round.

Finally, any unit that has not arrived on the battlefield by the end of the third battle round in a matched play game counts as having been destroyed.

Tactical Restraint

There are several Warlord Traits, Relics, psychic powers and abilities that give you a chance to gain or refund Command Points. Each player can only gain or have refunded a total of 1 Command Point per battle round as the result of such rules, regardless of the source, and Command Points that are spent on Stratagems that are not used during a battle round, such as those that are used 'before the battle', can never be refunded.

The limit of gaining or refunding 1 Command Point per battle round does not apply to the Moment Shackle or the Seven-fold Chant abilities, or to the Player of the Twilight Warlord Trait – in these cases, the ability/Warlord Trait can refund or gain the player more than 1 Command Point if the Stratagem used cost 2 or more

Command Points to use, but once any Command Points have been gained as a result of the rule, neither it, nor any similar rule, can be used to gain any more Command Points until the next battle round. Also note that this does not apply to Command Points that are gained or refunded as specifically instructed on Stratagems (e.g. Feeder Tendrils and Agents of Vect).

Targeting Characters

An enemy **CHARACTER** with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firing model and it is the closest enemy unit to the firing model. Ignore other enemy **CHARACTERS** with a Wounds characteristics of less than 10 when determining if the target is the closest enemy unit to the firing model.

This means that if any other enemy units (excluding other **CHARACTERS** with a Wounds characteristic of less than 10) are closer, whether they are visible or not, then the enemy **CHARACTER** cannot be targeted.

Understrength Support

Understrength units can only be included in Auxiliary Support Detachments.



ETERNAL WAR CRUSADE

Resolute and unwavering, two forces continue their relentless crusade upon these lands. With the enemy on the horizon, it soon becomes clear that neither will cede ground without a fight. The battlefield will be secured, even if the price must be paid in blood.

Crusade is a brand new mission incorporating elements of several that have come before it. Although initially this mission may appear to have simple victory conditions, players will quickly find that holding an objective marker until the start of their next turn is no easy task, and so any that you wish to score victory points from will have to be well defended from the enemy onslaught that will surely come.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

The players then roll off and, starting with the winner, alternate placing objective markers until six have been set up. Each objective marker must be set up anywhere on the battlefield more than 12" from any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Seize and Control: Starting from the second battle round, each player scores 1 victory point for each objective marker they control at the start of their turn. A player controls an objective marker if they have more models within 3" of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



ETERNAL WAR

SCORCHED EARTH

You are fighting for control of key strategic assets scattered throughout this region. However, while seizing these locations is undoubtedly valuable, destroying those crucial to your enemy is more so, and will likely bring you victory.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook), then selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

Starting with the Defender, players alternate placing objective markers until six have been set up. The first objective marker that each player sets up must be more than 12" away from any other objective marker, more than 9" away from a player's deployment zone and more than 6" away from the edge of the battlefield. The remaining objective markers that each player sets up must be wholly within their own deployment zone, more than 12" away from any other objective marker and more than 6" away from the edge of the battlefield.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Control or Raze: Starting from the second battle round, each player scores one victory point for each objective marker they control at the start of their turn. If an objective marker is within the enemy's deployment zone you can choose to raze it if you control it; doing so scores you 3 victory points instead of 1 but that objective marker is then removed from the battlefield. A player controls an objective marker if they have more models within 3" of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

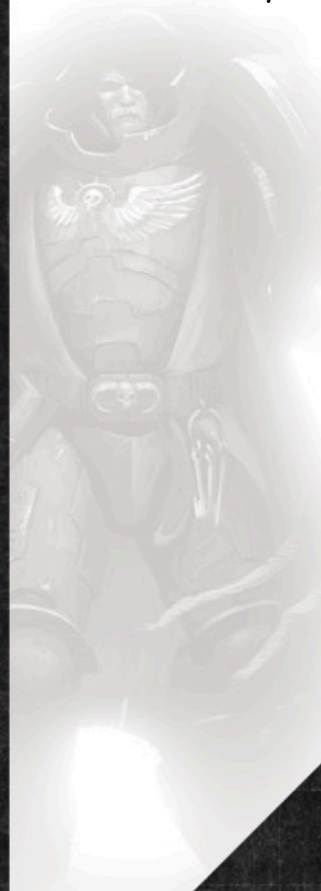
Scorched Earth was originally published in *Chapter Approved: 2017 Edition*. Updated here, this mission forces players to make important tactical choices each turn. Should they try and hold an objective for one more turn, or should they play it safe and raze it to the ground, scoring some immediate victory points but losing it for the rest of the battle? Similarly an important decision must be made on how aggressive a battle plan will be adopted, as capturing the enemy objectives offers great reward, but could leave your own objectives open to counter-attack.



ETERNAL WAR ASCENSION

You have learned of several vital locations where objects of great power lie. Your army's leaders must seize these and deny them to the enemy's own champions.

Ascension was originally featured in *Chapter Approved: 2017 Edition*. In this mission, players can score more victory points by holding an objective for consecutive turns with their character models. The objective placement means players must commit to the centre of the table, but careful movement and a layered defence can ensure an objective remains defended to allow your characters to score consecutively.



THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook), then selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The players then place three objective markers on the battlefield as follows. The first objective marker is placed in the centre of the battlefield. Then, starting with the Defender, the players each place one more objective marker; these must be set up more than 15" from any other objective marker, more than 6" from the edge of the battlefield and equal distance from both players' deployment zones.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative and get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a

4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

DIRECT COMMAND

If only one player has any CHARACTER models within 3" of an objective marker, they control it even if there are more enemy models within range of that objective marker. If an enemy unit with a similar ability is within range of the same objective marker, that objective marker is controlled by the player who has the most models within range of it as normal.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Ascend: Each player scores 1 victory point at the end of each of their turns for each objective marker they control. A player controls an objective marker if they have more models within 3" of it than their opponent does. Furthermore, if a player controls the same objective marker with the same CHARACTER for more than one of their turns consecutively, the number of victory points scored is increased; they score 2 victory points at the end of their turn for an objective marker that has been controlled with the CHARACTER for two of their turns consecutively, 3 victory points if it has been controlled with the CHARACTER for three of their turns consecutively, and so on.

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR

FRONT-LINE WARFARE

Your forces have encountered the enemy along a contested border between your territory and theirs. It is imperative that you seize the disputed ground quickly, while preventing your foe from crossing the border into your own lands.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook), then selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

Starting with the Defender, players alternate placing objective markers until four have been set up. The first objective marker that each player sets up must be wholly within their own deployment zone and more than 6" from the edge of the battlefield. The second objective marker that each player sets up must be more than 12" from any other objective marker, more than 6" from the edge of the battlefield and equal distance from both players' deployment zones.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Take and Hold: At the end of each battle round, each player scores a number of victory points for each objective marker they control. A player scores 1 victory point if they control the objective marker in their own deployment zone, 4 victory points if they control the objective marker in their opponent's deployment zone, and 2 victory points for each other objective marker they control. A player controls an objective marker if they have more models within 3" of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

Front Line Warfare was originally featured in *Chapter Approved: 2017 Edition*. This mission rewards bold and aggressive tactics, allowing players to score more victory points for holding objective markers outside of their deployment zone, and even more if they risk pushing forward to hold the objective in their opponent's deployment zone. In this mission, timing is key. Committing too much too early could leave you open to a late-game counter-attack, with your opponent scoring more victory points from your now-undefended home objective.



ETERNAL WAR

THE FOUR PILLARS

Strange and ancient alien pillars dominate this battlefield. While these are in your possession, their energies can be siphoned off and stored to power weapons of unimaginable destruction.

Four Pillars is taken from *Chapter Approved: 2018 Edition*. This mission encourages players to ensure they hold more of the four equally-spread objectives than their opponent at the end of each battle round. This is made easier if a player is also trying to destroy more units than their opponent each round, meaning the players can take a variety of approaches to how they score victory points. A key part of this mission is that only Troops can control objectives. Players must make critical decisions when building their army and prioritising targets on the battlefield.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Place four objective markers as follows. Draw imaginary lines from the centre of the battlefield towards each corner of the battlefield and place an objective marker 15" from the centre of the battlefield along each of these lines.

Once all the objective markers have been placed, the players then create the rest of the battlefield and set up terrain, ensuring no terrain feature is within 3" of an objective marker.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a

D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Siphon Power: At the end of each battle round, if one player controls more objective markers than their opponent, they score 1 victory point. If they control all four objective markers, they score 3 victory points instead. A player controls an objective marker if they have more models with the Troops Battlefield Role within 3" of it than their opponent does (other units cannot control objective markers; ignore them when determining who controls each objective marker in this mission).

No Prisoners: At the end of each battle round, a player scores 1 victory point if more units from their opponent's army were destroyed during that battle round than from their own army.

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

ETERNAL WAR LOCKDOWN

Whilst protecting their own vital objective, both forces must secure these lands and rid them of the enemy presence.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

The players then roll off and, starting with the winner, alternate placing objective markers until six have been set up. Each objective marker must be set up anywhere on the battlefield more than 12" from any other objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

LOCKDOWN

At the start of the first battle round but before the first turn begins, the player taking the first turn selects one objective marker to be objective marker 1. The player

taking the second turn then selects one objective marker to be objective marker 6.

The player taking the first turn then selects one objective marker that has not been numbered and rolls one D6, re-rolling if the result corresponds to an objective marker that is already numbered. That objective marker is numbered the corresponding result. The player going second then does the same. Both players repeat this process until all 6 objective markers have an individual number.

At the start of each battle round after the first, remove from the battlefield the objective marker whose number corresponds to the current battle round. For example, at the start of battle round 3, the objective marker numbered 3 would be removed. Repeat this process each battle round until there are two objective markers remaining.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. Victory points are scored for the following:

Target Secured: Each player scores 1 victory point at the end of each of their turns for each objective marker they control. A player controls an objective marker if they have more models within 3" of it than their opponent does.

Dominance: At the end of each battle round, a player scores 1 victory point if they control more objective markers than their opponent. A player controls an objective marker if they have more models within 3" of it than their opponent does.

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

Lockdown is a brand new mission not featured in a previous publication. Players allocate numbers to each objective marker knowing that each battle round the marker with the corresponding number will disappear. Players can therefore plan their strategy knowing which objective markers will be removed. Remember that objectives are removed to a minimum of 2, therefore choose wisely which objective marker you wish to number 1 or 6, as those objective markers will be present for the entire game.



Even as they approach their target coordinates, the Battle Maniples of the Adeptus Mechanicus are set upon by a vicious horde of Genestealer Cultists. At the heart of the insurrectionist force fights the Genestealer Patriarch itself, launching a pre-emptive attack to annihilate the interlopers before they can put its broodnest to the torch.





SCHEMES OF WAR

To play the Maelstrom of War missions on the following pages, the players will each require a deck of Tactical Objective cards, and must use the rules described in this section for Tactical Objectives instead of those from the 'Using Tactical Objectives' section in the *Warhammer 40,000* rulebook.

CONSTRUCTING YOUR OBJECTIVE DECK

Before playing one of the following Maelstrom of War missions, after your opponent has shared their army roster with you, you must construct an Objective deck. This deck should be made up of a minimum of 18 Tactical Objective cards, chosen from the pool available to your army. No more than one copy of each uniquely named Tactical Objective can be included in the deck.

USING TACTICAL OBJECTIVES

After the battlefield has been created and terrain set up, the players roll off, and, starting with the winner, alternate setting up objective markers until 6 have been placed on the battlefield. Each objective marker must be placed at least 12" from any other objective marker and at least 6" away from the battlefield edge.

Unless otherwise stated, a player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

USING YOUR OBJECTIVE DECK

At the start of the first battle round, each player shuffles their Objective deck and draws 5 Tactical Objective cards. If either player is not happy with the initial cards that they have drawn, they can choose to place them at the bottom of their Objective deck, in any order, and draw 4 new Tactical Objective cards.

At the start of your turn, put Tactical Objective cards from your hand into play until you have three in-play Tactical Objectives or there are no more cards left in your hand. A Tactical Objective card is considered to be generated when it is put into play.

When putting a Tactical Objective card into play, place it either face up for both players to see, or face down – its details kept hidden from your opponent until such a point as it is either achieved or discarded. No player can have more than one face-down, in-play Tactical Objective at any point (unless otherwise specified).

DRAWING A TACTICAL OBJECTIVE CARD

When you draw a Tactical Objective card, take the top card from your Objective deck and add it to your hand. A player's hand is kept hidden from their opponent for the duration of the battle. If there are no cards left in the Objective deck when instructed to draw a Tactical Objective card, do nothing instead.

DISCARDING A TACTICAL OBJECTIVE CARD

When you discard a Tactical Objective card, place it face up on your discard pile. Tactical Objective cards in a discard pile are not considered to be in play. A discard pile is not a part of a player's Objective deck.



The Warhammer 40,000 Tactical Objective deck provides players with an easy to use deck of 36 cards for playing Maelstrom of War missions. Not only do they give you an easy way to generate new objectives by drawing a card, rather than rolling dice in sequence, they also allow players to easily track which objectives they have active at any time. In addition, each faction in Warhammer 40,000 has a set of 6 Tactical Objective cards available separately in that faction's datacards pack which can be substituted into this deck to personalise your objectives to fit the army of your choice.

PRIORITY ORDERS RECEIVED

For the purpose of generating a bonus Tactical Objective for the Priority Orders Received Tactical Objective, select one Tactical Objective card from your hand and put it into play. If you do not have a card to put into play, discard Priority Orders Received instead. Priority Orders Received and that Tactical Objective card count as one combined Tactical Objective card when determining how many you have in play.

You can only achieve in-play Tactical Objectives.

After you have finished putting any Tactical Objectives into play, draw Tactical Objective cards until you have a hand of 5 cards.

ACHIEVING TACTICAL OBJECTIVES

At the end of every turn (yours and your opponent's), you must check to see if you have achieved any of your in-play Tactical Objectives – the descriptions will tell you how and when they are achieved and how many victory points are scored for achieving them. If you can achieve a Tactical Objective at the end of a turn, you must reveal it, if necessary, and immediately score the victory points for it – you cannot choose not to do so. Players can achieve any number of their Tactical Objectives in the same turn.

After a Tactical Objective has been achieved, that card is discarded.

DISCARDING IN-PLAY TACTICAL OBJECTIVES

At the end of the Morale phase, you can discard any of your in-play Tactical Objectives.

STRATAGEMS

When using the rules for Tactical Objectives in this section, a player can make use of the following Stratagems:

2CP

RE-PRIORITISE

Stratagem

Use this Stratagem at the start of your turn. Discard up to two Tactical Objective cards from your hand and draw a new Tactical Objective card for each card that was discarded.

1CP

TACTICAL FORESIGHT

Stratagem

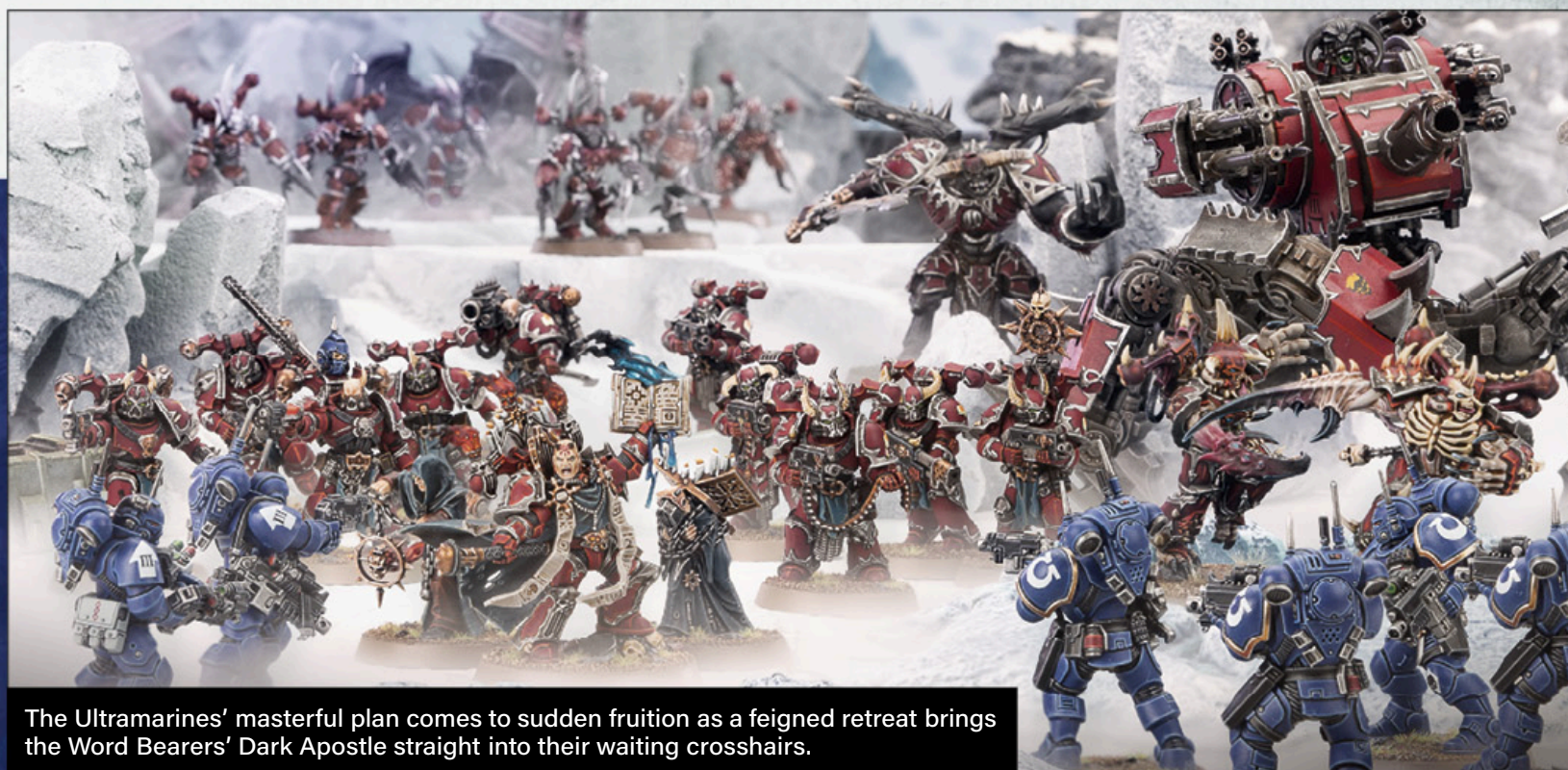
Use this Stratagem at any point during the turn. You can look at the top three cards of your Objective deck and choose to put each back on either the top or bottom of the deck, in any order. You can only use this Stratagem once per turn.

2CP

DETERMINED PUSH

Stratagem

Use this Stratagem at any point during the turn. Select up to three Tactical Objective cards from your discard pile and shuffle them back into your Objective deck. You can only use this Stratagem once per turn.



The Ultramarines' masterful plan comes to sudden fruition as a feigned retreat brings the Word Bearers' Dark Apostle straight into their waiting crosshairs.

MAELSTROM OF WAR

COVERT MANOEUVRES

As the dominant warlord boldly leads his followers to victory, it is the patient warlord that sees opportunity. Their covert manoeuvres and appropriate timing can take the complacent warlord by surprise, dealing a critical blow that leaves their opponent reeling and themselves snatching victory at the key hour.

+++
EVEN IN THE FACE
OF OVERWHELMING
DEFEAT, WITH
FAITH IN THE
EMPEROR VICTORY
IS ALWAYS
POSSIBLE.

+++

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit and constructs an Objective deck using the Schemes of War rules found on page 70.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place 6 objective markers as detailed on page 70.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

COVERT MANOEUVRES

At the start of each battle round after the first, if there is a player with fewer victory points than their opponent, then for the rest of that battle round all Tactical Objectives that player puts into play can be placed face down, and all face-up

Tactical Objectives that player has in play can be turned face down. For the rest of that battle round, all Tactical Objectives their opponent puts into play must be placed face up, and all face-down Tactical Objectives their opponent has in play must be turned face up.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

AMBITIOUS SURGE

A concentrated and determined effort is enough to galvanise a force, setting in motion a swift surge to carry the battle. Each warlord attempts to complete key objectives to achieve such momentum and emerge victorious.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit and constructs an Objective deck using the Schemes of War rules found on page 70.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place 6 objective markers as detailed on page 70.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

AMBITIOUS SURGE

At the start of each player's Movement phase, if that player has any Tactical Objective cards in play, their opponent must select one of those Tactical

Objectives. If that Tactical Objective is achieved in that turn or the subsequent turn, it is worth 1 additional victory point.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++
TO PURSUE EVERY
OPPORTUNITY
TO PURGE THE
HERETIC, THE
ALIEN AND THE
WITCH, HOWEVER
SMALL, IS BUT THE
SIMPLEST DUTY OF
EVERY CITIZEN.
+++

MAELSTROM OF WAR

CRITICAL OBJECTIVE

Both forces focus on a key objective, whether it be territory that cannot fall into the foe's hands, enemy assets that must be laid low, or targets to be assassinated. If all else should fail, fulfilling that ambition may be enough to win the day.

+++
IN THE PURSUIT OF
A WORTHY GOAL,
DO NOT HESITATE
TO UNLEASH ALL
AT YOUR DISPOSAL.
THE EMPEROR
GAVE HIS ALL, HOW
CAN WE NOT?
+++



THE ARMIES

Each player selects a Battle-forged army to an agreed points limit and constructs an Objective deck using the Schemes of War rules found on page 70.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place 6 objective markers as detailed on page 70.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

CRITICAL OBJECTIVE

At the start of each player's turn, before putting any Tactical Objectives into play, that player can select one Tactical Objective card from their discard pile and shuffle it back into their Objective deck.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

DISRUPTIVE TACTICS

Each warlord runs interference on the enemy's chain of command. By sabotaging communications, dispersing false intelligence and sowing confusion and disruption, the enemy's efforts to achieve victory can be severely hampered.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit and constructs an Objective deck using the Schemes of War rules found on page 70.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place 6 objective markers as detailed on page 70.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

DISRUPTIVE TACTICS

At the start of each player's turn, before putting any Tactical Objectives into play, that player reveals the top three cards of their Objective deck (if that Objective deck has fewer than three cards remaining, reveal as many as are available). That player's opponent can then

select one of those cards to be placed on the bottom of that player's Objective deck, and the remaining cards are returned to the top of the deck in an order of the opponent's choice.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

PUT OUT THE
TRAITOR'S EYES
WHEREVER THEY
BLINK, FOR THEY
ARE UNDESERVED
OF THE SIGHT OF
THE EMPEROR'S
REALM.

+++



MAELSTROM OF WAR

TERRITORIAL CONTROL

The warlord who dominates the battlefield will force the enemy to fight on their terms, in locations of their choosing. With the foe surrounded, that warlord can impose their will and secure victory.

+++

DENY THE FOE
EVERY INCH OF
GROUND, LEST THEY
CORRUPT IT. PURGE
THEM WITHOUT
MERCY OR RESPITE,
LEST THEY RETURN.

+++



THE ARMIES

Each player selects a Battle-forged army to an agreed points limit and constructs an Objective deck using the Schemes of War rules found on page 70.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place 6 objective markers as detailed on page 70.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

TERRITORIAL CONTROL

At the start of each player's turn after the first, if that player controls more objective markers than their opponent, they can draw one card from their Objective deck before placing any Tactical Objectives into play.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR

CONFINED COMMAND

Each warlord has limited communications and resources, thus must fight whilst under this restriction. Only the most stalwart and adaptable force will prevail, their will to succeed unperturbed by setback.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit and constructs an Objective deck using the Schemes of War rules found on page 70.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players place 6 objective markers as detailed on page 70.

DEPLOYMENT

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender determines which of the standard deployment maps is used in the battle (see the *Warhammer 40,000* rulebook) and selects one of the deployment zones for their army. The Attacker uses the other deployment zone.

The Attacker deploys their entire army first. The Defender then deploys their entire army. A player's models must be set up wholly within their deployment zone.

FIRST TURN

The Attacker decides who takes the first turn. If they decide to take the first turn, the Defender can roll one D6: on a 6, they seize the initiative, and they get the first turn instead.

TACTICAL OBJECTIVES

This mission uses the Schemes of War rules found on pages 70-71.

ACCEPTABLE CASUALTIES

The matched play rules for Sudden Death are not in use in this mission.

CONFINED COMMAND

At the start of each player's Movement phase, their opponent can select one Tactical Objective that player has in play. That Tactical Objective is returned to the owning player's hand, and they can put a different Tactical Objective into play.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:

Slay the Warlord: If the enemy Warlord has been destroyed during the battle, you score 1 victory point.

First Strike: You score 1 victory point if any units from your opponent's army were destroyed during the first battle round.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

IN FACE OF
HARDSHIP,
REMEMBER THE
EMPEROR, AND
KNOW HOW
TRIVIAL YOUR
DIFFICULTIES ARE.

+++



APPENDIX

'What are these abominations, these creatures that cannot be and yet stand brazen and foul in the broad light of day? Are they truly the Daemons of scripture? Can such a fell possibility truly be real? Whatever the truth, Emperor save us all...'

- *Muravils the Mad, doomsayer and apocalyptic prophet*





NEW AND UPDATED DATASHEETS

This section of *Chapter Approved* contains new and updated datasheets for several different units. The updated datasheets presented here replace those published in earlier publications and reflect the very latest rules and wargear options for the units they describe.

Since their respective codexes were released, a number of Daemon units have undergone revisions to their rules, and a whole new range of Slaanesh Daemons have been unleashed upon the galaxy. These new and updated datasheets are presented here, and you can find the details of what they replace below:

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| | Chaos Daemons | Chaos Space Marines | Thousand Sons | |
| Syll'Esske | X | | | <i>New</i> |
| Shalaxi Helbane | X | | | <i>New</i> |
| Infernal Enrapturess | X | | | <i>New</i> |
| Contorted Epitome | X | | | <i>New</i> |
| Keeper of Secrets | X | | | |
| Herald of Slaanesh on Exalted Seeker Chariot | X | | | <i>New</i> |
| Herald of Slaanesh on Seeker Chariot | X | | | <i>New</i> |
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| Seekers | X | | | |
| Horrors | X | X | X | |
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SYLL'ESKE THE VENGEFUL ALLEGIANCE



| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|------------|----|------|----|---|--|----|----|
| Syll’Esske | 9" | 2+ | 2+ | 4 | 6 | 8 | 8 | 9 | 4+ |
| Syll’Esske is a single model equipped with: scourging whip; Axe of Dominion. You can only include one of this model in your army. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Scourging whip (shooting) | 6" | Assault D6 | | User | -2 | 1 | This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units. | | |
| Axe of Dominion | Melee | Melee | | +3 | -3 | 3 | - | | |
| Scourging whip (melee) | Melee | Melee | | User | -1 | 1 | Make D3 hit rolls for each attack made with this weapon, instead of 1. | | |
| ABILITIES | Daemonic, Quicksilver Swiftess, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) | | | | | | Deadly Symbiosis: When this model is chosen to fight with for the first time in the Fight phase, it can only make attacks with one of its equipped weapons. In addition, after making a consolidation move for the first time in the Fight phase, this model can make a number of attacks equal to its Attacks characteristic with its other equipped weapon. If this model made a charge move this turn, these attacks can only be made against a unit that this model declared a charge against this turn. | | |
| | Prince of Slaanesh: Re-roll hit rolls of 1 for attacks made by models in friendly SLAANESH DAEMON units whilst their unit is within 6" of this model. | | | | | | | | |
| | Locus of Slaanesh: Add 1 to the Strength characteristic of models in SLAANESH DAEMON units whilst their unit is within 6" of any friendly models with this ability. | | | | | | | | |
| | Regal Authority: You can re-roll Morale tests taken for friendly SLAANESH DAEMON units whilst they are within 6" of this model. | | | | | | | | |
| PSYKER | This model can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent’s Psychic phase. It knows <i>Smite</i> and two psychic powers from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>). | | | | | | | | |
| FACTION KEYWORDS | CHAOS, SLAANESH, DAEMON | | | | | | | | |
| KEYWORDS | CHARACTER, MONSTER, PSYKER, DAEMONETTE, HERALD OF SLAANESH, DAEMON PRINCE, SYLL’ESSKE | | | | | | | | |



SHALAXI HELBANE

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------|---|----|----|---|---|----|---|----|----|
| Shalaxi Helbane | * | 2+ | 2+ | 6 | 7 | 16 | * | 10 | 6+ |

Shalaxi Helbane is a single model equipped with: living whip; snapping claws; Soulpiercer. You can only include one of this model in your army.

| REMAINING W | M | A | SNAPPING CLAWS |
|-------------|-----|---|----------------|
| 9-16+ | 14" | 6 | 4 |
| 5-8 | 11" | 5 | 3 |
| 1-4 | 7" | 4 | 2 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-------------------------|--|-----------|------|----|----|---|
| Living whip | 6" | Assault 6 | 6 | -2 | 2 | This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units. |
| Snapping claws | Melee | Melee | User | -3 | 3 | When the bearer fights, it makes a number of additional attacks with this weapon equal to the number shown in its damage table. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack. |
| Soulpiercer | Melee | Melee | x2 | -4 | D6 | When resolving an attack made with this weapon against a CHARACTER unit, on a wound roll of 6+ this weapon has a Damage characteristic of 6 for that attack. |
| WARGEAR OPTIONS | • This model can have a shining aegis instead of being equipped with 1 living whip. | | | | | |
| ABILITIES | <p>Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)</p> <p>Greater Daemon: When a Morale test is taken for a friendly SLAANESH DAEMON unit within 6" of this model, you can use this model's Leadership characteristic instead of that unit's.</p> <p>Mesmerising Aura: When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll.</p> <p>Cloak of Constriction: When resolving an attack made with a melee weapon against this model, subtract 1 from the wound roll.</p> <p>Delicate Precision: When resolving an attack made by this model, re-roll a wound roll of 1.</p> <p>Shining Aegis: If this model has a shining aegis, then when it would lose a wound, roll one D6; on a 6 that wound is not lost. If that wound would be lost as a result of a mortal wound, that wound is not lost on a 5+ instead of 6.</p> <p>Monarch of the Hunt: This model can perform a Heroic Intervention if there are any enemy units within 6" of it instead of 3" if any of those enemy units is a CHARACTER, and when doing so can move up to 6" instead of 3" so long as it ends that move closer to the closest enemy CHARACTER model. In addition, when this model makes a pile-in move within 6" of any enemy CHARACTER units, it can move up to 6" instead of 3" so long as it ends that move closer to the closest enemy CHARACTER model.</p> | | | | | |
| PSYKER | This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>). | | | | | |
| FACTION KEYWORDS | CHAOS, SLAANESH, DAEMON | | | | | |
| KEYWORDS | CHARACTER, MONSTER, PSYKER, KEEPER OF SECRETS, SHALAXI HELBANE | | | | | |

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait shown below:

| CHARACTER | WARLORD TRAIT |
|-----------------|----------------------|
| Shalaxi Helbane | Quicksilver Duellist |
| Syll'Esske | Bewitching Aura |



INFERNAL ENRAPTURESS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|---|-----------|----|------|----|---|---|----|----|
| Infernal Enrapturess | 7" | 2+ | 2+ | 4 | 3 | 4 | 2 | 8 | 6+ |
| An Infernal Enrapturess is a single model equipped with: heartstring lyre; ravaging claws. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Heartstring lyre | When you choose this weapon to shoot with, select one of the profiles below. | | | | | | | | |
| - Cacophonous melody | 18" | Assault 6 | | 4 | -1 | 1 | - | | |
| - Euphonic blast | 24" | Assault 1 | | 8 | -3 | 3 | - | | |
| Ravaging claws | Melee | Melee | | User | -1 | 2 | When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack. | | |
| ABILITIES | Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) | | | | | | | | |
| | Discordant Disruption: When a Psychic test is taken for a model within 24" of any enemy models with this ability, that model suffers Perils of the Warp on a roll that includes any doubles. | | | | | | | | |
| | Harmonic Alignment: When this model attempts to summon a SLAANESH DAEMON unit using the Daemonic Ritual ability, add 3 to the summoning roll. In addition, at the start of your turn, roll one D6 for each SLAANESH DAEMON unit from your army within 6" of any friendly models with this ability; on a 6 you can return one destroyed model from that unit to the battlefield with all of its wounds remaining, placing it in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield). | | | | | | | | |
| FACTION KEYWORDS | CHAOS, SLAANESH, DAEMON | | | | | | | | |
| KEYWORDS | CHARACTER, INFANTRY, DAEMONETTE, HERALD OF SLAANESH, INFERNAL ENRAPTURESS | | | | | | | | |



CONTORTED EPITOME

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|---|-------|----|---|------|----|---|---|----|
| Contorted Epitome | 12" | 2+ | 2+ | 5 | 5 | 8 | 2 | 8 | 6+ |
| A Contorted Epitome is a single model equipped with: coiled tentacles; ravaging claws. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | | S | AP | D | ABILITIES | |
| Coiled tentacles | Melee | Melee | | | User | -2 | 3 | - | |
| Ravaging claws | Melee | Melee | | | User | -1 | 2 | When the bearer fights, it makes 8 additional attacks with this weapon and no more than 8 attacks can be made with this weapon. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack. | |
| ABILITIES | Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) | | | | | | Swallow Energy: When this model would lose a wound as a result of a mortal wound, roll one D6; on a 2+ that wound is not lost. | | |
| | Locus of Slaanesh: Add 1 to the Strength characteristic of models in SLAANESH DAEMON units whilst their unit is within 6" of any friendly models with this ability. | | | | | | Horrible Fascination: When a unit within 6" of any enemy models with this ability is chosen to Fall Back, roll 3D6; if the total is greater than or equal to that unit's Leadership characteristic, that unit cannot Fall Back this turn. | | |
| | Gift of Power: When a Psychic test or Deny the Witch test is taken for this model, add 1 to the total. | | | | | | | | |
| PSYKER | This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny two psychic powers in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>). | | | | | | | | |
| FACTION KEYWORDS | CHAOS, SLAANESH, DAEMON | | | | | | | | |
| KEYWORDS | CHARACTER, CAVALRY, DAEMONETTE, HERALD OF SLAANESH, CONTORTED EPITOME, PSYKER | | | | | | | | |



KEEPER OF SECRETS

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-------------------|---|----|----|---|---|----|---|----|----|
| Keeper of Secrets | * | 2+ | 2+ | 6 | 7 | 16 | * | 10 | 6+ |

A Keeper of Secrets is a single model equipped with: snapping claws; witstealer sword. It has a ritual knife.

| REMAINING W | M | A | SNAPPING CLAWS |
|-------------|-----|---|----------------|
| 9-16+ | 14" | 6 | 4 |
| 5-8 | 11" | 5 | 3 |
| 1-4 | 7" | 4 | 2 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-------------------------|--|-----------|------|----|---|---|
| Living whip | 6" | Assault 6 | 6 | -2 | 2 | This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units. |
| Snapping claws | Melee | Melee | User | -3 | 3 | When the bearer fights, it makes a number of additional attacks with this weapon equal to the number shown in its damage table. When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack. |
| Witstealer sword | Melee | Melee | +2 | -3 | 3 | When resolving an attack made by a model that has lost one or more wounds from an attack made with this weapon, subtract 1 from the hit roll. |
| WARGEAR OPTIONS | <ul style="list-style-type: none"> This model can be equipped with 1 living whip instead of having a ritual knife. This model can have one of the following instead of having a ritual knife: shining aegis; sinisterous hand. | | | | | |
| ABILITIES | <p>Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)</p> <p>Greater Daemon: When a Morale test is taken for a friendly SLAANESH DAEMON unit within 6" of this model, you can use this model's Leadership characteristic instead of that unit's.</p> <p>Delicate Precision: When resolving an attack made by this model, re-roll a wound roll of 1.</p> <p>Shining Aegis: If this model has a shining aegis, then when it would lose a wound, roll one D6; on a 6 that wound is not lost. If that wound would be lost as a result of a mortal wound, that wound is not lost on a 5+ instead of 6.</p> <p>Ritual Knife: If this model has a ritual knife, after making a consolidate move, select one enemy unit within 1" of this model and roll one D6; on a 2-5 that unit suffers 1 mortal wound, on a 6 that unit suffers D3 mortal wounds.</p> <p>Mesmerising Aura: When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll.</p> <p>Sinisterous Hand: If this model has a sinisterous hand, then at the end of the Fight phase, if any enemy models that are not VEHICLES were destroyed as a result of an attack made with a melee weapon by this model that phase, this model regains up to D3 lost wounds.</p> | | | | | |
| PSYKER | This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and two psychic powers from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>). | | | | | |
| FACTION KEYWORDS | CHAOS, SLAANESH, DAEMON | | | | | |
| KEYWORDS | CHARACTER, MONSTER, PSYKER, KEEPER OF SECRETS | | | | | |



HERALD OF SLAANESH ON EXALTED SEEKER CHARIOT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

| REMAINING W | M | WS | A |
|-------------|-----|----|---|
| 7-12+ | 12" | 2+ | 8 |
| 4-6 | 10" | 3+ | 6 |
| 1-3 | 8" | 4+ | 4 |

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|---|----|----|---|---|----|---|----|----|
| Herald of Slaanesh on Exalted Seeker Chariot | * | * | 2+ | 4 | 5 | 12 | * | 8 | 4+ |

A Herald of Slaanesh on Exalted Seeker Chariot is a single model equipped with: lashes of torment; ravaging claws; lashing tongues.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-------------------|--|------------|------|----|---|---|
| Lashes of torment | 6" | Assault D6 | 4 | 0 | 1 | This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units. |
| Lashing tongues | Melee | Melee | 4 | 0 | 1 | When the bearer fights, it makes 8 additional attacks with this weapon and no more than 8 attacks can be made with this weapon. |
| Ravaging claws | Melee | Melee | User | -1 | 2 | When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack. |
| ABILITIES | Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Locus of Slaanesh: Add 1 to the Strength characteristic of models in friendly SLAANESH DAEMON units whilst their unit is within 6" of any models with this ability. Scything Impact: After this model finishes a charge move, roll one D6 for each enemy model that is within 1" of this model; for each roll of 5+ that enemy model's unit suffers 1 mortal wound. | | | | | |
| PSYKER | This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the <i>Smite</i> psychic power and one psychic power from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>). | | | | | |
| FACTION KEYWORDS | CHAOS, SLAANESH, DAEMON | | | | | |
| KEYWORDS | CHARACTER, CHARIOT, DAEMONETTE, PSYKER, EXALTED SEEKER CHARIOT, HERALD OF SLAANESH | | | | | |





HERALD OF SLAANESH

ON SEEKER CHARIOT



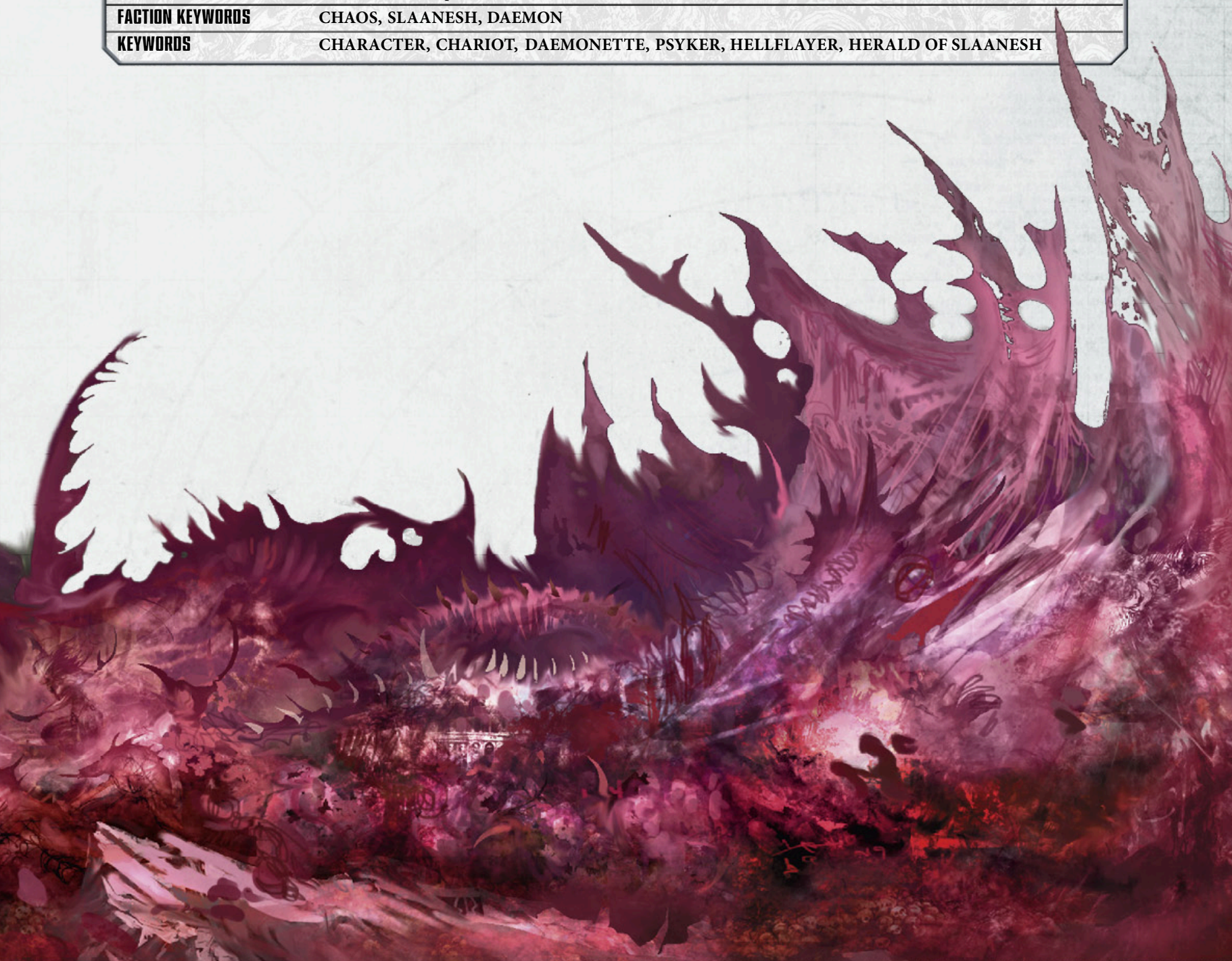
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|------------|----|------|----|---|---|----|----|
| Herald of Slaanesh on Seeker Chariot | 12" | 2+ | 2+ | 4 | 5 | 7 | 6 | 8 | 4+ |
| A Herald of Slaanesh on Seeker Chariot is a single model equipped with: lashes of torment; lashing tongues; ravaging claws. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Lashes of torment | 6" | Assault D6 | | 4 | 0 | 1 | This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units. | | |
| Lashing tongues | Melee | Melee | | 4 | 0 | 1 | When the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon. | | |
| Ravaging claws | Melee | Melee | | User | -1 | 2 | When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack. | | |
| ABILITIES | Daemonic, Quicksilver Swiftmess, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) | | | | | | | | |
| | Locus of Slaanesh: Add 1 to the Strength characteristic of models in friendly SLAANESH DAEMON units whilst their unit is within 6" of any models with this ability. | | | | | | | | |
| | Scything Impact: After this unit finishes a charge move, roll one D6 for each enemy model that is within 1" of this model; for each roll of 6, that model's unit suffers 1 mortal wound. | | | | | | | | |
| PSYKER | This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and one psychic power from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>). | | | | | | | | |
| FACTION KEYWORDS | CHAOS, SLAANESH, DAEMON | | | | | | | | |
| KEYWORDS | CHARACTER, CHARIOT, DAEMONETTE, PSYKER, SEEKER CHARIOT, HERALD OF SLAANESH | | | | | | | | |





HERALD OF SLAANESH ON HELLFLAYER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|---|------------|----|------|----|---|---|----|----|
| Herald of Slaanesh on Hellflayer | 12" | 2+ | 2+ | 4 | 5 | 6 | 5 | 8 | 4+ |
| A Herald of Slaanesh on Hellflayer is a single model equipped with: lashes of torment; bladed axle; lashing tongues; ravaging claws. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Lashes of torment | 6" | Assault D6 | | 4 | 0 | 1 | This weapon can be fired even if there are enemy units within 1" of the bearer, and attacks made with this weapon can target enemy units within 1" of friendly units. | | |
| Bladed axle | Melee | Melee | | x2 | -1 | 2 | When the bearer fights, it makes D6 additional attacks with this weapon and no more than that number of attacks can be made with this weapon. | | |
| Lashing tongues | Melee | Melee | | 4 | 0 | 1 | When the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon. | | |
| Ravaging claws | Melee | Melee | | User | -1 | 2 | When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack. | | |
| ABILITIES | Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) | | | | | | | | |
| | Locus of Slaanesh: Add 1 to the Strength characteristic of models in friendly SLAANESH DAEMON units whilst their unit is within 6" of any models with this ability. | | | | | | | | |
| PSYKER | This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the <i>Smite</i> psychic power and one psychic power from the Slaanesh discipline (see <i>Codex: Chaos Daemons</i>). | | | | | | | | |
| FACTION KEYWORDS | CHAOS, SLAANESH, DAEMON | | | | | | | | |
| KEYWORDS | CHARACTER, CHARIOT, DAEMONETTE, PSYKER, HELLFLAYER, HERALD OF SLAANESH | | | | | | | | |





FIENDS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|--|-------|----|------|----|----|---|----|----|
| Fiend | 14" | 3+ | - | 4 | 4 | 4 | 4 | 7 | 6+ |
| Blissbringer | 14" | 3+ | - | 4 | 4 | 4 | 5 | 7 | 6+ |
| This unit contains 1 Fiend. It can additionally contain up to 8 Fiends (Power Rating +2 per model). If this unit contains at least 3 models, it can contain 1 Blissbringer instead of 1 Fiend. Every model is equipped with: dissecting claws; vicious barbed tail. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Dissecting claws | Melee | Melee | | User | -1 | 2 | When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack. | | |
| Vicious barbed tail | Melee | Melee | | User | -3 | D3 | When the bearer fights, no more than 1 attack can be made with this weapon. | | |
| ABILITIES | Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) | | | | | | | | |
| | Disruptive Song: When a Psychic test is taken for a model within 12" of any enemy models with this ability, subtract 1 from the total. | | | | | | | | |
| | Soporific Musk: Units within 1" of any enemy models with this ability cannot Fall Back unless they can FLY. | | | | | | | | |
| FACTION KEYWORDS | CHAOS, SLAANESH, DAEMON | | | | | | | | |
| KEYWORDS | BEAST, FIENDS | | | | | | | | |



SEEKERS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|---|-------|----|------|----|---|--|----|----|
| Seeker | 14" | 3+ | 3+ | 3 | 3 | 2 | 2 | 7 | 6+ |
| Heartseeker | 14" | 3+ | 3+ | 3 | 3 | 2 | 3 | 7 | 6+ |
| This unit contains 1 Heartseeker and 4 Seekers. It can additionally contain up to 5 Seekers (Power Rating +4), up to 10 Seekers (Power Rating +8) or up to 15 Seekers (Power Rating +12). Every model is equipped with: lashing tongue; piercing claws. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Lashing tongue | Melee | Melee | | 4 | 0 | 1 | When the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon. | | |
| Piercing claws | Melee | Melee | | User | -1 | 1 | When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has an Armour Penetration characteristic of -4 for that attack. | | |
| WARGEAR OPTIONS | <ul style="list-style-type: none">• 1 Seeker that does not have an Instrument of Chaos can have a Daemonic Icon.• 1 Seeker that does not have a Daemonic Icon can have an Instrument of Chaos. | | | | | | | | |
| ABILITIES | Daemonic, Quicksilver Swiftiness, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) | | | | | | Daemonic Icon: If this unit has a Daemonic Icon, then when a Morale test is taken for this unit, on a roll of 1 it is automatically passed and you can return up to D3 destroyed models from this unit to the battlefield with all of their wounds remaining, placing them in unit coherency (if a model cannot be placed in this way, it is not returned to the battlefield). | | |
| | Unholy Speed: When a charge roll is made for this unit, you can re-roll the dice. | | | | | | | | |
| | Instrument of Chaos: If this unit has an Instrument of Chaos, then when an Advance or charge roll is made for this unit, add 1 to the roll. | | | | | | | | |
| FACTION KEYWORDS | CHAOS, SLAANESH, DAEMON | | | | | | | | |
| KEYWORDS | CAVALRY, DAEMONETTE, SEEKERS | | | | | | | | |



HORRORS



| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---------------------------|----|----|----|---|---|---|---|----|----|
| Pink Horror | 6" | 4+ | 4+ | 3 | 3 | 1 | 1 | 7 | 6+ |
| Blue Horror | 6" | 5+ | - | 2 | 3 | 1 | 1 | 7 | 6+ |
| Pair of Brimstone Horrors | 6" | 5+ | - | 1 | 3 | 1 | 2 | 7 | 6+ |
| Iridescent Horror | 6" | 4+ | 4+ | 3 | 3 | 1 | 2 | 7 | 6+ |

This unit can contain any combination of the following models: Pink Horrors, Blue Horrors, Pairs of Brimstone Horrors. This unit contains 10 models. It can additionally contain up to 10 models (**Power Rating +3**) or up to 20 models (**Power Rating +6**). This unit can contain 1 Iridescent Horror instead of 1 Pink Horror. The Iridescent Horror and every Pink Horror are equipped with: coruscating flames.

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|--------------------|-------|-----------|------|----|---|-----------|
| Coruscating flames | 18" | Assault 2 | User | 0 | 1 | - |

| | |
|------------------------|--|
| WARGEAR OPTIONS | <ul style="list-style-type: none"> For every 10 models this unit contains, 1 Pink Horror that does not have an Instrument of Chaos can have a Daemonic Icon. For every 10 models this unit contains, 1 Pink Horror that does not have a Daemonic Icon can have an Instrument of Chaos. |
|------------------------|--|

| | |
|------------------|--|
| ABILITIES | <p>Daemonic Ritual (see <i>Codex: Chaos Space Marines</i>, <i>Codex: Thousand Sons</i> or <i>Codex: Chaos Daemons</i>)</p> <p>Iridescent Horror: An Iridescent Horror counts as a Pink Horror for the purposes of this unit's other abilities.</p> <p>Split: When a Pink Horror in this unit is destroyed in any phase other than the Morale phase, you can add up to 2 Blue Horrors to this unit before removing that Pink Horror from play. When a Blue Horror in this unit is destroyed in any phase other than the Morale phase, you can add 1 Pair of Brimstone Horrors to this unit before removing that Blue Horror from play. When adding a model to this unit using this ability, it must be placed in unit coherency and more than 1" away from any enemy models (if a model cannot be placed in this way, it is not added to the unit).</p> <p><i>Matched Play: Models added to this unit using the Split ability must be paid for with reinforcement points, but can take the unit above its starting size.</i></p> <p>Ephemeral Daemons: Pink Horrors have an invulnerable save of 4+. Blue Horrors have an invulnerable save of 5+. Pairs of Brimstone Horrors have an invulnerable save of 6+.</p> <p>Magical Horde: Whilst this unit contains 20 or more Pink Horrors, the Type characteristic of Coruscating Flames that models in this unit are equipped with is Assault 3.</p> <p>Psyker Unit: Before manifesting or denying a psychic power with this unit, select one model in this unit to be the source. When manifesting or denying that psychic power, measure distances and, if required, line of sight from that model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer mortal wounds if the Perils of the Warp causes the last model in this unit to be slain.</p> <p>Magic Made Manifest: When a Psychic test or Deny the Witch test is taken for this unit, roll one D6 instead of 2D6. In addition, when this unit manifests <i>Smite</i> whilst it contains fewer than 10 Pink Horrors, the closest visible enemy unit within 18" can only suffer 1 mortal wound, irrespective of the result of the Psychic test.</p> <p>Brimstone Horror: When a Pair of Brimstone Horrors in this unit is selected as the source for manifesting or denying a psychic power, that model is destroyed after that psychic power has been resolved or denied.</p> <p>Daemonic Icon: If this unit has any Daemonic Icons, then when a Morale test is taken for this unit, on a roll of 1 it is automatically passed and you can return up to D6 destroyed Pink Horrors from this unit to the battlefield with 1 wound remaining, placing them in unit coherency (if a model cannot be placed in this way, it is not returned to the battlefield).</p> <p>Instrument of Chaos: If this unit has any Instruments of Chaos, then when an Advance or charge roll is made for this unit, add 1 to the roll.</p> |
|------------------|--|

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|---------------|--|
| PSYKER | This unit can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows <i>Smite</i> . |
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| | |
|-------------------------|-------------------------|
| FACTION KEYWORDS | CHAOS, TZEENTCH, DAEMON |
|-------------------------|-------------------------|

| | |
|-----------------|---------------------------|
| KEYWORDS | INFANTRY, PSYKER, HORRORS |
|-----------------|---------------------------|

| <div><div><div><div><div></div><div>6</div></div><div>POWER</div></div><div>BLOODCRUSHERS</div></div></div> | | | | | | | | | |
|---|-------|---|----|------|----|---|---|----|----|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Bloodcrusher | 8" | 3+ | 3+ | 5 | 4 | 4 | 3 | 7 | 4+ |
| Bloodhunter | 8" | 3+ | 3+ | 5 | 4 | 4 | 4 | 7 | 4+ |
| This unit contains 1 Bloodhunter and 2 Bloodcrushers. It can additionally contain up to 3 Bloodcrushers (Power Rating +6), up to 6 Bloodcrushers (Power Rating +12) or up to 9 Bloodcrushers (Power Rating +18). Every model is equipped with: bladed horn; hellblade. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Bladed horn | Melee | Melee | | User | -1 | 1 | When the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon. When resolving an attack made with this weapon in a turn in which the bearer made a charge move, this weapon has a Strength characteristic of +2 for that attack. | | |
| Hellblade | Melee | Melee | | User | -3 | 1 | When resolving an attack made with this weapon, on a wound roll of 6+ this weapon has a Damage characteristic of 2 for that attack. | | |
| WARGEAR OPTIONS | | <ul style="list-style-type: none">• 1 model that does not have an Instrument of Chaos can have a Daemonic Icon.• 1 model that does not have a Daemonic Icon can have an Instrument of Chaos. | | | | | | | |
| ABILITIES | | Daemonic, Unstoppable Ferocity, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Instrument of Chaos: If this unit has an Instrument of Chaos, then when an Advance or charge roll is made for this unit, add 1 to the roll. | | | | | Daemonic Icon: If this unit has a Daemonic Icon, then when a Morale test is taken for this unit, on a roll of 1 it is automatically passed and you can return one destroyed model from this unit to the battlefield with all of its wounds remaining, placing it in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield). | | |
| FACTION KEYWORDS | | CHAOS, KHORNE, DAEMON | | | | | | | |
| KEYWORDS | | CAVALRY, BLOODLETTER, BLOODCRUSHERS | | | | | | | |

| <div><div><div><div></div><div>4</div><div>POWER</div></div></div><div>FLESH HOUNDS</div></div> | | | | | | | | | |
|--|--|------------|----|------|----|---|---|----|----|
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
| Flesh Hound | 10" | 3+ | - | 4 | 4 | 2 | 2 | 7 | 6+ |
| Gore Hound | 10" | 3+ | 6+ | 4 | 4 | 2 | 2 | 7 | 6+ |
| This unit contains 5 Flesh Hounds. It can additionally contain up to 5 Flesh Hounds (Power Rating +4), up to 10 Flesh Hounds (Power Rating +8) or up to 15 Flesh Hounds (Power Rating +12). For every 5 models this unit contains, it can contain 1 Gore Hound instead of 1 Flesh Hound. Every Gore Hound is equipped with: burning roar; gore-drenched fangs. Every Flesh Hound is equipped with: gore-drenched fangs. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Burning roar | 8" | Assault D6 | | 4 | 0 | 1 | When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit | | |
| Gore-drenched fangs | Melee | Melee | | User | -1 | 1 | - | | |
| ABILITIES | Daemonic, Unstoppable Ferocity, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) | | | | | | | | |
| Collar of Khorne: Once in each of your opponent's Psychic phases, you can select one model in this unit to attempt to resist a psychic power in the same manner as a PSYKER by taking a Deny the Witch test. To do so, that model must be within 24" of the enemy model manifesting that psychic power. | | | | | | | | | |
| FACTION KEYWORDS | CHAOS, KHORNE, DAEMON | | | | | | | | |
| KEYWORDS | BEAST, FLESH HOUNDS | | | | | | | | |



FORTIFICATIONS

As darkness deepens across the galaxy, every world of the Imperium finds itself besieged. At such a dire time, the importance of solid walls and tireless guns is greater than ever. The fortresses and strongholds of the Imperium are nigh-impregnable and bristling with defensive weaponry. The tides of heretic and xenos armies break against them like surf on the shore.

Upon the ornate cartologues of the Adeptus Terra, the Emperor's realm appears as a unified fastness, fancifully illuminated with gothic flourishes and proud aquilas. Commanders and savants casting their gaze over these miles-wide star maps would be forgiven for envisioning Mankind stood shoulder-to-shoulder across the stars, a resolute wall of faith against which the most tireless of their numerous foes must surely dash themselves to ruin.

Sadly for Humanity, the reality is rather different.

The Imperium is immense, but it is also scattered. Many Imperial star systems are virtually isolated by distance and the turbulent channels of the warp. Rather than a unified whole, the Imperium is more akin to thousands of vassal nations, linked only by their faith and surrounded on all sides by the dangerous darkness of the void.

Conscious of the terrors that may fall upon them at any moment, all but the most neglectful of Imperial governors raise fortifications and planetary defence garrisons. So have the Emperor's worlds ever looked to their own defence in the face of piratical raids, xenos invasions or the nefarious and sinister attentions of heretics.

With the coming of the Great Rift, such defences have become more crucial than ever before. The deranged servants of Chaos spill from the warp in endless waves, battering at the Imperial defences in an endless, frenzied assault. Xenos incursions become ever more common as alien races prey upon weakened worlds, or else flee en masse from the coming of yet worse things at their backs. Madness, heresy and despair run rife, leading world after world down the dark road to insurrection and civil war.

Faced with such threats, the warriors of the Imperium gather behind their defences, fighting to repel wave after wave of pitiless attackers even as their engineers and castellans shore up the barricades and raise monolithic new fortresses to hold back the foe. For many Imperial strongholds it has become an endless, grinding siege in which victory is simple survival, and defences must be raised as swiftly as they are brought crashing down. Fortunately for the myriad worlds of the Imperium, the standard template defensive structures raised for their protection are mighty indeed.

Built from plasteel and reinforced ferrocrete, wreathed in crackling force fields and clouds of blessed incense, the fortifications of the Imperium stand obstinate and inviolate



against any who would see their inhabitants slaughtered. Many boast emplaced heavy weaponry, murderous guns fed from armoured hoppers and directed either by the warriors sheltering within the fortification, or else by servitor-brain components and auto-targeting machine spirits wired directly into the weapons themselves. To advance upon such towering bastions is to face a wall of overlapping firepower that makes a mockery of cover. Victims are channelled into carefully calculated killing grounds, where tanks are reduced to smouldering wreckage and soldiers to bullet-riddled corpses.

Simplest of these defences are the prefabricated barricades of the Aegis Defence Lines, and the corpse-shored trench networks of the Wall of Martyrs. In both cases, such obstructions give shelter to infantrymen, artillery teams and the like that hunker behind them, their reinforced structures durable enough to shrug off all but the most ferocious enemy fire. Imperial engineers or Adeptus Mechanicus servitors can raise such defences with swift efficiency. On many Imperial war fronts these barricades and trench lines can stretch for mile upon mile, deployed in ablative layers that reach back from the front, spreading out from larger fortifications like fractal webs.

Bunkers and bastions are also common sights on many Imperial worlds, their stark silhouettes rising over lurking minefields and rusting nests of razor wire. Whether they be lone fortifications, raised to guard outlying highways and passes, or networks of towers and bunkers constructed by the dozen around crucial strategic assets, these slab-sided fastnesses offer protection to Imperial soldiery and death to their foes. Fire support elements such as Space Marine Devastators and Astra Militarum Heavy Weapon Squads often favour Imperial Bastions, making the most of their improved protection and commanding sight-lines, while

officers and command sections regularly quarter themselves in Imperial Bunkers, where they can spread out maps and charts, and endure the worst bombardments that the foe can hurl their way.

The armies of the Imperium also deploy larger and rarer fortifications, many being air-dropped into war zones in prefabricated sections to allow for swift assembly and auto-sanctification. Firestorm Redoubts and Vengeance Weapon Batteries provide heavy fire support as well as armoured durability. Their guns blast enemy aircraft from the skies, and mow down the infantry and armour of the foe with an array of servitor-guided guns. Vast weapons emplacements such as the Plasma Obliterator and the Macro-cannon Aquila Strongpoint dominate battlefields, unleashing firepower of a magnitude that hurls Titans from their feet, or punching shots up through the atmosphere to tear the guts from enemy spacecraft. Most terrifying of all is the Vortex Missile Aquila Strongpoint, whose intercontinental empyric destabilisation warheads are fired only as a last resort to unleash the unbound fury of the warp upon the foe.

Finally, there are those structures that provide exceptional support to defending armies. Void Shield Generators use arcane and ineffable technologies to project thrumming force fields that ward away incoming firepower and render nearby friendly warriors inviolate to harm. Meanwhile, Skyshield Landing Pads provide forward staging posts for squadrons of Imperial aircraft, allowing them to land, repair, refuel and re-arm without needing to return to the Imperial rear lines or orbiting spacecraft. This extends the range of such aerial assets enormously, while in extremis the armoured barricades that ring the landing pad can be raised, providing protection to craft and defenders alike should the enemy forces break through and attack.



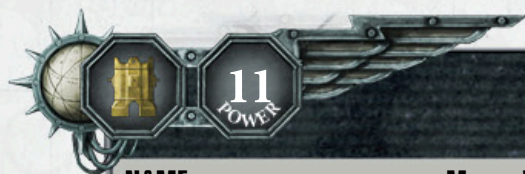


AEGIS DEFENCE LINE

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|---|---------|----|---|----|----|--|----|----|
| Gun Emplacement | - | - | 5+ | - | 7 | 3 | - | - | 4+ |
| This unit contains 4 Large Shield Sections and 4 Small Shield Sections. It can also contain 1 Gun Emplacement. The Gun Emplacement is equipped with: Icarus lascannon. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Icarus lascannon | 96" | Heavy 1 | | 9 | -3 | D6 | When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll. | | |
| Quad-gun | 48" | Heavy 8 | | 7 | -1 | 1 | When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll. | | |
| WARGEAR OPTIONS | • The Gun Emplacement can be equipped with 1 quad-gun instead of 1 Icarus lascannon. | | | | | | | | |
| ABILITIES | Static Defence Network: Each Small Shield Section and Large Shield Section in this unit must be set up so that it is in end-to-end contact with at least one other Small Shield Section or Large Shield Section in this unit, and this unit's Gun Emplacement must be set up within 6" of any Small Shield Section or Large Shield Section in this unit. After it is set up, this unit's Small Shield Sections and Large Shield Sections are treated as a single terrain feature that follows the rules for Barricades (pg 106). | | | | | | | | |
| ABILITIES (GUN EMPLACEMENT ONLY) | Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model. Automated Weapons: Unless a friendly INFANTRY model is within 1" of this model, this model can only target the closest visible enemy unit when it makes attacks. If two or more units are equally close, you can choose which is targeted. | | | | | | | | |
| FACTION KEYWORDS | UNALIGNED | | | | | | | | |
| KEYWORDS | AEGIS DEFENCE LINE | | | | | | | | |
| KEYWORDS (GUN EMPLACEMENT ONLY) | VEHICLE, GUN EMPLACEMENT | | | | | | | | |



An Imperial regiment prepares to fend off a planetary invasion, presenting a bristling wall of lasguns and artillery to the foe.



IMPERIAL BASTION



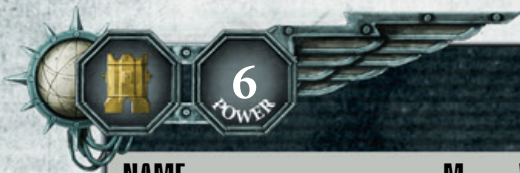
| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---------|----|---|----|----|--|----|----|
| Imperial Bastion | - | - | 5+ | - | 9 | 20 | - | - | 3+ |
| An Imperial Bastion is a single model equipped with: 4 heavy bolters. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Heavy bolter | 36" | Heavy 3 | | 5 | -1 | 1 | - | | |
| Icarus lascannon | 96" | Heavy 1 | | 9 | -3 | D6 | When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll. | | |
| Quad-gun | 48" | Heavy 8 | | 7 | -1 | 1 | When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll. | | |
| WARGEAR OPTIONS | • This model can additionally be equipped with one of the following: 1 Icarus lascannon; 1 quad-gun. | | | | | | | | |
| ABILITIES | <p>Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.</p> <p>Automated Weapons: Unless a friendly unit is embarked aboard this model, it can only target the closest visible enemy unit when it makes attacks. If two or more units are equally close, you can choose which is targeted.</p> <p>Fire Points: Up to 10 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.</p> <p>Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds.</p> <p>Designer's Note: <i>If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether it explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.</i></p> | | | | | | | | |
| TRANSPORT | This model has a transport capacity of two INFANTRY units, up to a total of 20 models. | | | | | | | | |
| | Designer's Note: <i>When you embark models onto an Imperial Bastion, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.</i> | | | | | | | | |
| FACTION KEYWORDS | UNALIGNED | | | | | | | | |
| KEYWORDS | BUILDING, VEHICLE, TRANSPORT, IMPERIAL BASTION | | | | | | | | |



IMPERIAL DEFENCE LINE



| | |
|--|--|
| This unit contains 2 Trench Sections and up to 4 End Sections. It can instead contain 3 Defence Emplacement Sections and up to 2 End Sections. | |
| ABILITIES | <p>Static Defence Network: Every model in this unit must be set up so that it is in end-to-end contact with at least one other friendly WALL OF MARTYRS model. After it is set up, models in this unit are treated as terrain features that follow the rules for Barricades (pg 106).</p> <p>Stalwart Defence: Add 1 to the Leadership characteristic of models in IMPERIUM INFANTRY units whilst their unit is within an Imperial Defence Line.</p> |
| FACTION KEYWORDS | UNALIGNED |
| KEYWORDS | WALL OF MARTYRS, IMPERIAL DEFENCE LINE |



IMPERIAL BUNKER

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---------|----|---|----|----|---|----|----|
| Imperial Bunker | - | | 5+ | - | 8 | 12 | - | - | 3+ |
| An Imperial Bunker is a single model. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Icarus lascannon | 96" | Heavy 1 | | 9 | -3 | D6 | When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll. | | |
| Quad-gun | 48" | Heavy 8 | | 7 | -1 | 1 | When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll. | | |
| WARGEAR OPTIONS | • This model can be equipped with 1 Icarus lascannon or 1 quad-gun. | | | | | | | | |
| ABILITIES | <p>Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.</p> <p>Designer's Note: <i>If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether it explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.</i></p> | | | | | | <p>Fire Points: Up to 5 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.</p> <p>Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within D6" suffers D3 mortal wounds.</p> <p>Automated Weapons: Unless a friendly unit is embarked aboard this model, it can only target the closest visible enemy unit when it makes attacks. If two or more units are equally close, you can choose which is targeted.</p> | | |
| TRANSPORT | This model has a transport capacity of 2 INFANTRY units, up to a total of 10 models. | | | | | | | | |
| <p>Designer's Note: <i>When you embark models onto an Imperial Bunker, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.</i></p> | | | | | | | | | |
| FACTION KEYWORDS | UNALIGNED | | | | | | | | |
| KEYWORDS | BUILDING, VEHICLE, TRANSPORT, WALL OF MARTYRS, IMPERIAL BUNKER | | | | | | | | |

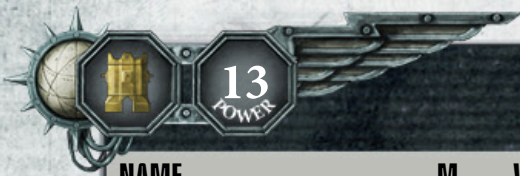


VENGEANCE WEAPON BATTERIES



| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|---|----------|----|---|----|----|--|----|----|
| Vengeance Weapon Battery | - | - | 5+ | - | 8 | 10 | - | - | 3+ |
| This unit contains 1 Vengeance Weapon Battery. It can additionally contain 1 Vengeance Weapon Battery (Power Rating +7). Every model is equipped with: punisher gatling cannon. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Battle cannon | 72" | Heavy D6 | | 8 | -2 | D3 | - | | |
| Punisher gatling cannon | 24" | Heavy 20 | | 5 | 0 | 1 | - | | |
| Quad Icarus lascannon | 96" | Heavy 4 | | 9 | -3 | D6 | When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll. | | |
| WARGEAR OPTIONS | • Any model can be equipped with one of the following instead of 1 punisher gatling cannon: 1 battle cannon; 1 quad Icarus lascannon. | | | | | | | | |
| ABILITIES | Immobilized: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model Fully Automated Weapons: This model's weapons can only target the closest visible enemy unit. Attacks made with a quad Icarus lascannon can instead target the closest visible enemy unit that can FLY . In either case, if two or more units are equally close, you can choose which is targeted. | | | | | | Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds. Designer's Note: <i>If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether it explodes or not, it is wrecked – from that point on, models can no longer target it, it can no longer shoot etc.</i> | | |
| FACTION KEYWORDS | UNALIGNED | | | | | | | | |
| KEYWORDS | BUILDING, VEHICLE, WALL OF MARTYRS, VENGEANCE WEAPON BATTERIES | | | | | | | | |





FIRESTORM REDOUBT



| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|----------|----|---|----|----|---|----|----|
| Firestorm Redoubt | - | - | 5+ | - | 8 | 20 | - | - | 3+ |
| A Firestorm Redoubt is a single model equipped with: 2 quad Icarus lascannons. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Battle cannon | 72" | Heavy D6 | | 8 | -2 | D3 | - | | |
| Punisher gatling cannon | 24" | Heavy 20 | | 5 | 0 | 1 | - | | |
| Quad Icarus lascannon | 96" | Heavy 4 | | 9 | -3 | D6 | When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY; otherwise subtract 1 from the hit roll. | | |
| WARGEAR OPTIONS | • For each quad Icarus lascannon this model is equipped with, it can instead be equipped with one of the following: 1 battle cannon; 1 punisher gatling cannon. | | | | | | | | |
| ABILITIES | <p>Automated Weapons: Unless a friendly unit is embarked aboard this model, this model's weapons can only target the closest visible enemy unit. Attacks made with a quad Icarus lascannon can instead target the closest visible enemy unit that can FLY. In either case, if two or more units are equally close, you can choose which is targeted.</p> <p>Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds.</p> <p>Fire Points: Up to 10 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.</p> | | | | | | <p>Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.</p> <p>Designer's Note: <i>If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether it explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.</i></p> | | |
| TRANSPORT | This model has a transport capacity of 2 INFANTRY units, up to a total of 20 models. | | | | | | | | |
| Designer's Note: <i>When you embark models onto a Firestorm Redoubt, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.</i> | | | | | | | | | |
| FACTION KEYWORDS | UNALIGNED | | | | | | | | |
| KEYWORDS | BUILDING, VEHICLE, TRANSPORT, WALL OF MARTYRS, FIRESTORM REDOUBT | | | | | | | | |

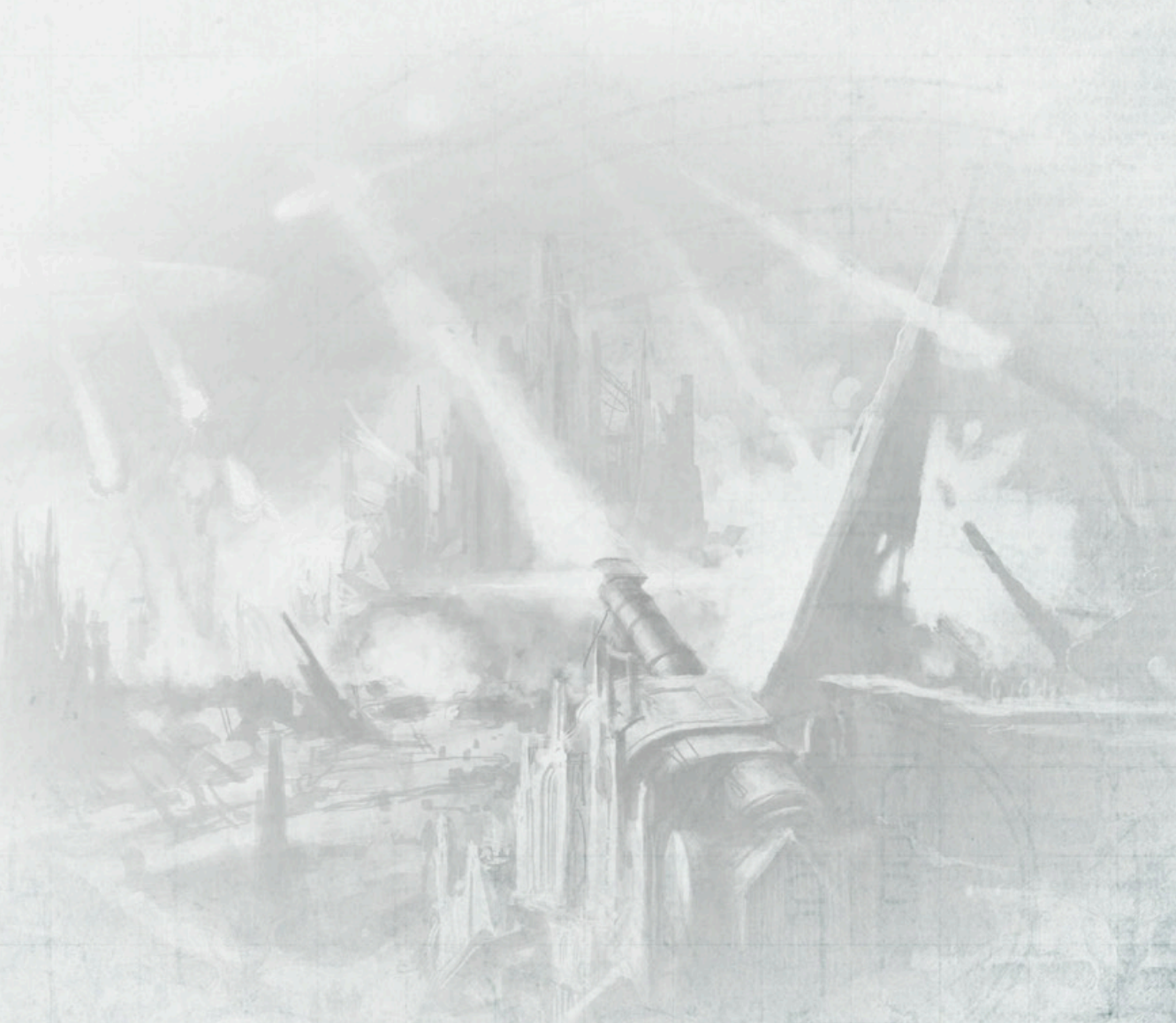


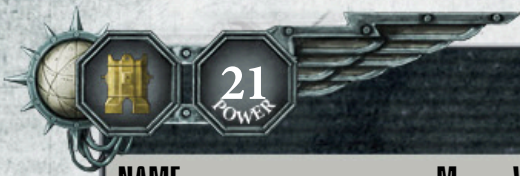
A Firestorm Redoubt's lascannons spit a hail of superheated death into the sky, blasting enemy aircraft to lumps of blackened metal.



PLASMA OBLITERATOR

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|-----------|----|---|----|----|--|----|----|
| Plasma Obliterator | - | - | 5+ | - | 9 | 20 | - | - | 3+ |
| A Plasma Obliterator is a single model equipped with: plasma obliterator. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Plasma obliterator | 72" | Heavy 2D6 | | 8 | -3 | 2 | For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon. | | |
| ABILITIES | Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model. | | | | | | Fire Points: Up to 10 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models. | | |
| | Automated Weapons: Unless a friendly unit is embarked aboard, this model's weapons can only target the closest visible enemy unit. If two or more units are equally close, you can choose which is targeted. | | | | | | Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 4+ it explodes, and each unit within D6" suffers D6 mortal wounds. | | |
| TRANSPORT | This model has a transport capacity of 2 INFANTRY units, up to a total of 20 models. | | | | | | | | |
| FACTION KEYWORDS | UNALIGNED | | | | | | | | |
| KEYWORDS | BUILDING, VEHICLE, TRANSPORT, PLASMA OBLITERATOR | | | | | | | | |





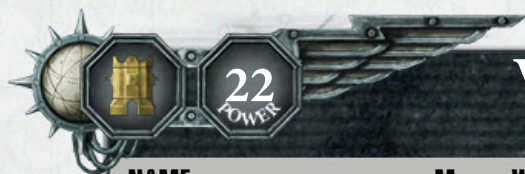
MACRO-CANNON AQUILA STRONGPOINT



| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|-----------|----|----|----|----|--|----|----|
| Macro-cannon Aquila Strongpoint | - | - | 5+ | - | 10 | 30 | - | - | 3+ |
| A Macro-cannon Aquila Strongpoint is a single model equipped with: Aquila macro-cannon. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Aquila macro-cannon | When you choose this weapon to shoot with, select one of the profiles below. | | | | | | | | |
| - Macro shell | 72" | Heavy D6 | | 14 | -3 | D6 | When resolving an attack made with this weapon, a damage roll of 1 or 2 counts as 3 instead. | | |
| - Quake shell | 180" | Heavy 2D6 | | 9 | -2 | D3 | - | | |
| Heavy bolter | 36" | Heavy 3 | | 5 | -1 | 1 | - | | |
| WARGEAR OPTIONS | • This model can additionally be equipped with up to 4 heavy bolters. | | | | | | | | |
| ABILITIES | <div><div><p>Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.</p><p>Designer's Note: <i>If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether its magazine explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.</i></p></div><div><p>Fire Points: Up to 15 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.</p><p>Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.</p><p>Automated Weapons: Unless a friendly unit is embarked aboard this model, it can only target the closest visible enemy unit when it makes attacks. If two or more units are equally close, you may chose which is targeted.</p></div></div> | | | | | | | | |
| TRANSPORT | <p>This model has a transport capacity of 2 INFANTRY units, up to a total of 30 models.</p> <p>Designer's Note: <i>When you embark models onto a Macro-cannon Aquila Strongpoint, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.</i></p> | | | | | | | | |
| FACTION KEYWORDS | UNALIGNED | | | | | | | | |
| KEYWORDS | BUILDING, VEHICLE, TRANSPORT, WALL OF MARTYRS, AQUILA STRONGPOINT, MACRO-CANNON | | | | | | | | |



An Aquila Strongpoint is designed to obliterate enemy super-heavy armour with its fearsome macro-cannon.



VORTEX MISSILE AQUILA STRONGPOINT



| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|----------|----|---|----|----|--|----|----|
| Vortex Missile Aquila Strongpoint | - | - | 5+ | - | 10 | 30 | - | - | 3+ |
| A Vortex Missile Aquila Strongpoint is a single model equipped with: vortex missile battery. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Heavy bolter | 36" | Heavy 3 | | 5 | -1 | 1 | - | | |
| Vortex missile battery | 180" | Heavy D6 | | - | - | - | This weapon can target units that are not visible to the bearer, even when firing in accordance with the Automated Weapons ability. When resolving an attack made with this weapon, if a hit is scored the target suffers D6 mortal wounds. If a model in the target unit loses any wounds as a result of those mortal wounds but is not destroyed, roll another D6; on a 6 that model suffers a further D6 mortal wounds. | | |
| WARGEAR OPTIONS | • This model can additionally be equipped with up to 4 heavy bolters. | | | | | | | | |
| ABILITIES | <div><div>Containment Failure: When this model is destroyed, before any embarked models disembark, its vortex missiles explode. Each unit within 2D6" suffers D6 mortal wounds. If a model loses any wounds as a result of those mortal wounds but is not destroyed, roll another D6; on a 6 that model suffers a further D6 mortal wounds.</div><div>Designer's Note: <i>If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.</i></div><div>Automated Weapons: Unless a friendly unit is embarked aboard this model, it can only target the closest visible enemy unit when it makes attacks. If two or more units are equally close, you may chose which is targeted.</div></div> <div>Fire Points: Up to 15 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.</div> <div>Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.</div> | | | | | | | | |
| TRANSPORT | This model has a transport capacity of 2 INFANTRY units, up to a total of 30 models. | | | | | | | | |
| Designer's Note: <i>When you embark models onto a Vortex Missile Aquila Strongpoint, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.</i> | | | | | | | | | |
| FACTION KEYWORDS | UNALIGNED | | | | | | | | |
| KEYWORDS | BUILDING, VEHICLE, TRANSPORT, WALL OF MARTYRS, AQUILA STRONGPOINT, VORTEX MISSILE | | | | | | | | |



VOID SHIELD GENERATOR



| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|--|----|----|---|---|----|---|--|----|
| Void Shield Generator | - | - | - | - | 8 | 18 | - | - | 4+ |
| A Void Shield Generator is a single model. | | | | | | | | | |
| ABILITIES | Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. In addition, friendly units can target enemy units that are within 1" of this model. | | | | | | | Projected Void Shields: Models wholly within 12" of this model have a 5+ invulnerable save against attacks made in the Shooting phase if the firing model is not also wholly within 12" of this model. | |
| FACTION KEYWORDS | UNALIGNED | | | | | | | | |
| KEYWORDS | BUILDING, VEHICLE, VOID SHIELD GENERATOR | | | | | | | | |

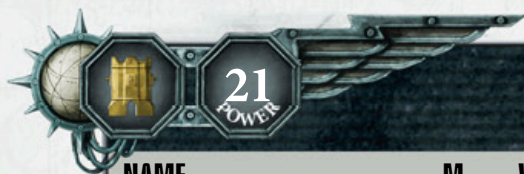


SKYSHIELD LANDING PAD

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--|---|----|----|---|---|----|---|----|----|
| Skyshield Landing Pad | - | - | - | - | 8 | 20 | - | - | 4+ |
| A Skyshield Landing Pad is a single model. | | | | | | | | | |
| ABILITIES | <p>Landing Pad Configuration: Units can move across this model as if it were a terrain feature. When this model is set up on the battlefield, select either the Shielded or Unfurled configuration to be in effect. At the start of your Movement phase, if there are no enemy models within 1" of the Skyshield Landing Pad, you can change which configuration is in effect:</p> <ul style="list-style-type: none"> • Shielded: Whilst this configuration is in effect, models that are on top of the Skyshield Landing Pad have a 5+ invulnerable save against attacks made in the Shooting phase if the attacking model is not also on top of the Skyshield Landing Pad. The Skyshield Landing Pad itself does not receive an invulnerable save in this manner. • Unfurled: Whilst this configuration is in effect, if a friendly VEHICLE unit with the FLYER Battlefield Role spends its entire turn on top of a Skyshield Landing Pad in this configuration, that model regains up to D3 lost wounds at the end of the turn. <p>Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. In addition, units can target enemy units that are within 1" of this model.</p> <p>Designer's Note: If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then it is wrecked – from that point on, you can no longer use its abilities.</p> | | | | | | | | |
| FACTION KEYWORDS | UNALIGNED | | | | | | | | |
| KEYWORDS | BUILDING, VEHICLE, SKYSHIELD LANDING PAD | | | | | | | | |



Tempestus warriors disembark onto a Skyshield Landing Pad, ready to unleash their weapons into the oncoming enemy.



FORTRESS OF REDEMPTION

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | REMAINING W | BS |
|--|--|-----------|----|---|----|----|--|----|----|-------------|----|
| Fortress of Redemption | - | - | ★ | 0 | 10 | 30 | 0 | 9 | 3+ | 21-30+ | 5+ |
| A Fortress of Redemption is a single model equipped with: redemption missile silo; twin Icarus lascannon. | | | | | | | | | | 11-20 | 6+ |
| | | | | | | | | | | 1-10 | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | |
| Heavy bolter | 36" | Heavy 3 | | 5 | -1 | 1 | - | | | | |
| Redemption missile silo | When you choose this weapon to shoot with, select one of the profiles below. | | | | | | | | | | |
| - Fragstorm missile | 18-96" | Heavy 2D6 | | 4 | 0 | 1 | - | | | | |
| - Krakstorm missile | 18-96" | Heavy D6 | | 8 | -3 | D3 | - | | | | |
| Twin Icarus lascannon | 96" | Heavy 2D6 | | 9 | -3 | D6 | When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll. | | | | |
| WARGEAR OPTIONS | • This model can additionally be equipped with: up to 4 heavy bolters. | | | | | | | | | | |
| ABILITIES | <div><div><p>Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.</p><p>Automated Weapons: Unless a friendly unit is embarked aboard, this model's weapons can only target the closest visible enemy unit. Attacks made with a twin Icarus lascannon can instead target the closest visible enemy unit that can FLY. In either case, if two or more units are equally close, you may choose which is targeted.</p><p>Fire Points: Up to 15 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.</p></div><div><p>Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.</p><p>Designer's Note: <i>If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether it explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.</i></p></div></div> | | | | | | | | | | |
| TRANSPORT | This model has a transport capacity of 2 INFANTRY units, up to a total of 30 models. | | | | | | | | | | |
| Designer's Note: <i>When you embark models aboard a Fortress of Redemption, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.</i> | | | | | | | | | | | |
| FACTION KEYWORDS | UNALIGNED | | | | | | | | | | |
| KEYWORDS | BUILDING, VEHICLE, TRANSPORT, FORTRESS OF REDEMPTION | | | | | | | | | | |



CHAOS BASTION



| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---|---|---------|----|---|----|----|--|----|----|
| Chaos Bastion | - | - | 5+ | 0 | 10 | 20 | 0 | 6 | 4+ |
| A Chaos Bastion is a single model equipped with: 4 heavy bolters. | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Heavy bolter | 36" | Heavy 3 | | 5 | -1 | 1 | - | | |
| Icarus lascannon | 96" | Heavy 1 | | 9 | -3 | D6 | When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll. | | |
| Quad-gun | 48" | Heavy 8 | | 7 | -1 | 1 | When resolving an attack made with this weapon, add 1 to the hit roll if the target can FLY ; otherwise subtract 1 from the hit roll. | | |
| WARGEAR OPTIONS | • This model can additionally be equipped with one of the following: 1 Icarus lascannon; 1 quad-gun. | | | | | | | | |
| ABILITIES | <p>Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. When resolving an attack made against this model in the Fight phase, do not make a hit roll: it automatically scores a hit. This model can shoot in your Shooting phase even if there are enemy units within 1" of it, and friendly units can target enemy units that are within 1" of this model.</p> <p>Automated Weapons: Unless a friendly unit is embarked aboard this model, it can only target the closest visible enemy unit when it makes attacks. If two or more units are equally close, you can choose which is targeted.</p> <p>Fire Points: Up to 10 models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, any restrictions and modifiers that apply to this model also apply to its embarked models.</p> <p>Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds.</p> <p>Designer's Note: <i>If you cannot physically remove this model from your battlefield when it is destroyed (because, for example, it is glued to the surface) then regardless of whether it explodes or not, it is wrecked – from that point on, models can no longer embark inside it, it can no longer shoot etc.</i></p> | | | | | | | | |
| TRANSPORT | This model has a transport capacity of two INFANTRY units, up to a total of 20 models. | | | | | | | | |
| | Designer's Note: <i>When you embark models onto a Chaos Bastion, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.</i> | | | | | | | | |
| FACTION KEYWORDS | CHAOS | | | | | | | | |
| KEYWORDS | BUILDING, VEHICLE, TRANSPORT, CHAOS BASTION | | | | | | | | |



The Heretic Astartes employ a line of debased Bastions to stymie the Ultramarines attack.

BATTLEFIELD TERRAIN

In this section you will find expanded terrain rules, including rules for recently released terrain features. If rules for a terrain feature that has rules in the *Warhammer 40,000* rulebook appear here, they update and replace those in the rulebook.



WOODLAND

Woodlands grow on many a corpse-strewn battlefield.

Every woodland terrain feature has a boundary. If your woodland is on a base, then the edge of its base is the boundary of that woodland. If your woodland consists of several Citadel Wood models that are set up such that the tip of each Citadel Wood model is touching the tip of a different Citadel Wood model, and the tips of all those models point inwards to form a ring, then that ring is the boundary of that woodland. In all other cases, discuss with your opponent what the boundary of that woodland is before the battle begins.

INFANTRY units that are wholly within the boundary of a woodland receive the benefit of cover. Other units that are wholly within the boundary of woodland only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.

Models are slowed when charging through woodland. If, when a unit charges, one or more of its models would move across any part of a woodland, you must subtract 2" from the unit's charge distance.



BARRICADES

Barricades make for excellent defensive positions.

When a model targets an enemy **INFANTRY** unit that has all of its models within 1" of a barricade, the target unit receives the benefit of cover if the shooting model is closer to the barricade than it is to the target and the target is at least partially obscured from the point of view of the shooting model. When a unit charges a unit on the opposite side of a barricade, the charge is successful if the charging unit can end the move within 2" of the target unit instead of 1". In the Fight phase, units on opposite sides of a barricade can be chosen to fight with and can make their attacks if there is an enemy unit within 2" instead of 1".



THERMIC PLASMA CONDUITS

These conduits channel hot plasma and make for dangerous cover.

Thermic Plasma Conduits follow all the rules for Barricades, but they also have the Hazardous Cover ability (see Haemotrope Reactors, page 108).



RUINS

The galaxy is filled with the ruins of once-proud cities.

Only **INFANTRY**, **BEASTS**, **SWARMS** and units that can **FLY** can be set up or end their move on the upper floors of ruins (any unit can do so on the ground floor). **INFANTRY** models are assumed to be able to scale walls and traverse through windows, doors and portals readily. These models can therefore move through the floors and walls of a ruin without further impediment.

INFANTRY units that are entirely on or within a ruin receive the benefit of cover. Other units that are entirely on or within a ruin only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.



MUNITORUM ARMoured CONTAINERS

These vast steel containers are sometimes fitted with defensive weapons to protect the cargo within.

Units do not receive the benefit of cover when they are on top of a Munitorum Armoured Container – their position is too exposed.

Some Munitorum Armoured Containers are modelled with storm bolters. At the start of the Shooting phase, for each such storm bolter on the battlefield, the player whose turn it is can select one **INFANTRY** model from their army that is within 1" of that storm bolter to operate it until the end of that phase. Whilst a model is operating a storm bolter, it is considered to be equipped with the following weapon instead of any other weapons:

| WEAPON | RANGE | TYPE | S | AP | D |
|--------------|-------|--------------|---|----|---|
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 |

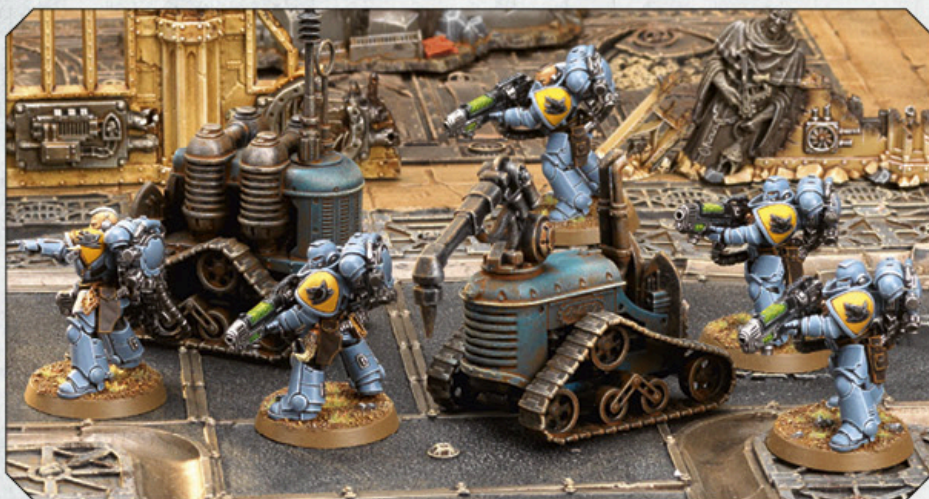


CRATERS

Many worlds bear the scars of heavy, sustained bombardment.

INFANTRY units that are entirely within any craters receive the benefit of cover.

Models are slowed when charging across craters. If, when a unit charges, one or more of its models would move across any craters, you must subtract 2" from the unit's charge distance.



GALVANIC SERVHAULERS

These hydraulic machines litter the industrial zones of the Imperium.

When a model targets an enemy **INFANTRY** unit that has all of its models within 3" of a Galvanic Servohauler, the target unit receives the benefit of cover if the shooting model is closer to the Galvanic Servohauler than it is to the target and the target is at least partially obscured from the point of view of the shooting model.



HAEMOTROPE REACTORS

These reactors are objects of cover for the brave only.

When a model targets an enemy unit that has all of its models within 3" of a Haemotrope Reactor, the target unit receives the benefit of cover if at least 25% of every model is obscured by it from the point of view of the shooting model.

Hazardous Cover: Roll a D6 each time you make a saving throw of 7+ (such as a roll of 6, plus 1 for being in cover) for a model within 3" of any terrain features with this ability in the Shooting phase. On a 1, the model's unit suffers 1 mortal wound.



OBSTACLES

The advance of many armies has been thwarted by obstacles.

There are two kinds of obstacles: tank traps, which are obstacles to **VEHICLES** and **MONSTERS**, and tanglewire, which is an obstacle to everything else. Units are slowed when they attempt to move over obstacles. If, when a unit Advances or charges, one or more of its models move over an obstacle, you must halve the unit's Advance or charge distance, as appropriate (rounding up). **TITANIC** models are not slowed by obstacles.

SECTOR MECHANICUS

Sectors Mechanicus are a common sight throughout the galaxy, their gantries and girders thrumming with automated industry.

Sector Mechanicus structures follow all the rules for ruins with the following difference:

Unless they can **FLY**, **INFANTRY**, **BEASTS** and **SWARMS** must scale ladders, girders or walls to ascend or descend between the different levels of a Sector Mechanicus structure. **INFANTRY** are also assumed to be able to traverse around girders, buttresses and hanging chains, and so move through them without impediment.



IMPERIAL STATUARY

The heroes of the Imperium are immortalised in stone effigies.

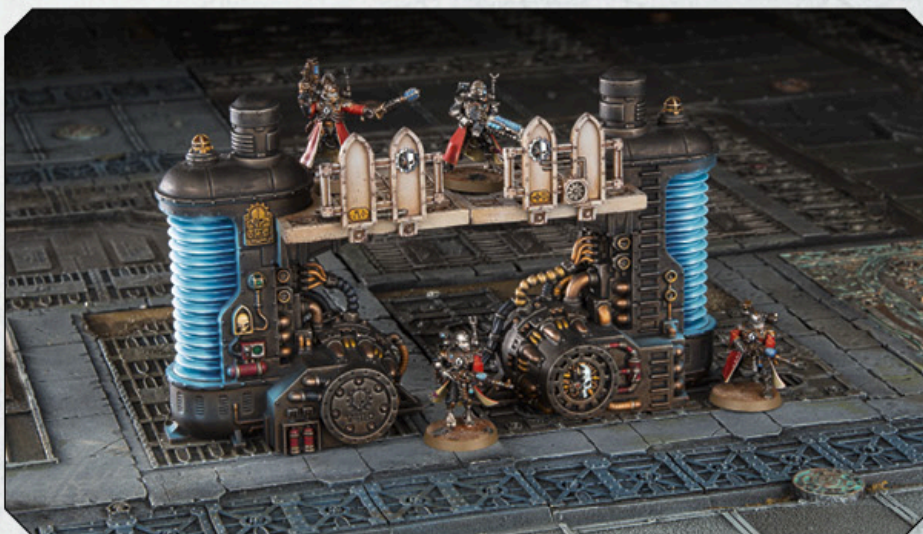
When a model targets an enemy **INFANTRY** unit that has all of its models within 3" of Imperial Statuary, the target unit receives the benefit of cover if the shooting model is closer to the Imperial Statuary than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, add 1 to the Leadership characteristic of models in **IMPERIUM** units whilst their unit is within 3" of any Imperial Statuary.



THERMIC PLASMA REGULATORS

These ancient machines thrum with lethal plasma energy.

Thermic Plasma Regulators follow all the rules for Sector Mechanicus structures, but they also have the Hazardous Cover ability (see Haemotrope Reactors, opposite).



DEATH WORLD FORESTS

A Death World Forest consists of one or more of the following terrain pieces in any combination: Shardwrack Spines, Eldritch Ruins, Barbed Venomgorse or Grapple Weeds. Each piece of Death World Forest terrain is a separate model.

When a model targets an enemy **INFANTRY** unit that has all of its models within 1" of a Death World Forest terrain piece, the target unit receives the benefit of cover if the shooting model is closer to the terrain piece than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, when resolving an attack made with a melee weapon by model within 3" of any Death World Forest terrain pieces, subtract 1 from the hit roll. This represents limbs being entangled by sentient roots or minds being fogged by eldritch energies.

Each of the four Death World Forest terrain pieces has an additional ability, as described here.

GRAPPLE WEED

These lethal plants uproot themselves to seek out their prey.

When a model that is Advancing or charging moves within 3" of any Grapple Weed terrain pieces, roll one D6; on a 1, that model's unit suffers D3 mortal wounds. In addition, at the start of the battle round, each Grapple Weed terrain piece moves 2D6" in a straight line towards the nearest visible unit, provided there are any within 12". If two or more units are equidistant, roll off to see which one it moves towards. When moving a Grapple

Weed terrain piece, it will stop 1" away from any units or any other battlefield terrain. After all Grapple Weed terrain pieces have moved, roll one D6 for each unit within 3" of one or more of them. On a 4+ that unit suffers 1 mortal wound.

SHARDWRACK SPINE

This deadly flora shoots piercing spines at its prey.

When a model that is Advancing or charging moves within 3" of any Shardwrack Spine terrain pieces, roll one D6; on a 1, that model's unit suffers 1 mortal wound.

ELDRITCH RUIN

An aura of arcane power surrounds these ancient ruins.

When a Psychic test or Deny the Witch test is taken for a **PSYKER** model within 3" of any Eldritch Ruin terrain pieces, the player taking that test can add 1 to the total.

BARBED VENOMGORSE

The throttling limbs of barbed venomgorse are swift and strong.

When a model that is Advancing or charging moves within 3" of any Barbed Venomgorse terrain pieces, roll one D6; on a 1-2, that model's unit suffers 1 mortal wound.

SEALED FRONTERIS STRUCTURE

Isolated and vulnerable, frontier structures have often been secured to prevent unsanctioned entry.

When a model targets an enemy **INFANTRY** unit that has all of its models within 3" of a Sealed Fronteris Structure, the target unit receives the benefit of cover if the shooting model is closer to the Sealed Fronteris Structure than it is to the target and the target is at least partially obscured from the point of view of the shooting model.

Units do not receive the benefit of cover when they are on top of a Sealed Fronteris Structure – their position is too exposed.

Only **INFANTRY**, **BEASTS**, **SWARMS** and units that can **FLY** can be set up or end their move on top of a Sealed Fronteris Structure, and no unit can move inside the ground floor.



Guardians from Craftworld Biel-Tan contend with the dangers of a death world's flora in addition to the threat posed by their foe. These hazards include: Grapple Weed (1); Shardwrack Spines (2); Eldritch Ruin (3); and Barbed Venomgorse (4).



