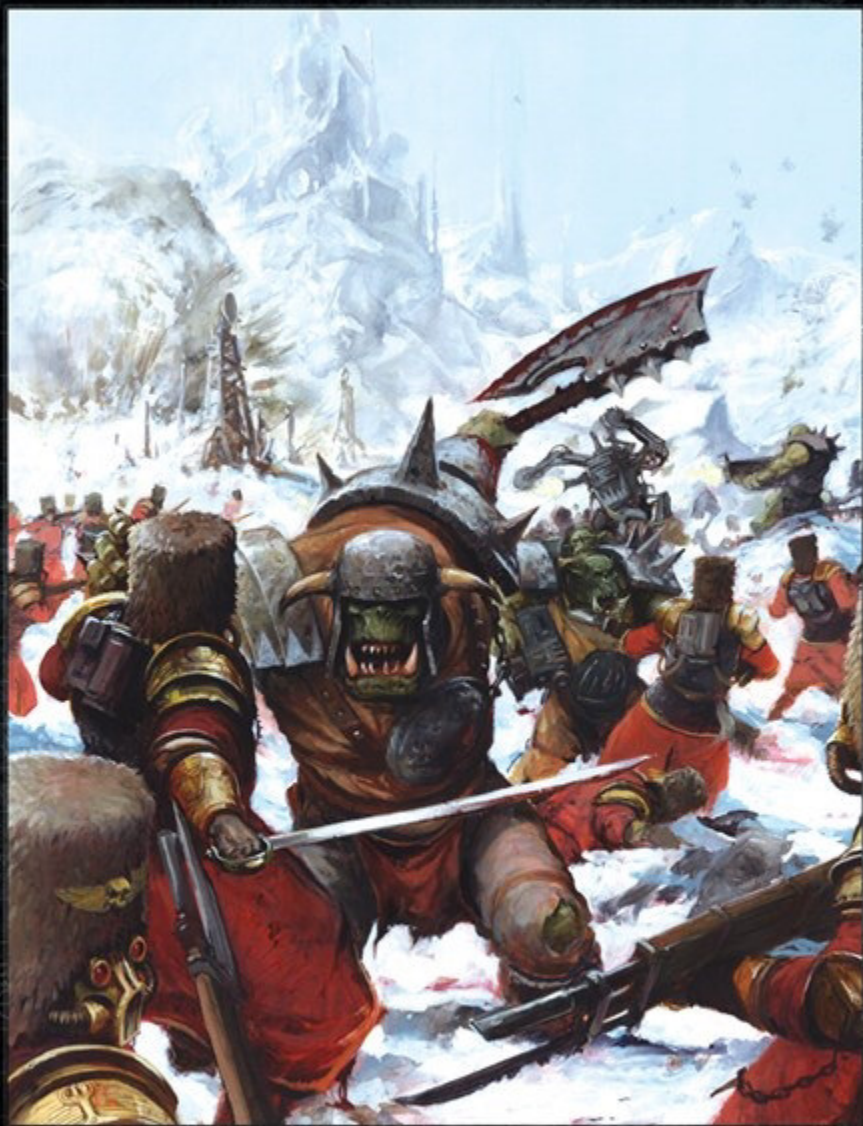


WARHAMMER  
40,000



# CRYO-STORM

AN ALTAR OF WAR

# ALTAR OF WAR: CRYOSTORM

A planet in the grip of a cryostorm is a terrifying place and as deadly as any Death World. Whether caused by a mundane catastrophe at a hypercoolant refinery or a daemonic incursion from the Warp, a cryostorm is defined by extreme sub-zero temperatures and blizzards of razor-sharp ice shards that can flay a man in seconds. Warriors find themselves fighting on three fronts, as the danger posed by the enemy is multiplied by environmental hazards and devastated supply routes. The following rules allow you to use a new set of Cryostorm Objectives that replace the Tactical Objectives found in *Warhammer 40,000: The Rules*, and which reflect the ordeal of fighting in such dire circumstances.

In *Altar of War: Cryostorm* you will find the rules for using 36 Cryostorm Objectives in your games of Warhammer 40,000, as well as a new mission that uses these Cryostorm Objectives while adding the extra hazard of an active cryostorm. Also included are rules for using Cryostorm Objectives in other games of Warhammer 40,000 that use Tactical Objectives, such as Maelstrom of War missions.

## CRYOSTORM OBJECTIVE MARKERS

To use the Cryostorm Objectives you will need 6 Objective Markers that are individually numbered 1 through 6. Unless instructed otherwise, the players should place all 6 Objective Markers on the battlefield, using the rules for Placing Objective Markers as described in *Warhammer 40,000: The Rules*. These Objective Markers are controlled using the rules for Controlling Objective Markers. Each Objective Marker may also be a Mysterious Objective as described in *Warhammer 40,000: The Rules*, if the Mysterious Objectives mission special rule is also in use.

## CRYOSTORM OBJECTIVES & TACTICAL OBJECTIVES

If you are playing a Warhammer 40,000 mission that has the Tactical Objectives special rule, then you and your opponent can agree to use the Cryostorm Objectives special rule instead of the Tactical Objectives special rule. If you do this, then use the Cryostorm Objectives instead of the Tactical Objectives. Note that if you do this, any Tactical Objectives specific to your Faction cannot be used; you must use the Cryostorm Objectives alone. Missions with the Cryostorm Objectives mission special rules always use Cryostorm Objectives instead of Tactical Objectives or Faction-specific Tactical Objectives.

Note that any rules which affect how Tactical Objectives are generated, achieved and discarded apply to Cryostorm Objectives exactly as if they were Tactical Objectives.

**Designer's Note:** *If you choose to use the Cryostorm Objectives special rules in this way, you should make sure you understand how they will affect the mission you are going to play, and discuss this with your opponent before the battle.*

## GENERATING CRYOSTORM OBJECTIVES

At the beginning of each of your turns, you will need to generate a number of Cryostorm Objectives. If you are playing a mission with the Cryostorm Objectives special rule, it will state how many you should generate, otherwise you will need to agree how many to generate at the start of each turn.

To generate a Cryostorm Objective, roll a D66, consult the table below and write the result down. Note that unless the mission itself states otherwise, these rolls are not secret; both

players should be able to see what Cryostorm Objectives each other has.

When generating Cryostorm Objectives, keep a note of the numbers you rolled during the game – if you roll the same numbered Cryostorm Objective during the same game, roll again until one you can use is generated. Only roll again if you have already generated that Cryostorm Objective yourself during the game – if your opponent has generated a particular Cryostorm Objective that you have not yet generated, you can still generate that Cryostorm Objective.

Cryostorm Objectives that have been generated are said to be Active until they are either achieved or discarded (see below).

## ACHIEVING CRYOSTORM OBJECTIVES

You score Victory Points (see *Warhammer 40,000: The Rules*) for achieving Cryostorm Objectives at the end of your turn. Any Victory Points awarded from Cryostorm Objectives are added to any Victory Points awarded from any other source (from secondary objectives, for example). At the end of your turn, you must check to see if you have achieved any of your Active Cryostorm Objectives – the descriptions will tell you how they are achieved and how many Victory Points are scored for completing them. If you can achieve a Cryostorm Objective at the end of your turn you must immediately score Victory Points for it – you cannot choose not to achieve a Cryostorm Objective at the end of your turn. Note that a player can achieve any number of his Active Cryostorm Objectives in the same turn (including multiples of the same named Cryostorm Objectives that do not have the same number).

*For example, Dave has the Death From Afar and No Shelter Cryostorm Objectives. In his first turn, Dave destroys an enemy Dedicated Transport in his Shooting phase, scoring in this instance 2 Victory Points. If the mission also used the First Blood secondary objective, Dave would score 1 additional Victory Point if this was the first unit destroyed in the game (making the unit's destruction worth a grand total of 3 Victory Points).*

## DISCARDING CRYOSTORM OBJECTIVES

Once a Cryostorm Objective has been achieved, it is discarded. After all Cryostorm Objectives that have been achieved are discarded, the player whose turn it is can select one of his remaining Active Cryostorm Objectives (if any) and choose to discard it – this scores no Victory Points. Discarded Cryostorm Objectives cease being Active and you cannot generate or achieve these objectives for the remainder of the game.

## Munitions Drop

Some Cryostorm Objectives can be discarded to allow you to nominate a unit and roll on the Munitions Drop table below.

## Munitions Drop Table

### D6 Result

**1 Grenade Stockpile:** For the remainder of the game, all models in the the nominated unit are equipped with plasma grenades, defensive grenades, krak grenades and haywire grenades. Any characters in the nominated unit are also equipped with melta bombs.

**2 Auspex Relay:** All ranged weapons carried by the nominated unit gain the Ignores Cover special rule until the end of the game.

**3 Launcher Cache:** D3 models in the nominated unit count as being equipped with a missile launcher (with frag, krak and flakk missiles) until the end of the game. All missile launchers obtained in this way have the One Use Only special rule. If the nominated unit is a vehicle or vehicle squadron, each model in it instead counts as being equipped with a hunter-killer missile.

**4 M37 Targeter Systems:** All models in the nominated unit add 1 to their Ballistic Skill until the end of the game.

**5 Power Field Generators:** Until the end of the game, all models in the nominated unit gain a 4+ invulnerable save.

**6 Grav-pulse Generator:** Until the end of the game, enemy units treat all terrain within 12" of at least one model from the nominated unit as Dangerous Terrain.

## CRYOSTORM OBJECTIVES

### 11 - Claim Objective 1

Type: Munitorum Supplies

*A vital drop has landed. Recover the munitions before they fall into enemy hands.*

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn. Alternatively, if you control Objective Marker 1 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective Marker 1 and roll on the Munitions Drop table.

### 12 - Claim Objective 2

Type: Munitorum Supplies

*A vital drop has landed. Recover the munitions before they fall into enemy hands.*

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn. Alternatively, if you control Objective Marker 2 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective Marker 2 and roll on the Munitions Drop table.

### 13 - Claim Objective 3

Type: Munitorum Supplies

*A vital drop has landed. Recover the munitions before they fall into enemy hands.*

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn. Alternatively, if you control Objective Marker 3 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective Marker 3 and roll on the Munitions Drop table.

### 14 - Claim Objective 4

Type: Munitorum Supplies

*A vital drop has landed. Recover the munitions before they fall into enemy hands.*

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn. Alternatively, if you control Objective Marker 4 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective Marker 4 and roll on the Munitions Drop table.

### **15 - Claim Objective 5**

Type: Munitorum Supplies

*A vital drop has landed. Recover the munitions before they fall into enemy hands.*

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn. Alternatively, if you control Objective Marker 5 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective Marker 5 and roll on the Munitions Drop table.

### **16 - Claim Objective 6**

Type: Munitorum Supplies

*A vital drop has landed. Recover the munitions before they fall into enemy hands.*

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn. Alternatively, if you control Objective Marker 6 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective Marker 6 and roll on the Munitions Drop table.

### **21 - Claim Objective 1**

Type: Munitorum Supplies

*A vital drop has landed. Recover the munitions before they fall into enemy hands.*

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn. Alternatively, if you control Objective Marker 1 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective Marker 1 and roll on the Munitions Drop table.

### **22 - Claim Objective 2**

Type: Munitorum Supplies

*A vital drop has landed. Recover the munitions before they fall into enemy hands.*

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn. Alternatively, if you control Objective Marker 2 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective Marker 2 and roll on the Munitions Drop table.

### **23 - Claim Objective 3**

Type: Munitorum Supplies

*A vital drop has landed. Recover the munitions before they fall into enemy hands.*

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn. Alternatively, if you control Objective Marker 3 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective Marker 3 and roll on the Munitions Drop table.

## **24 - Claim Objective 4**

Type: Munitorum Supplies

*A vital drop has landed. Recover the munitions before they fall into enemy hands.*

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn. Alternatively, if you control Objective Marker 4 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective Marker 4 and roll on the Munitions Drop table.

## **25 - Claim Objective 5**

Type: Munitorum Supplies

*A vital drop has landed. Recover the munitions before they fall into enemy hands.*

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn. Alternatively, if you control Objective Marker 5 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective Marker 5 and roll on the Munitions Drop table.

## **26 - Claim Objective 6**

Type: Munitorum Supplies

*A vital drop has landed. Recover the munitions before they fall into enemy hands.*

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn. Alternatively, if you control Objective Marker 6 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective Marker 6 and roll on the Munitions Drop table.

## **31 - Clear Objective 1**

Type: Scour

*The enemy have located a potential dropsite. They cannot be allowed to secure it.*

Score 1 Victory Point if there are no enemy units within 3" of Objective Marker 1 at the end of your turn.

## **32 - Clear Objective 2**

Type: Scour

*The enemy have located a potential dropsite. They cannot be allowed to secure it.*

Score 1 Victory Point if there are no enemy units within 3" of Objective Marker 2 at the end of your turn.

## **33 - Clear Objective 3**

Type: Scour

*The enemy have located a potential dropsite. They cannot be allowed to secure it.*

Score 1 Victory Point if there are no enemy units within 3" of Objective Marker 3 at the end of your turn.

## **34 - Clear Objective 4**

Type: Scour

*The enemy have located a potential dropsite. They cannot be allowed to secure it.*

Score 1 Victory Point if there are no enemy units within 3" of Objective Marker 4 at the end of your turn.

### **35 - Clear Objective 5**

Type: Scour

*The enemy have located a potential dropsite. They cannot be allowed to secure it.*

Score 1 Victory Point if there are no enemy units within 3" of Objective Marker 5 at the end of your turn.

### **36 - Clear Objective 6**

Type: Scour

*The enemy have located a potential dropsite. They cannot be allowed to secure it.*

Score 1 Victory Point if there are no enemy units within 3" of Objective Marker 6 at the end of your turn.

### **41 - Establish a Perimeter**

Type: Seize Ground

*If you hope to achieve victory you must scout the extent of the battlefield.*

Score 1 Victory Point if you have a scoring unit within 12" of two opposite table edges at the end of your turn.

### **42 - Behind Enemy Lines**

Type: Seize Ground

*Break through the foe's army and cut off his lines of escape.*

Score 1 Victory Point if one of your scoring units is within 12" of your opponent's table edge at the end of your turn. If 3 or more of your scoring units are within 12" of your opponent's table edge at the end of your turn, score D3 Victory Points instead.

### **43 - Hold the Line**

Type: Seize Ground

*It is critical that no foe breaks through your defences. Maintain a strong rearguard to protect your supply lines.*

Score 1 Victory Point if at least 3 of your scoring units and none of your opponent's scoring units are within 12" of your own table edge at the end of your turn.

### **44 - Beachhead**

Type: Seize Ground

*Secure multiple dropsites so that you can be properly resupplied.*

Score D3 Victory Points if you control any three Objective Markers at the end of your turn. Alternatively, if you control three Objective Markers at the start of your Shooting Phase, you can



choose to immediately discard this Cryostorm Objective, nominate D3 friendly units that are within 3" of any Objective Marker and roll on the Munitions Drop table for each nominated unit.

### **45 - Drive Them Back**

Type: Seize Ground

*Make a push for the dropsites before your enemy can secure them.*

Score D3 Victory Points if you control at least two Objective Markers and twice as many Objective Markers as your opponent controls at the end of the turn. Alternatively, if you control at least two Objective Markers and twice as many as your opponent controls at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate D3 friendly units that are within 3" of any Objective Marker and roll on the Munitions Drop table for each nominated unit.

### **46 - Absolute Control**

Type: Seize Ground

*A sizeable supply drop is approaching. Secure all potential dropsites without delay!*

Score D3+3 Victory Points if you control every Objective Marker on the table at the end of your turn. Alternatively, if you control every Objective Marker at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate D3+3 friendly units that are within 3" of any Objective Marker and roll on the Munitions Drop table for each nominated unit.

### **51 - Overwhelming Firepower**

Type: Purge

*A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.*

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn. If you completely destroyed 3 or more enemy units during the Shooting phase of your turn, score D3 Victory Points instead.

### **52 - Blood and Guts**

Type: Purge

*Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.*

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn. If you completely destroyed 3 or more enemy units during the Assault phase of your turn, score D3 Victory Points instead.

### **53 - Burn Them Out**

Type: Purge

*Bring forth fire to drive back the storm and the foe alike.*

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn, and that unit suffered at least one Wound from a flamer weapon.

### **54 - Secure the Area**

Type: Purge



*Clear the enemy away from any potential dropsites.*

Score D3+3 Victory Points if there are no enemy units within 3" of any Objective Marker at the end of your turn.

## **55 - Fresh Contact**

Type: Purge

*Enemy reinforcements are incoming. They must be halted in their tracks.*

Score 1 Victory Point at the end of your turn if at least one enemy unit that was placed in Reserve during deployment was completely destroyed during your turn.

## **56 - No Shelter**

Type: Purge

*Prevent the enemy from seeking protection from the bitter cold.*

Score 1 Victory Point if at least one enemy Dedicated Transport or Building was completely destroyed during your turn.

## **61 - Kingslayer**

Type: Annihilation

*The enemy commander is a powerful and effective leader and should be slain as quickly as possible.*

Score D3 Victory Points at the end of your turn if your opponent's Warlord has been removed as a casualty during this, or any previous turn.

## **62 - Command Disruption**

Type: Annihilation

*Slaying key leaders will sow confusion amid the enemy ranks.*

Score 1 Victory Point if at least one enemy model with the Independent Character special rule was removed as a casualty during your turn.

## **63 - Claim Primary Drop**

Type: Munitorum Supplies

*A highly prized drop has landed. The enemy cannot be allowed to seize it!*

Score 1 Victory Point if you control the closest Objective Marker to the centre of the battlefield at the end of your turn. Alternatively, if you control the closest Objective Marker to the centre of the battlefield at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of the closest Objective Marker to the centre of the battlefield and roll twice on the Munitions Drop table. If multiple Objective Markers are equally close to the centre of the battlefield, you may choose which one to control.

## **64 - Claim Secondary Drop Alpha**

Type: Munitorum Supplies

*Multiple drops have landed. Make haste to secure both.*

Score 1 Victory Point if you control either Objective Marker 1 or 2 at the end of your turn. If you

control both Objective Markers 1 and 2 at the end of your turn, score D3 Victory Points instead. Alternatively, if you control both Objective Markers 1 and 2 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective 1 and another friendly unit within 3" of Objective 2 and roll on the Munitions Drop table for each unit.

### **65 - Claim Secondary Drop Beta**

Type: Munitorum Supplies

*Multiple drops have landed. Make haste to secure both.*

Score 1 Victory Point if you control either Objective Marker 3 or 4 at the end of your turn. If you control both Objective Markers 3 and 4 at the end of your turn, score D3 Victory Points instead. Alternatively, if you control both Objective Markers 3 and 4 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective 3 and another friendly unit within 3" of Objective 4 and roll on the Munitions Drop table for each unit.

### **66 - Claim Secondary Drop Gamma**

Type: Munitorum Supplies

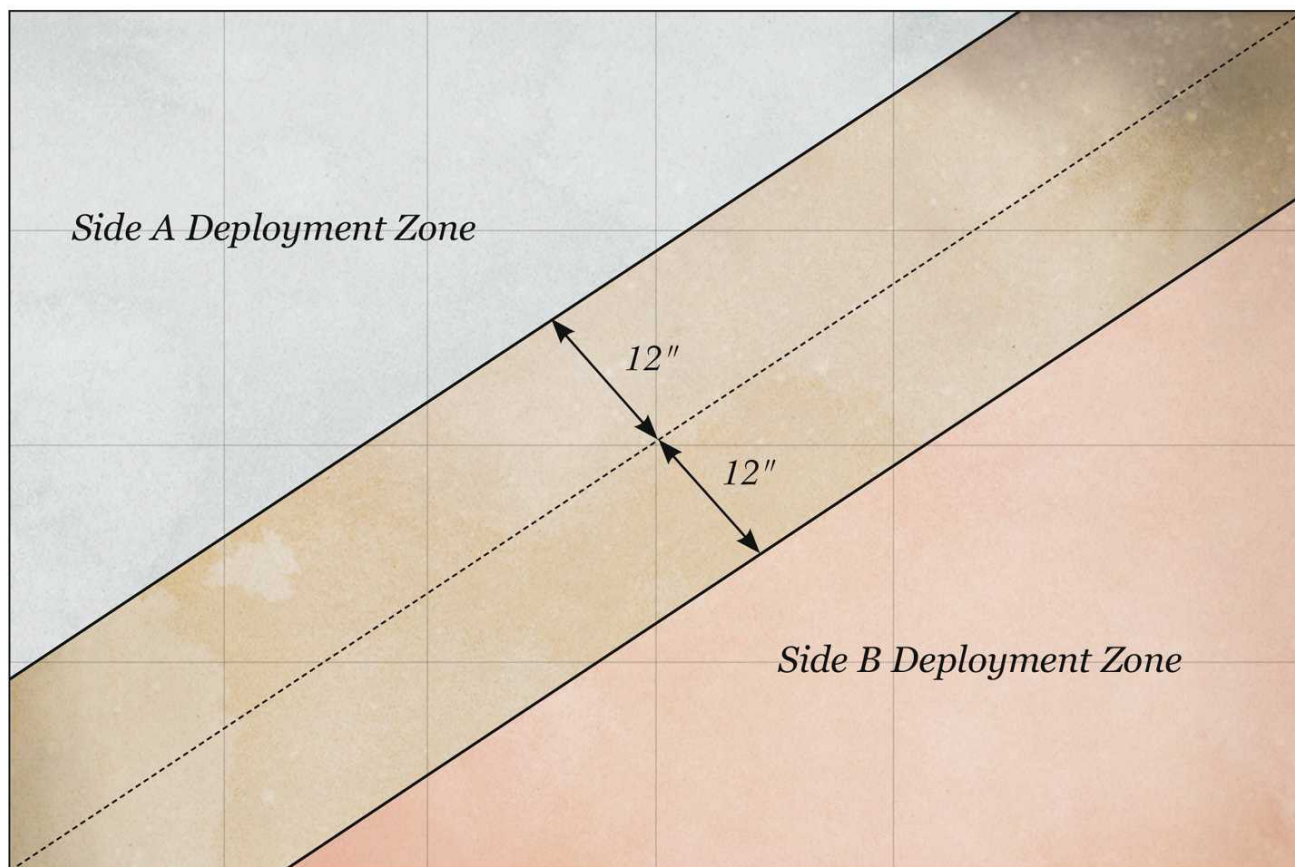
*Multiple drops have landed. Make haste to secure both.*

Score 1 Victory Point if you control either Objective Marker 5 or 6 at the end of your turn. If you control both Objective Markers 5 and 6 at the end of your turn, score D3 Victory Points instead. Alternatively, if you control both Objective Markers 5 and 6 at the start of your Shooting Phase, you can choose to immediately discard this Cryostorm Objective, nominate a friendly unit within 3" of Objective 5 and another friendly unit within 3" of Objective 6 and roll on the Munitions Drop table for each unit.

# ALTAR OF WAR: THE COMING STORM

*It has been several weeks since the war was complicated by the arrival of a deadly cryostorm, severing supply lines and throwing forces into disarray. Now, as the battle to clear potential dropsites and resupply reaches a critical juncture, scouts from both sides report the approach of the biggest stormfront yet, a gargantuan tempest that threatens to swallow warriors and war machines alike.*

*Side A Table Edge*



*Side B Table Edge*

## THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*.

## THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in *Warhammer 40,000: The Rules*. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

## OBJECTIVE MARKERS

After terrain has been set up, but before determining Deployment Maps and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers from *Warhammer 40,000: The Rules*.

## DEPLOYMENT

Players must deploy using the Standard Deployment Method as described in *Warhammer*

## FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

## GAME LENGTH

This mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

## VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

## PRIMARY OBJECTIVES

Achieve as many Cryostorm Objectives as possible. If, at the start of a player's turn, he has fewer than 3 Active Cryostorm Objectives, he must generate a number of new Cryostorm Objectives until he has 3.

## SECONDARY OBJECTIVES

**Slay the Warlord, First Blood, Linebreaker.**

## MISSION SPECIAL RULES

**Cryostorm Objectives, Mysterious Objectives, Reserves.**

**Disorientating Terrain:** All units that are placed in Reserve gain the Outflank special rule. When rolling to see which table edge they arrive from, roll on the following table instead of rolling a dice as described in *Warhammer 40,000: The Rules*.

D6	Result
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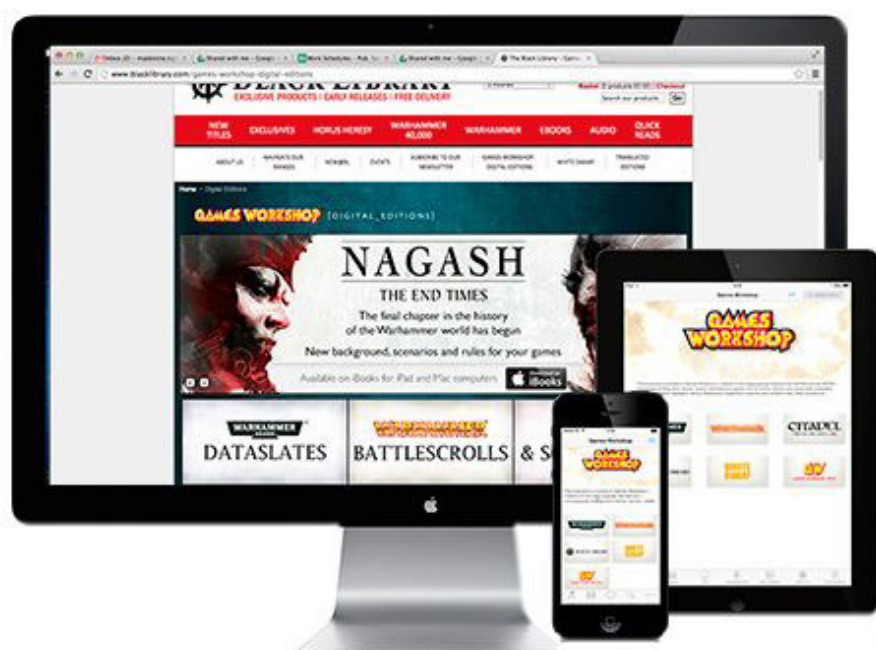
- |     |   |
|-----|---|
| 1   | The unit comes in from its own table edge.                                |
| 2-3 | The unit comes in from the table edge to the left of its own table edge.  |
| 4-5 | The unit comes in from the table edge to the right of its own table edge. |
| 6   | The unit comes in from its opponent's table edge.                         |

**Stormfront Approaching:** At the start of each game turn after the first, roll a D6 and add the number of the current turn. If the total is 7 or higher, the stormfront arrives. Once the stormfront has arrived, it is present for the remainder of the battle – there is no need to continue rolling at the start of each turn.

**Visibility Zero:** Once the stormfront has arrived, all models gain the Stealth special rule, or the Shrouded special rule if they are the target of a shooting attack made by a model that is more than 24" away. Units cannot be targeted by shooting attacks if they are more than 36" away from the unit making the attack.

**Whirling Deathshards:** Once the stormfront has arrived, all non-vehicle units treat Open Ground as Dangerous Terrain.

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