

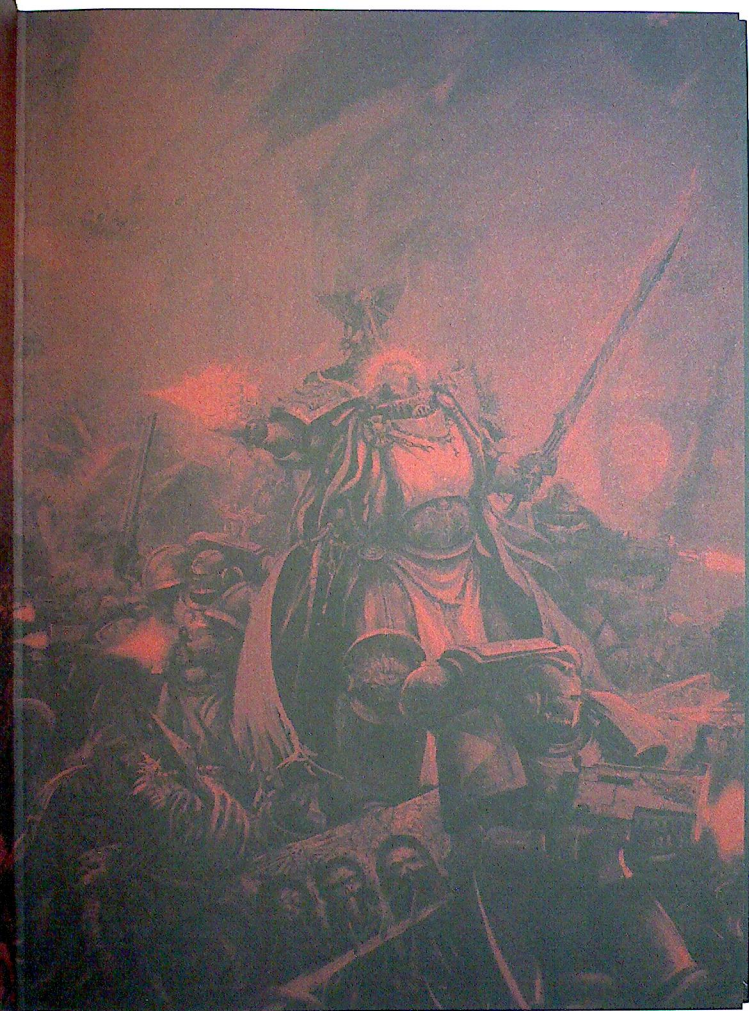
WARHAMMER
40,000

COMPENDIUM



ALTAR OF WAR









ALTAR OF WAR

INTO THE FIRES OF BATTLE

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INTRODUCTION

On more than a million worlds across the galaxy, determined heroes, debased renegades, ancient evils and xenos monstrosities vie against each other for survival and primacy – and no two of these conflicts are ever the same.

The *Warhammer 40,000* rulebook already includes a set of Eternal War missions, and when you multiply that by the different armies you might face, and the myriad different ways you can set up the terrain for your battle, there are hundreds, probably thousands of different ways to play. However, we feel that you can never have too much variety, so this book has a total of 63 missions compiled from the following *Altar of War* mission books: *Space Marines*, *Sentinels of Terra*, *Clan Raukaan*, *Dark Angels*, *Imperial Knights*, *Eldar*, *Iyanden*, *Tau Empire*, *Farsight Enclaves*, *Tyranids*, *Chaos Daemons*, *Chaos Space Marines* and *Black Legion*. The new missions illustrate the different sorts of strategies used by each of these armies, and will provide new tests of your tactical ability as a commander. Additional *Altar of War* mission books have scenarios for use by other armies from the *Warhammer 40,000* galaxy.

STRATEGY

Different armies use different strategies when they go to war, which affects the types of battle that they fight. The Tau, for example, are a technologically advanced culture that use sophisticated battle tactics to outwit and defeat their foes. Meanwhile, Chaos Space Marine warbands are dedicated murderers who take the fight to the foe, relying on their Daemon-enhanced physiology and corrupted armour to crush their opponents.

The missions you will find in each section of this book are themed around the army featured in that section and the way they fight. This gives you a chance to discover more about the strategies used by each army, and then to try

these strategies out on the tabletop. It also means that the army you command can affect the types of battle you will be likely fight. This is highly appropriate – after all, you would expect to fight a very different sort of battle as a Space Marine Captain than you would as an Eldar Autarch.

TACTICS

The missions included in this book are designed to provide players with games that will really challenge their tactical ability. We've gone to some pains to make sure that each mission is as balanced as possible, and that they provide both sides with a new set of tactical problems to overcome.

This means that, in order to win, you will need to be prepared to think on your feet and quickly adapt to the new circumstances the missions will throw at you. You may be called upon to spearhead an attack or fight to hold a defensive position deep behind enemy lines. Tried and trusted tactics will need to be re-thought in the face of these new challenges, and you will need to be ready to think outside the box in order to win.

A GALAXY'S WORTH OF CHALLENGES

That, then, is what this book is all about, and on the following pages you will find out how to put these ideas into practice on your gaming table. We'll start off with an overview of how to incorporate the new missions into the games you play, and then we'll provide the missions themselves. You'll also find plenty of background information about how each of the armies fights and how the missions we've provided fit into their strategic battle plans.



HOW TO USE ALTAR OF WAR MISSIONS

Each Altar of War missions chapter is split into two main sections: the section that explains how to incorporate the Altar of War missions into your games of Warhammer 40,000, and the missions themselves.

It is very straightforward to use an Altar of War mission – it only requires a handful of minor modifications to the rules for fighting a battle in the Warhammer 40,000 rulebook. These changes are explained in detail next, but they boil down to: roll-off if you want to use an Altar of War mission; if you win, you can roll on one of the Altar of War mission tables instead of the Eternal War mission table. And that's it!

THE MISSION

If either you or your opponent wish to use an Altar of War mission, then you must roll-off at the start of The Mission step of Fighting a Battle (see Warhammer 40,000 rulebook).

The winner of the roll-off can choose to either roll on the Eternal War mission table, or instead roll on the Altar of War mission table for their army. There's at least one of these in each of the following sections:

- Altar of War: Space Marines
- Altar of War: Sentinels of Terra
- Altar of War: Clan Raukaan
- Altar of War: Dark Angels
- Altar of War: Imperial Knights
- Altar of War: Eldar
- Altar of War: Iyanden
- Altar of War: Tau Empire
- Altar of War: Farsight Enclaves
- Altar of War: Tyranids
- Altar of War: Chaos Daemons
- Altar of War: Chaos Space Marines
- Altar of War: Black Legion

Depending on which mission table they choose, the roll will determine which mission is used for the battle. Note that each set of Altar of War missions is linked to an army chosen from a specific codex; in order for a player to use the missions, an army chosen from the appropriate codex must be their primary detachment.

For example, Sarah and Jon have arranged to play a game of Warhammer 40,000. Sarah has brought along her Tau Empire army and has the *Altar of War* compendium, while Jon is using his Space Marines and has *Altar of War: Space Marines*. They roll-off and Sarah wins. She decides to roll on the Tau Empire mission table in this book. If Jon had won, he could have rolled on either the table in his book or, with Sarah's permission, the Space Marines mission table in this book.



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SPACE MARINES

The Space Marines are the Imperium's ultimate shock troops, descending upon their foes with lightning speed and overwhelming strength. Few warriors are as versatile in battle as the Adeptus Astartes, able to adapt to any world or foe in their never-ending war to purge the galaxy of the Emperor's enemies.

ALTAR OF WAR:

SPACE MARINES MISSION TABLE

D6	Mission
1	Hammer Blow
2	Angels of Death
3	Here I Shall Die
4	Slayer of Kings
5	Emperor's Fist
6	Willing Sacrifice

THE BATTLEFIELD

The deployment maps, deployment zones and deployment instructions for the missions are included in the missions themselves; do not use the deployment maps included in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War: Space Marines* mission table is known as 'the Space Marine player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy player' for the purposes of the missions, even if they have a Space Marine army too.

RESERVES

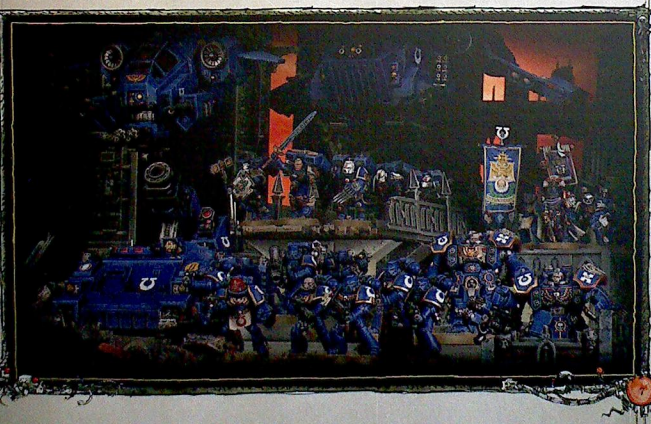
Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.

CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

1

HAMMER BLOW

'The Adeptus Astartes is not a subtle instrument to be delicately wielded like a surgeon's knife. Rather it is likened to a mighty hammer which smashes asunder that which stands in its way.'

Space Marine detachments are frequently called upon to lead an attack. The Space Marines' training and expertise, combined with their excellent weaponry and powerful ceramite armour make them excellent assault troops. When called upon to perform such duties the Space Marines will, by preference, launch a lightning-fast attack, making maximum use of the highly mobile assets they have at their command. Drop Pods and Thunderhawk Gunships will be used to land Space Marine squads right on top of the enemy. As the foe struggle to deal with this attack, an armoured column made up of Space Marine infantry in Rhino transport vehicles and Predator and Land Raider tanks will move up in support. Space Marine Scouts and Space Marine Bikes will pounce on the flanks of the enemy and run down those that try to flee, and Whirlwind multiple missile launchers will provide artillery support. Only the staunchest opposition is able to resist the hammer blow of such an assault.

THE ARMIES

Choose armies as described in the Warhammer 40,000 rulebook. The Space Marine player must choose a primary detachment from Codex: Space Marines.

THE BATTLEFIELD

Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. Then set up terrain as described in the Warhammer 40,000 rulebook. The enemy player may set up fortifications normally. The Space Marine player may not use any fortifications in this mission (any included in the Space Marine army must not be used).

PLACE PRIMARY OBJECTIVES

Place one Primary Objective on the centre point of the table, and a second Primary Objective on the centre of the enemy table edge, as shown in the deployment map. The Space Marine player must then set up a third Primary Objective anywhere in the enemy deployment zone.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the Warhammer 40,000 rulebook and then deploy as follows.

The enemy player deploys first. At least half of the Space Marine player's units must enter on the first turn using the following methods:

- Any unit can enter from the Space Marines' long table edge, as if arriving from reserve.
- Any unit with the Outflank rule can instead enter from either of the narrow table edges, using the rules for Outflanking units entering play from reserve.
- Any unit with the Deep Strike rule can instead Deep Strike onto the table, using the rules for Deep Strike units entering play from reserve.
- Any units that do not enter play on the first turn are placed in Ongoing Reserves.

FIRST TURN

The Space Marine player has the first turn. Do not roll to see if the enemy player can Seize the Initiative as described in the Warhammer 40,000 rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the Warhammer 40,000 rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord.

War of Attrition: Add up the points value of all enemy units that have been completely destroyed. The side with the higher total scores 1 Victory Point.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Vanguard: Any Infantry unit in the Space Marine player's army is a scoring unit. Note that vehicles still can't be used to capture objectives.





Enemy Deployment Zone & Table Edge

*Objective
Marker*

*Space Marines enter from
the table edge from Turn 1*

Space Marine Table Edge

MISSION



ANGELS OF DEATH

'We are the Ultramarines, the Sons of Guilliman. Whilst we draw breath, we stand. Whilst we stand we fight. Whilst we fight, we prevail. Nothing shall stay our wrath.'
- Marneus Calgar, Chapter Master of the Ultramarines

One of the most effective ways of disrupting an enemy army is to launch a surprise attack against its command centre. Space Marines are some of the most capable armies in the galaxy at this type of mission. Scouts will be dropped behind enemy lines, with orders to locate and reconnoitre the enemy headquarters, but without being spotted themselves. The Scouts will spy on the enemy base for several hours or even days, relaying the information back to the Space Marines' main base. There the Space Marine Commander will determine how and when to attack the enemy. At the appointed hour the Space Marines will attack without warning, catching the enemy unaware. Drop Pods will fall from the sky, and ground units will surge forward from carefully hidden positions. If the mission is successful the enemy will be left leaderless, and their disorganised forces will quickly succumb to follow-up attacks launched by the Space Marines and allied Imperial battle-formations.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Space Marine player must choose a primary detachment from *Codex: Space Marines*.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in the *Warhammer 40,000* rulebook. The Space Marine player may not use any fortifications in this mission.

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook, then deploy as follows:

- The enemy player deploys first, anywhere on the table is that at least 12" away from a table edge. In addition, enemy units must be placed at least 6" away from any other enemy unit. No enemy units may be placed in reserve, unless they have a special rule that says they may do so 'even in missions where Reserves are not normally allowed'.

Space Marine units enter on the first turn using the following methods:

- Any unit can enter from any table edge, as if arriving from reserve.
- Any unit with the Deep Strike rule can instead Deep Strike onto the table, using the rules for Deep Strike units entering play from reserve.

Any units that do not enter play on the first turn are placed in Ongoing Reserves. In this mission all units will Fall Back towards the nearest table edge. Reserves may enter from any table edge.

FIRST TURN

The Space Marine player has the first turn. Do not roll to see if the enemy player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.



VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game each player receives 3 Victory Points for each enemy HQ unit that has been completely destroyed, 1 Victory Point for each Troops unit and Dedicated Transport unit that has been completely destroyed, and 2 Victory Points for each other unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

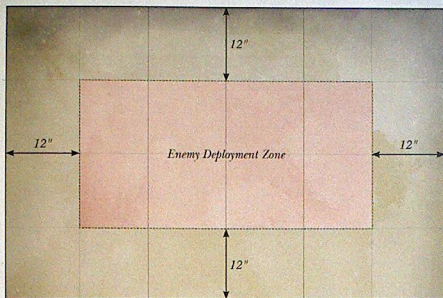
MISSION SPECIAL RULES

Night Fighting, Reserves.

Angels of Death: All units in the Space Marine army have the Fear special rule.

Home Ground: All enemy units have the Move Through Cover and Stubborn special rules.

Tactical Precision: Any unit that enters play by Deep Strike on the first turn does not scatter.



Space Marines enter from any table edge on Turn 1



MISSION



HERE I SHALL DIE

"We commend our souls to the Emperor. Let the story of our sacrifice burn across history like a shooting star. For death and for glory – for the Ultramarines!"

– Lucian Ventris, Ultramarines Terminator Sergeant

It is often vital to disrupt enemy supplies and reinforcements from reaching the front line. Doing this will stop vital aid reaching beleaguered enemy forces that are under attack from a full-scale Imperial offensive. In order to achieve this, small Space Marine detachments will be dropped behind the enemy and ordered to hold vital 'choke points' through which the supplies and reinforcements must pass. Often, the first time the enemy will find out that such an incursion has taken place is when a marching column comes under fire from the well-concealed and dug-in Space Marine defenders. Once their position has been discovered, the Space Marines must be prepared to be attacked from any direction – both from reinforcing units heading for the front line, and from retreating units that are desperate to escape. The Space Marines will be under orders to not give an inch of ground, and to occupy their positions until they are relieved – or die!



THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Space Marine player must choose a primary detachment from *Codex: Space Marines*.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in the *Warhammer 40,000* rulebook. The enemy player may set up fortifications normally. The Space Marine player is not allowed to use any fortifications in this mission (any included in the Space Marine army must be placed to one side and cannot be used).

PLACE PRIMARY OBJECTIVES

The Space Marine player must then set up a Primary Objective anywhere within 12" of the centre of the table, following the restrictions for placing objectives in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook, then deploy as follows:

- The players take it in turn to deploy units, starting with the Space Marines. Each player picks a unit and deploys it either on the table or places it in reserve.
- Space Marine units that are deployed on the table must be set up within 12" of the centre of the table. Enemy units may deploy anywhere that is more than 18" away from the centre of the table.

In this mission all units will Fall Back towards the nearest table edge. Reserves may enter from any table edge.

FIRST TURN

Roll a D6. On a roll of 1-3 the enemy go first. On a roll of 4-6 the Space Marines go first. Neither side can attempt to Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, the Primary Objective is worth 5 Victory Points to the player that controls it. In addition, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

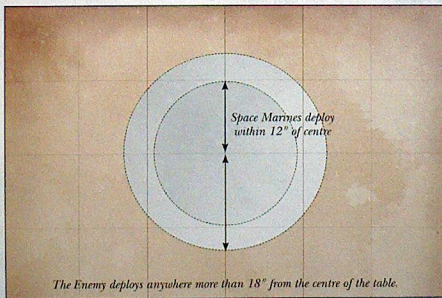
SECONDARY OBJECTIVES

Slay The Warlord, First Blood.

MISSION SPECIAL RULES

Reserves.

Hold or Die: Any unit within 6" of the Primary Objective has the Zealot rule.



MISSION

41

SLAYER OF KINGS

'Surround yourself with the greatest warriors at your command, or cower in the deepest and darkest hole you can find. It matters not. I shall take your head for the Great Khan and for the Emperor.'
- Kor'sarro Khan

Space Marine commanders are master strategists that can quickly divine which course of action should be taken in any battlefield situation. These abilities can allow the Space Marines to plan a devastating attack that will win a campaign at a single stroke, or at the least ensure their success in the longer term. More often than not the strike will be aimed at an important enemy commander, whose death will ensure that the Imperium will succeed in its objectives for the campaign.

Once a target has been identified, the nearest Space Marine detachment will be ordered to destroy or capture them. The Space Marines will strike quickly and without warning, relying on a fast and furious assault to overwhelm the foe and achieve their ends.



THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Space Marine player must choose a primary detachment from *Codex: Space Marines*.

THE BATTLEFIELD

Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. Then set up fortifications and terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook, then deploy as follows:

- The Space Marine player deploys first, anywhere in their half at least 9" away from the centre line.
- The enemy player deploys second, anywhere in their half of the table at least 9" from the centre line.
- The enemy player may not place HQ units in reserve. In this mission all units will Fall Back towards the narrow table edge of their deployment zone.

FIRST TURN

The Space Marine player has the first turn, unless the enemy player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game the enemy player receives 3 Victory Points for each of their HQ units that has not been completely destroyed. The Space Marine player receives 3 Victory Points for each enemy HQ unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

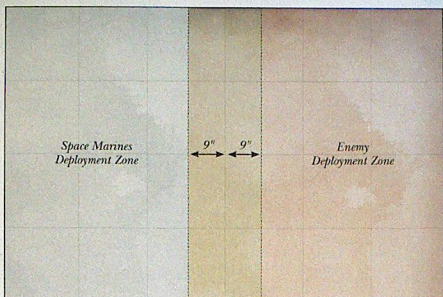
First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Reserves.

Dawn Attack: The Night Fighting rule applies for the first turn of this mission (do not roll for it as you would do normally).





MISSION



EMPEROR'S FIST

'The roar of engines, the recoil of cannons. That is where the true joy of battle lies.'
- Antaro Chronus

In a mobile battle, Space Marine forces will waste no time getting to grips with an enemy. Often the first inkling that a foe will have of a Space Marine attack is when their scouts report the approaching rumble of Space Marine Rhinos, Drop Pods and Thunderhawk Gunships. The Space Marines will not give the enemy column time to prepare, swiftly closing to attack range and launching an all-out assault straight from their column of march. Space Marine Bike Squads and Land Speeders will harry the flanks of the enemy, while Rhinos and Land Raiders will disgorge Tactical Squads to attack the enemy head on. Such is the speed and fury of the assault that the enemy has little time to organise a coherent defence, and they will often find themselves closely engaged by the Space Marines before they really know what's hit them. If the assault is successful, the Space Marine column will quickly press on, looking for new enemy formations to attack and overwhelm.

THE ARMIES

Choose armies as described on in the Warhammer 40,000 rulebook. The Space Marine player must choose a primary detachment from Codex: Space Marines.

THE BATTLEFIELD

Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which table quarter they wish to deploy in. Then set up fortifications and terrain as described in the Warhammer 40,000 rulebook.

PLACE PRIMARY OBJECTIVES

Place one Primary Objective on the centre point of the table, and two more Primary Objectives in the centre of each unoccupied quarter of the table, as shown in the deployment map on the next page.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the Warhammer 40,000 rulebook, and then deploy as follows:

- The Space Marine player deploys first, anywhere in their quarter of the table that is at least 12" away from the centre point of the table.
- The enemy player deploys second, anywhere in their quarter of the table that is at least 12" away from the centre point of the table.
- Only Fast Attack units may be deployed at the start of the battle. All other units are placed in reserve. There are no restrictions on the number of units that can be placed in reserve.

FIRST TURN

The Space Marine player has the first turn, unless the enemy player can Seize the Initiative as described in the Warhammer 40,000 rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the Warhammer 40,000 rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Lightning War: Vehicle units (and any units transported in them) that are in reserve may start arriving from the first turn. Each player may roll for any such units at the start of their first Movement phase. The units will arrive from reserve on a roll of 4+. Any that fail to arrive can be rolled for normally in the second and subsequent turns.





MISSION



WILLING SACRIFICE

'Your honour is your life. Let none dispute it.'
- Captain Navarre

A Space Marine must be willing to sacrifice his life if doing so will lead to the defeat of their foe. Sometimes a small force of Space Marines will be ordered to block an enemy attack, tying the enemy up and delaying them long enough for a second larger force of Space Marines to prepare a counter-attack. The obstructing force will be aware that retreat is not an option: they must be willing to sacrifice their own lives in order to give their battle-brothers the time they need to launch their attack. When the counter-attack finally arrives, they enemy will be caught between it and the remnants of the defending force.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Space Marine player must choose a primary detachment from *Codex: Space Marines*.

THE BATTLEFIELD

Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which table half they wish to deploy in. Then set up fortifications and terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Place one Primary Objective on the centre point of the table. Each player must then set up a Primary Objective anywhere in their opponent's deployment zone (roll-off to see who goes first), following the restrictions for placing objectives in the *Warhammer 40,000* rulebook.



DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook and then deploy as follows:

- The Space Marine player deploys first, anywhere in their half of the table. For every unit the Space Marine player deploys on the battlefield, one unit must be placed in reserve, if there is a unit available. In other words, the Space Marine player alternates placing units on the battlefield and in reserve.
- The enemy deploys second, anywhere in their half of the table that is at least 12" away from a Space Marine unit. Enemy units may be placed in reserve normally.
- All units Fall Back to the nearest table edge.

FIRST TURN

The enemy player has the first turn, unless the enemy player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord, War of Attrition (pg 8).

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Counter-strike: The normal rules for determining which turn Reserves arrive is not used by the Space Marine player. Instead the Space Marine player makes one Reserves roll at the start of each of their turns, starting from turn three, and adding +1 to the dice roll. If the roll is successful, then all the Space Marines Reserves arrive. In addition, all Space Marines units in reserve have the Outflank rule.









SENTINELS OF TERRA

The Sentinels of Terra are stubborn siege specialists with a long and glorious history defending the Imperium. There is no fortress they cannot breach and no world that can stand inviolate against them. Utterly loyal to the Emperor, the Sentinels have never given up his dreams of conquest, and fight for a galaxy ruled by Mankind.

ALTAR OF WAR:

SENTINELS OF TERRA MISSION TABLE

D3	Mission
1	A Never-ending Crusade
2	Siege Warfare
3	Too Stubborn to Die

THE BATTLEFIELD

The deployment map, deployment zones and deployment instructions for each *Altar of War: Sentinels of Terra* mission are included in the mission itself; do not use the deployment maps included in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War: Sentinels of Terra* mission table is known as 'the Sentinels of Terra player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an *Altar of War* mission, even if they have a Sentinels of Terra army too.

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.

CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

11

A NEVER-ENDING CRUSADE

'This world we claim anew, as the Emperor did long ago. Yield it, or face our wrath.'

At the end of the Scouring, the Imperial Fists swore that they would continue the Great Crusade – alone if necessary. Whilst the Imperium has focussed most of its efforts on preserving what remains, the Imperial Fists continue to campaign across the galaxy, reclaiming worlds lost many thousands of years ago. To this end, they usually operate as numerous highly mobile and wide-ranging forces, each of only about company strength, but well supported by a powerful flotilla of spaceships. If they encounter extremely powerful opposition they will call for aid, but there are few foes that a full company of Imperial Fists cannot defeat. Typically, such wars of reconquest consist of a series of devastating attacks; the Imperial Fists will strike swiftly at a critical point, relying on surprise, their own skill and the support of their space flotilla to overwhelm and crush the foe. They will then withdraw back to orbit and strike again.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Sentinels of Terra player must choose a primary detachment from *Codex: Space Marines* using the extra rules presented in *Sentinels of Terra – A Codex: Space Marines Supplement*.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Before any models are deployed, the players must roll to determine their Warlord Traits as described in the *Warhammer 40,000* rulebook.

The Sentinels of Terra player deploys first, placing all of his units in the deployment zone depicted on the map. The enemy player then deploys his units anywhere in his deployment zone that is more than 18" from a Sentinels of Terra model.

FIRST TURN

The Sentinels of Terra player has the first turn unless the enemy player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

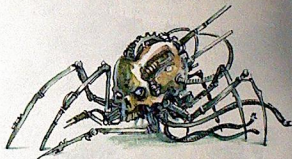
At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, the Sentinels of Terra player receives 1 Victory Point for each enemy unit that has been completely destroyed. The enemy player receives 2 Victory Points for each Sentinels of Terra unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.



MISSION SPECIAL RULES

Night Fighting, Reserves.

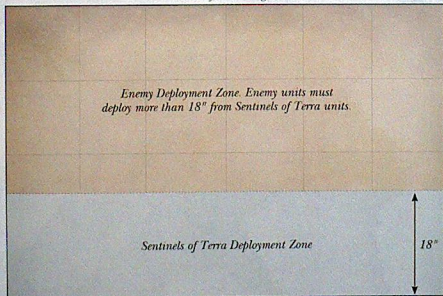
Fear and Confusion: During the first game turn, enemy units must pass a Leadership test in order to move in their Movement phase, shoot or Run in their Shooting phase, charge in their Assault phase, or shoot Overwatch.

Overwhelming Firepower: If the Sentinels of Terra player's Warlord has the Orbital Bombardment special rule, he is allowed to use an Orbital Bombardment in each of his turns.

Rapid Assault: Start rolling for the arrival of Sentinels of Terra units that are in reserve from the first turn, rather than the second turn as is normally the case. In addition, Sentinels of Terra units that arrive from reserve in the first turn can ignore the restriction against charging that normally applies to units that arrive from reserve.



Enemy Table Edge



Sentinels of Terra Table Edge

MISSION



SIEGE WARFARE

'We are a fortress of bone, sinew and pride; let the foe break upon our walls.'

The Imperial Fists are renowned for their expertise in siege warfare. Ever since the days of the Horus Heresy, when Rogal Dorn helped to create the fortifications that protected the Emperor's Palace, the Imperial Fists have been called upon either to help protect the Imperium's possessions with their siegecraft, or to tear down the defensive fortifications created by Mankind's enemies. This has brought them into conflict with the Iron Warriors time and again, so that now there is an undying enmity between these two masters of siege war.



THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Sentinels of Terra player must choose a primary detachment from *Codex: Space Marines* using the extra rules presented in *Sentinels of Terra – A Codex: Space Marines Supplement*.

In this mission, one player is the attacker, and the other the defender. If one player has any fortifications in their army, and the other does not, then the player without any fortifications is the attacker. If both players have fortifications in their armies, then the player with the least number of points worth of fortifications is the attacker. If neither player has any fortifications, then roll again on the mission table until you get a different mission result.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players must first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The defender deploys first, placing all of his units in the deployment zone depicted on the map. The attacker then deploys his units anywhere in his deployment zone.

FIRST TURN

The Sentinels of Terra player has the first turn unless the enemy player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

Designer's Note: This mission is designed to allow you fight the types of battle described above. However, in order to play it, one or both players will need to have one or more fortifications in their army (see the army selection rules to the left), so we recommend you agree in advance with your opponent that you will fight it. It's an ideal mission in which to use the additional rules and datasheets presented in *Stronghold Assault*; that way, you can make sure that suitably impressive fortifications are included in at least one of the armies for you to fight over!

VICTORY CONDITIONS

At the end of the game, the attacker wins if he has captured all of the defender's fortifications. A fortification is captured as follows:

- A defender's unit controls a fortification if it is embarked within or in base contact with it (or its ruins, if it has been destroyed) and no attacker's unit is embarked within or in base contact with the fortification.
- An attacker's unit controls the fortification if it is embarked within or in base contact with it (or its ruins, if it has been destroyed), regardless of the presence of the defender's units.

MISSION SPECIAL RULES

Night Fighting, Reserves.



Attacker's Table Edge

Attacker's Deployment Zone

Defender's Table Edge

Defender's Deployment Zone



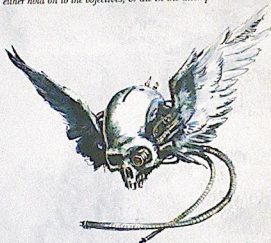
MISSION



TOO STUBBORN TO DIE

'There is no defeat whilst a Son of Dorn yet draws breath.'

The Imperial Fists are notoriously stubborn, a trait inherited from their Primarch, Rogal Dorn. This can often be a burden, compelling many of their strike forces to carry on with a task in the face of all reason, and even at the cost of their own lives. At other times, though, their fabled tenacity can allow them to endure where others would have failed or turned back, overcoming terrible odds through a sheer unwillingness to admit defeat. This mission depicts just such a situation. A Sentinels of Terra detachment has battled its way forward against almost impossible odds and captured a vital set of objectives. In doing so, however, they have been cut off from any help, and are now beset by a powerful enemy assault. Gritting their teeth, the 3rd Company set their feet firmly on the ground and prepare to repel the attackers. There can be no half-measures: this is a battle to the death, and the Imperial Fists will either hold on to the objectives, or die in the attempt!



THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Sentinels of Terra player must choose a primary detachment from *Codex: Space Marines* using the extra rules presented in *Sentinels of Terra - A Codex: Space Marines Supplement*.

THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the Sentinels of Terra player places 2 objectives anywhere in their deployment zone, at least 12" apart.

DEPLOYMENT

Before any models are deployed, the players must roll to determine their Warlord Traits as described in the *Warhammer 40,000* rulebook.

The Sentinels of Terra player deploys first, placing all of his units in the deployment zone depicted on the map. The enemy player then deploys his units anywhere in the remaining three quarters of the table that is more than 12" away from a Sentinels of Terra model.

FIRST TURN

The Sentinels of Terra player has the first turn unless the enemy player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

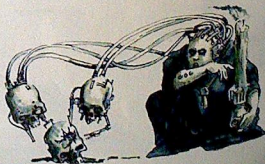
If, at the end of the game, the Sentinels of Terra control both objectives, they win the battle. Otherwise, the enemy player wins the battle.

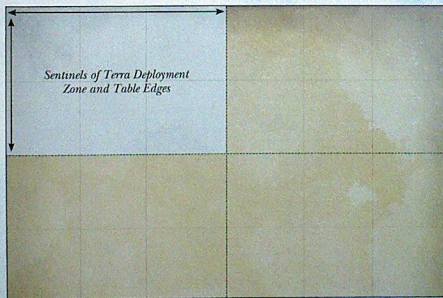
MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Massive Assault Force: Any enemy Troops units that are completely destroyed are replaced in Ongoing Reserves at their starting strength, and will be available to return to battle at the start of the enemy player's next turn.

Too Stubborn To Die: All models in the Sentinels of Terra army have the Feel No Pain (6+), It Will Not Die and Stubborn special rules.





Enemy Table Edge

Enemy Table Edge



CLAN RAUKAAN

Clan Raukaan honour the tenets of the Iron Hands with logical assaults and calculated battle plans. Forsaking the weakness of the flesh and the failings of their humanity, the Space Marines of Clan Raukaan see victory written in shifting probabilities and precise equations of death and destruction.

ALTAR OF WAR: CLAN RAUKAAN MISSION TABLE

D3	Mission
1	Calculated Victory
2	Crush the Weak
3	Logic Abandoned

THE BATTLEFIELD

The deployment map, deployment zones and deployment instructions for each *Altar of War: Clan Raukaan* mission are included in the missions themselves; unless otherwise stated, do not use the deployment maps found in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War: Clan Raukaan* mission table is known as 'the Clan Raukaan player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an *Altar of War* mission, even if they have a Clan Raukaan army too.

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.

CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

11

A CALCULATED VICTORY

'Victory is at its most efficient when it is absolute.'

When the Iron Hands engage the enemy, it is ever with optimal efficiency in mind. This concept manifests itself in the statistical outcome of the victory: did the Iron Hands eliminate sufficient enemy targets whilst remaining within acceptable loss parameters? Was the enemy's leadership structure annihilated, or otherwise incapacitated enough to prevent organised reprisals within a specified time frame? Was the enemy force subjugated without the unnecessary deployment of high-level assets? All such data is examined and assessed by the Chapter's Iron Fathers to ensure that the Iron Hands fight at peak efficiency at all times. Following these imperatives, the warriors of Clan Raukaan engage the enemy without hesitation or remorse, sure in their objectives and acutely aware of the manner in which their victory will be judged.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Clan Raukaan player must choose a primary detachment from *Codex: Space Marines* using the extra rules presented in *Clan Raukaan – A Codex: Space Marines Supplement*.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should first roll for Warlord Traits and then deploy as described in the *Warhammer 40,000* rulebook.

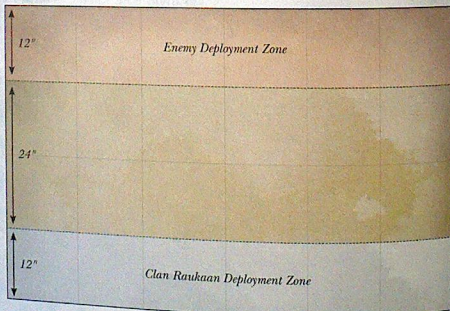
FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This scenario uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

Enemy Table Edge



Clan Raukaan Deployment Zone

Clan Raukaan Table Edge



VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. However, players instead receive 2 Victory Points for each HQ or Elites unit completely destroyed in this manner. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord*.

* In this mission, the Slay the Warlord Secondary Objective is worth 3 Victory Points. Note that this includes the Victory Points earned as part of this mission's Primary Objective.



MISSION SPECIAL RULES

Night Fighting, Reserves.



MISSION



CRUSH THE WEAK

*'These cowards have not the strength to live.
We shall grant them freedom from this concern.'*

The Iron Hands are renowned – notorious even – for their unashamed contempt for those who cannot survive the many horrors of the universe by virtue of their own courage and strength. On many occasions, they have simply left their allies, or those that as Space Marines they are sworn to protect, to die if they cannot fend for themselves.

Yet the scorn that the Iron Hands hold for the weak is far from reserved for those they fight alongside – if anything, their disgust is magnified many times over when doing battle with their enemies. They advance in implacable ranks of black and iron into the meat grinder of war until only the strong are left alive. So does Clan Company Raukaan stand alone on yet another victorious battlefield.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Clan Raukaan player must choose a primary detachment from *Codex: Space Marines* using the extra rules presented in *Clan Raukaan – A Codex: Space Marines Supplement*.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should first roll for Warlord Traits and then Deploy Forces, as described in the *Warhammer 40,000* rulebook.

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This scenario uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

If, at the end of any game turn, the enemy player has no models on the battlefield, the Clan Raukaan player wins. If the game ends before this condition has been met, the enemy player wins instead.

MISSION SPECIAL RULES

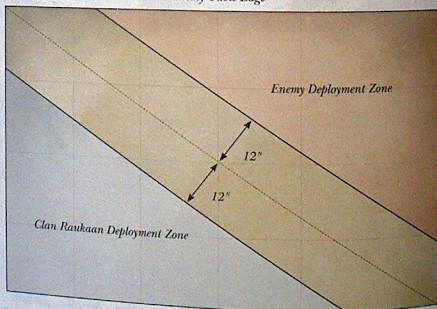
Night Fighting, Reserves.

Cometh the Executioners: Every unit in the Clan Raukaan army has the Fear special rule.

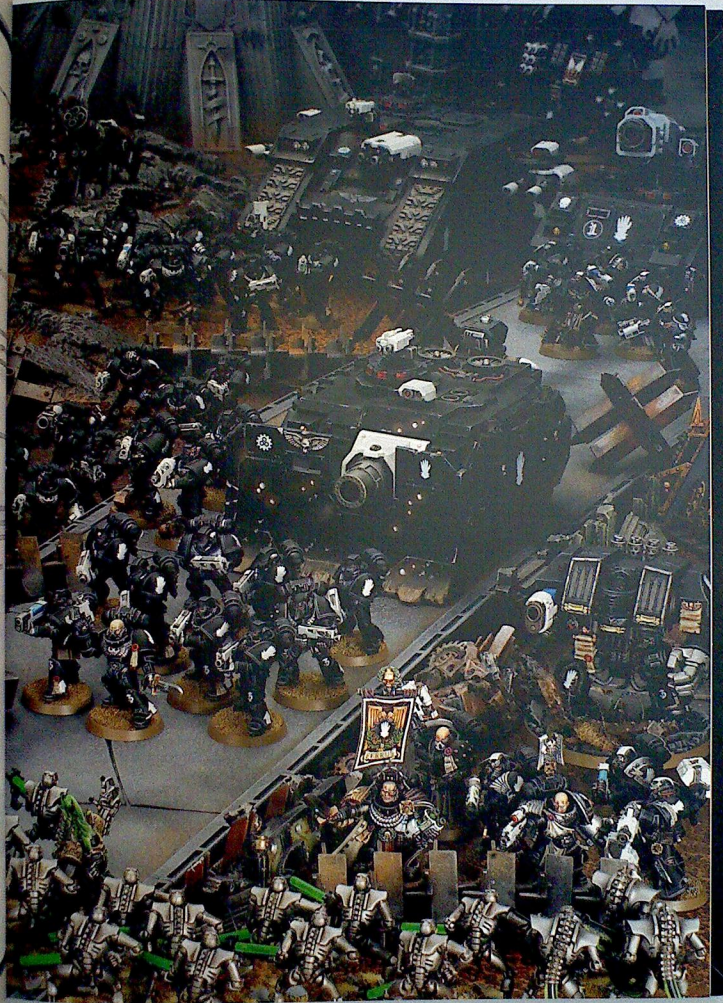
Press the Attack: Each time a Clan Raukaan Troops or Dreadnought unit (including Venerable and Ironclad Dreadnoughts) is completely destroyed, remove it from play and place it into Ongoing Reserves, where it will be available to return to the battle at the start of the Clan Raukaan player's next turn.

Wild Despair: Every unit in the enemy army has the Hatred special rule.

Enemy Table Edge



Clan Raukaan Table Edge



MISSION



LOGIC ABANDONED

'Let anger fuel your hearts, brothers. This is no time for cogitation. Attack!'

Though they favour the use of reason and mechanical efficiency in all things to guide their actions, Clan Raukaan are no longer afraid of overruling their logic-based protocols if circumstances dictate the need for passion and fury. Many an enemy of the Chapter – including their daemonic anathema, the dreaded Sapphire King – has fallen foul of this uncharacteristic change in task. Their sudden and unexpected emotional outburst grants the warriors of Clan Company Raukaan a spirited vitality as they pour forth their pent-up aggression and hatred into their blows, cutting down those that have angered them with terrible purpose until the source of their ire lies dead.



THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Clan Raukaan player must choose a primary detachment from *Codex: Space Marines* using the extra rules presented in *Clan Raukaan – A Codex: Space Marines Supplement*.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should first roll for Warlord Traits and then Deploy Forces, as described in the *Warhammer 40,000* rulebook.

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This scenario uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed. Furthermore, the Clan Raukaan player can earn additional Victory Points as follows:

- If you slay the enemy Warlord, you score 1 Victory Point.
- If you slay the enemy Warlord in close combat, you instead score 2 Victory Points.
- If you slay the enemy Warlord in a challenge, you instead score 3 Victory Points.
- If your Warlord slays the enemy Warlord in close combat, you instead score 4 Victory Points.
- If your Warlord slays the enemy Warlord in a challenge, you instead score 5 Victory Points.
- If the enemy Warlord is alive at the end of the game (whether he is in Ongoing Reserves or not), you lose 3 Victory Points.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord*.

- * Only the enemy player can achieve this objective – the Clan Raukaan player earns Victory Points for slaying the enemy Warlord as described above.



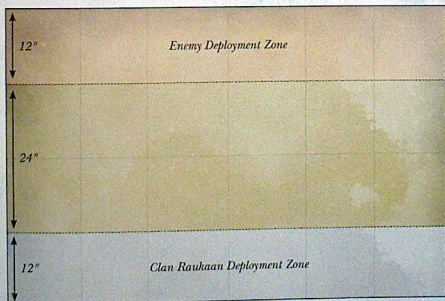
MISSION SPECIAL RULES

Night Fighting, Reserves.

Fury of the Primarch: All non-vehicle Clan Raukaan units have the Furious Charge and Hatred special rules, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons Are Useless rule (see the *Warhammer 40,000* rulebook).



Enemy Table Edge





DARK ANGELS

Dark Angels are unrelenting in their quest for vengeance against traitors to the Imperium. While the core of the Chapter stands stubborn in defence and remorseless in attack, the Ravenwing and Deathwing range ahead, striking hard and fast and opening the way so that their battle-brothers can deliver the Emperor's retribution.

ALTAR OF WAR: DARK ANGELS MISSION TABLE

D6	Mission
1	Mailed Fist
2	Outriders of Death
3	No Combination More Deadly
4	Attack Without Warning
5	No Retreat, No Surrender
6	Hunt the Fallen

THE BATTLEFIELD

The deployment map, deployment zones and deployment instructions for an Altar of War mission is included in the mission itself; do not use the deployment maps included in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War: Dark Angels* mission table is known as 'the Dark Angels player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an Altar of War mission, even if they have a Dark Angels army too.

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.

CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.



DEATHWING & RAVENWING UNITS

Several missions have rules that apply to Deathwing or Ravenwing units. For the sake of clarity, these units are:

Deathwing: Belial, Deathwing Command Squad, Deathwing Terminator Squad, Deathwing Knights, Venerable Dreadnoughts, and Deathwing Dedicated Transport vehicles.

Ravenwing: Samael, Ravenwing Command Squad, Ravenwing Attack Squadron, Ravenwing Support Squadron, Ravenwing Black Knights, Ravenwing Darkshroud, Ravenwing Dark Talon, Nephilim Jetfighter and Land Speeder Vengeance.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

1

MAILED FIST

'We are the Emperor's wrath! Let the blood of the unclean act as an offering to the Lion's shade!'

The Dark Angels believe that once the lynchpin of an enemy defensive position has been identified, it should be crushed with ruthless efficiency. The Dark Angels will unflinchingly hurl the assault force tasked with carrying out this mission into the heart of the enemy army. It is the duty of such a battle formation to advance fearlessly and intractably towards the enemy, weathering any attack the foe may hurl at them. Once the foe are closely engaged, the Dark Angels will tear into them righteous fury, either achieving their objective or dying in the attempt.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Dark Angels player must choose a primary detachment from *Codex: Dark Angels*.

THE BATTLEFIELD

Use the deployment map included with this mission. 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. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Set up D3 Primary Objective markers before either side deploys. The Dark Angels player places the first marker, then his opponent, and so on until the requisite number of markers has been placed. Objectives may only be set up in the enemy player's deployment zone, and must be at least 12" from a table edge or another objective.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The Dark Angels player deploys first. He may deploy any number of units anywhere in his deployment zone that is over 6" from the centre line of the table. The enemy player then does likewise.

Both sides may place any number of units in reserve.

FIRST TURN

The Dark Angels player goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it. In addition, each player receives 1 Victory Point for each opposing unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

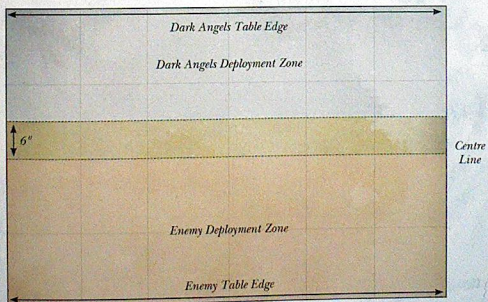
First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Succeed or Die: All of the Dark Angels player's units have the Crusader and Fearless special rules.





MISSION



OUTRIDERS OF DEATH

*'The enemy have been sighted. I am going to engage. In the name of the Emperor:
Ravenwing - Attack!, Attack!, ATTACK!'*

The Dark Angels consider advanced reconnaissance of enemy positions to be a vital prerequisite to any attack. The Ravenwing are ideally suited to such tasks, ranging far ahead of their battle brothers and reporting back what they discover so that their commanders can devise an effective attack plan. Commanders that do not have access to Ravenwing units will use other units under their command to carry out the task. Such duties often require the outriding forces to closely engage the enemy, so that they can accurately gauge their strength and the location of any hidden forces. Should they encounter resistance that cannot be quickly overcome, then their probing attacks will be reinforced and an all-out offensive will be launched immediately.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Dark Angels player must choose a primary detachment from *Codex: Dark Angels*.

THE BATTLEFIELD

Use the deployment map included with this mission. 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. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Set up a total of D3+2 Primary Objective markers before either side deploys. The enemy player sets up the first Primary Objective, then the Dark Angels player, and so on. Primary Objectives may be set up anywhere on the table at least 12" from a table edge or another objective.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The enemy player deploys first. He may deploy anywhere in his half of the table using the Hidden Deployment special rule to the right. The Dark Angels player may deploy any number of Ravenwing units or units with the Scout special rule in his half of the table, within 6" of his own table edge. His other units must begin the game in reserve.

If the Dark Angels player has no Ravenwing units or units with the Scout special rule, he may deploy any two Troops units instead.

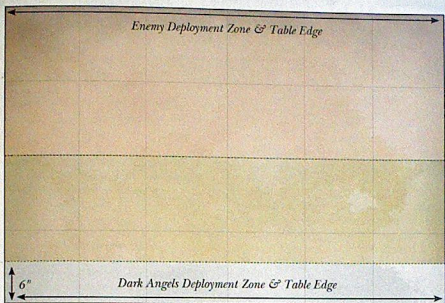
RESERVES

Both sides may place any number of units in reserve.

FIRST TURN

The Dark Angels have the first turn.





GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Reserves.

Hidden Deployment: The enemy player must first write down if any of his Independent Characters will start the game attached to a unit they can join, and which units will start embarked on any transport vehicles in the army. Independent Characters will deploy with the unit they are attached to, and transported units will begin inside their transport vehicle when it is deployed.

The enemy player must take one Hidden Deployment marker for each unit in his army (do not take separate markers for attached Independent Characters and transported units). Note that there is no need to record which marker corresponds to each unit (this is determined when the marker is revealed as described opposite).

The enemy player deploys the Hidden Deployment markers instead of the units in his army. The markers must be set up in this deployment area, and may not be set up in impassable terrain. They are treated as impassable terrain by Dark Angels models. Hidden Deployment markers are revealed in the following circumstances:

- When a Dark Angels model ends their move or Deep Striked within 12" of the marker.
- The enemy player may choose to reveal any of their markers at the start of any of their turns, starting from the second game turn.

When a marker is revealed, the enemy player replaces it with a single unit from his army. The enemy player may choose any unit that has not yet been deployed. If the unit has any attached Independent Characters, or a transport vehicle, these will deploy at the same time.

Either place the revealed unit on the table, or discard the marker and declare that the unit is in Ongoing Reserves. If the unit is placed on the table, one model must be placed where the marker was located, and the rest of the models in the unit must deploy following the rules for unit coherency, and be placed more than 1" away from any Dark Angels model. If it is impossible to deploy all of the models in the unit for any reason, then any models that can't be deployed are destroyed (but remember, you can always choose to place the whole unit in Ongoing Reserves in order to avoid its destruction).

The enemy player is considered to have models on the battlefield (and thus his force will not have been wiped out) as long as at least one of his Hidden Deployment markers remains.

MISSION



NO COMBINATION MORE DEADLY

'Casualty Ratio 7:1 – we will cleanse this unclean horde from the galaxy!'

A Dark Angels Master is able to call on a combination of forces that are nearly unmatched anywhere in the galaxy. As well as the Space Marines that make up the Battle Company under their command, they are able to draw on the resources of the rest of the Chapter, including the might of the Deathwing, the mobile forces of the Ravenwing, and the massive orbital firepower of the Rock. These assets are normally held in reserve until they are needed, at which point they can be unleashed, shattering the last vestiges of any resistance to a Dark Angels assault force, or halting a successful enemy attack in its tracks. It is considered unworthy to use these resources too soon; their role is to deliver the coup de grâce to the enemy.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Dark Angels player must choose a primary detachment from *Codex: Dark Angels*.

THE BATTLEFIELD

Use the deployment map included with this mission. 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. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Set up D3+2 Primary Objective markers before either side deploys. The enemy player sets up the first Primary Objective, then the Dark Angels player, and so on until the requisite number of markers has been placed. Primary Objectives may be set up anywhere on the table at least 12" from a table edge or another objective.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook and then roll-off. The winner of the roll-off may deploy any number of units anywhere in his deployment zone that is over 12" from the centre of the table. The opposing player then does likewise. The Dark Angels player must place any Deathwing and Ravenwing units in his army in reserve when he deploys.

RESERVES

Both sides may place any number of units in reserve. Note that Deathwing and Ravenwing units do not use the normal rules for determining when their Reserves arrive (see the Chapter Assets mission special rule).



FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

At the end of the game, the Dark Angels player scores 1 Victory Point for each Chapter Asset he did not use during the first three game turns of the battle (see Chapter Assets).

At the end of the game, the enemy player scores 1 Victory Point for each Chapter Asset the Dark Angels player used in the first two turns of the battle (see Chapter Assets).

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Chapter Assets: The Dark Angels player has three sets of Chapter Assets: the Deathwing, the Ravenwing and the Rock. He must take care when he commits them to battle, as doing so too soon could cost him the game (see Primary Objectives). If the Dark Angels army contains no Deathwing or Ravenwing units, these assets may not be called upon, but the Dark Angels player will receive Victory Points for not having used them.

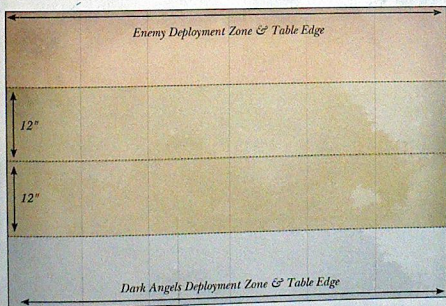
Note that any Deathwing and Ravenwing units must start the battle in reserve, and arrive from reserve using the following rules rather than those in the Warhammer 40,000 rulebook.

- **The Deathwing:** At the start of any Dark Angels turn the Dark Angels player may declare that he is committing the Deathwing to the battle. Note down the turn the Deathwing was called on. All Deathwing units arrive from reserve in that turn.

- **The Ravenwing:** At the start of any Dark Angels turn the Dark Angels player may declare that he is committing the Ravenwing to the battle. Note down the turn the Ravenwing was called on. All Ravenwing units arrive from reserve in that turn.

- **The Rock:** In the Shooting phase of any Dark Angels turn, the Dark Angels player may declare that he is calling upon the firepower of the Rock. Note down the turn the Rock was called on. One model in the Dark Angels army is allowed to make the following shooting attack instead of shooting any other weapons they may have.

Range	S	AP	Type
Infinite	10	2	Ordnance D3, Barrage, Large Blast



MISSION

4+

ATTACK WITHOUT WARNING

'Strike fast and suddenly. Attack without warning. Remember always, a war is easily won if your enemy does not know he is fighting.'

The Dark Angels are one of the few Space Marine Chapters that do not have a home world. Instead they abide upon the Rock, a vast space-faring fortress monastery carved from the bedrock of Caliban. The Rock is supported and protected by a large space fleet, and provides the Dark Angels with almost unprecedented mobility, even for a Chapter of the Adeptus Astartes.

The Dark Angels have learnt to utilise these assets, striking incredibly swiftly from orbit, often before an opponent is aware they have entered the system where the planet under attack is located. Ideally, the attack will be spearheaded by the Deathwing, closely supported by the Ravenwing, and the final hammer-blow will be delivered by Dark Angels Space Marines that land nearby in Thunderhawk Gunships.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Dark Angels player must choose a primary detachment from *Codex: Dark Angels*.

THE BATTLEFIELD

Use the deployment map included with this mission. Then set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Set up D3+2 Primary Objective markers before either side deploys. The enemy player sets up the first Primary Objective, then the Dark Angels player, and so on until the requisite number of markers has been placed. Primary Objectives may be set up anywhere on the table at least 12" from a table edge or another objective.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The enemy player deploys their forces in the deployment zone shown on the deployment map, more than 12" away from either long table edge. All Dark Angels units start the battle in reserve.

After the enemy player has deployed, the Dark Angels player must pick one of the long table edges as the Dark Angels table edge. The opposite table edge is the enemy

RESERVES

Both sides may place any number of units in reserve. Note that all Dark Angels units start in reserve, but do not use the normal rules for determining when their Reserves arrive (see the Devil Take the Hindmost mission special rule).

FIRST TURN

The Dark Angels player has the first turn.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

In this mission, the rule that 'if one player has no models on the battlefield his opponent automatically wins' does not apply until the fourth game turn.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

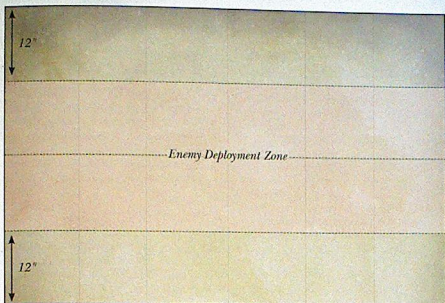
First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Reserves.

Attack Without Warning: To represent the element of surprise, all Dark Angels units have the Shrouded special rule on game turn one, and the Stealth special rule on game turn two. In addition, all Dark Angels units are allowed to charge on the turn they arrive from reserve, even if they used the Deep Strike or Outflank special rules, or disembarked from a Transport vehicle.

Devil Take the Hindmost: Dark Angels units do not use the normal rules for determining on which turn their Reserves enter play. Instead, all Deathwing that can Deep Strike and all Flyers arrive from reserve on the first Dark Angels turn; all Ravenwing units apart from Flyers arrive from reserve on turn two; and all other units arrive from reserve on turn three.



MISSION



NO RETREAT, NO SURRENDER

*'Forget your past life. From this day on you are simply a Dark Angel
– nothing else is of consequence. The Chapter is all that matters.'*

The Dark Angels are a highly mobile force, which means they often find themselves operating far in advance of any supporting Imperial ground forces. In such circumstances the Dark Angels will often have to defend a large area against enemy attack. In order to do so, the First Legion will have to stretch themselves very thin. Typically, they will create a number of perimeter defence forces, each made up of a handful of Dark Angels Space Marines. The Chapter's most powerful units will be kept in a central reserve, from where they can move swiftly to support any perimeter defence force that comes under attack. This requires the defence forces to hold out resolutely against an attack until their battle-brothers are able to arrive.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Dark Angels player must choose a primary detachment from *Codex: Dark Angels*.

THE BATTLEFIELD

Use the deployment map included with this mission. 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. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Set up D3 Primary Objective markers before either side deploys. The Dark Angels player places the first marker, then his opponent, and so on until the requisite number of markers has been placed. Objectives may only be set up in the Dark Angels player's deployment zone, and must be at least 12" from a table edge or another objective.

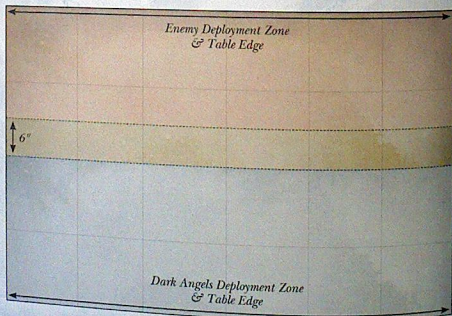
DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook, then the enemy player deploys first. He may deploy any number of units anywhere in his deployment zone that is over 6" from the centre line of the table.

The Dark Angels player deploys second. He may deploy any number of his Troops units (and any associated Dedicated Transports), plus D3 other units selected using the Perimeter Defence Force mission special rule to the right, anywhere in his deployment zone. All remaining units must be placed in reserve.

RESERVES

Both sides may place any number of units in reserve. Note that Dark Angels units do not use the normal rules for determining when their Reserves arrive (see the Central Reserves mission special rule).



FIRST TURN

Roll a D6. On a roll of 1-3 the Dark Angels player has the first turn. On a roll of 4-6 the enemy player has the first turn.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Central Reserves: Dark Angels units do not use the normal rules for determining on which turn their Reserves enter play. Instead, all of their Reserves arrive on the Dark Angels player's third turn.

Perimeter Defence Force: When deploying, the Dark Angels player may deploy any number of Troops units, plus D3 units selected from the following list. Roll once on the table for each additional unit the Dark Angels player may deploy. If no unit of the appropriate type is available, then that roll is wasted (but the Dark Angels player may keep on rolling if he has any rolls remaining). Note that the Dark Angels player does not have to deploy a unit if he does not want to – it may be placed in reserve instead if desired.

PERIMETER DEFENCE FORCE TABLE

D6	Result
1	HQ Unit: Deploy an HQ unit, plus any associated Dedicated Transports and command squads.
2	Elites Unit: Deploy an Elites unit plus any associated Dedicated Transports.
3	Fast Attack Unit: Deploy a Fast Attack unit plus any associated Dedicated Transports. Flyers may not be selected.
4	Heavy Support Unit: Deploy a Heavy Support unit plus any associated Dedicated Transports. Flyers may not be selected.
5	Allied Unit: Deploy an Allied unit plus any associated Dedicated Transports. Flyers may not be selected.
6	Any Unit: Deploy any unit plus any associated Dedicated Transports. Flyers may not be selected.



MISSION



HUNT THE FALLEN

'A moment of laxity spawns a lifetime of heresy. Never forget, never forgive.'

In the eyes of the Dark Angels, the only way that they can rid themselves of their secret shame and restore their honour within the Emperor's eyes is if all of the Fallen Dark Angels are found, and either slain or made to repent. However, since the Fallen were cast through the warp to all corners of space and time, this is no easy task. Unlike the Inquisitors and Grey Knights, whose role it is to root out the agents of Chaos whoever they may be, the Dark Angels are primarily concerned with finding the Fallen of their Chapter. Although the First Legion is still called upon to undertake many different missions, the search for their Fallen comrades is a constant quest they can never relinquish.

ORIGINAL DARK ANGELS MISSION

Designer's Note: *The Dark Angels have learnt that one of their foes is either one of the Fallen, or has information about the location of one of their ancient enemies. This means that this mission is rather different to most others, in that it is combined with another mission that the Dark Angels were engaged upon before this vital intelligence came to light.*

Before starting play, the Dark Angels player must generate another mission, which is the original mission that the Dark Angels were carrying out. This can either be an Eternal War mission or a different mission from *Altar of War: Dark Angels*. The Dark Angels player decides which type of mission they wish to use, and then generate it using the normal rules for the type of mission they have selected. If the Dark Angels player decides to generate a different *Altar of War: Dark Angels* mission, then they should re-roll results of Hunt the Fallen.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Dark Angels player must choose a primary detachment from *Codex: Dark Angels*.

THE BATTLEFIELD

Use the rules from the original Dark Angels mission.

DEPLOYMENT

Use the rules from the original Dark Angels mission.

RESERVES

Use the rules from the original Dark Angels mission.

FIRST TURN

Use the rules from the original Dark Angels mission.

GAME LENGTH

Use the rules from the original Dark Angels mission.

VICTORY CONDITIONS

Use the rules from the original Dark Angels mission. The following objective also applies, in addition to the objectives in the original mission.

ADDITIONAL PRIMARY OBJECTIVE

If the Fallen Agent (see Mission Special Rules below) is killed, the Dark Angels player scores 3 Victory Points. If the Fallen Agent is captured, the Dark Angels player scores 6 Victory Points. If the Fallen Agent is neither killed nor captured, the enemy player scores D6 Victory Points.



MISSION SPECIAL RULES

Fallen Agent: The Dark Angels have learnt that a model in the opposing army is either one of the Fallen, or has important information that may lead to the capture of one of the Fallen. The model can be any character or Independent Character in the opposing army. If no such model exists, then the enemy Warlord is the Fallen Agent. Randomly select the Fallen Agent from amongst all of the potential candidates after the Battlefield step has taken place but before the Deployment step – both players are aware of which model is the Fallen Agent.

Dead or Alive: The Dark Angels would prefer to capture the Fallen Agent alive, but will accept his death as a suitable alternative. If there is a Dark Angels model within D6" of the Fallen agent when he loses his last Wound or is otherwise removed as a casualty, then he is assumed to have been captured alive. If there are no Dark Angels models within range when the Fallen Agent is removed as a casualty, then the Fallen Agent is assumed to have died.

Never Forgive: As long as the Fallen Agent is alive, all Dark Angels models have the Zealot special rule.





IMPERIAL KNIGHTS

Towering over the battlefield, the Imperial Knights crush the foes of the Emperor under their adamantium tread. Sallying forth to honour ancient debts and nobly heeding calls for aid, the Knights are fearsome weapons of war, each one more than capable of breaking an enemy defensive line or toppling a fortress wall.

ALTAR OF WAR: IMPERIAL KNIGHTS MISSION TABLE

D3	Mission
1	Aid Unlooked For
2	Of Lance, Shield and Mantle
3	Knights to the Fore

HOUSEHOLD DETACHMENT MISSION TABLE

D3	Mission
1	Hold the Line
2	In Defence of the Realm
3	The Lance Ascendant

THE BATTLEFIELD

The deployment maps, deployment zones and deployment instructions for the missions are included in the missions themselves, do not use the deployment maps included in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War: Imperial Knights* mission table is known as 'the Imperial Knights player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an Altar of War mission, even if they have Imperial Knights in their army too.

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.



CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.

SELECTED BATTLE MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

1

AID UNLOOKED FOR

'Uphold the honour of your household! Forward!'

On numerous occasions throughout the Mankind's history, Imperial Knights have come to the aid of allied forces that were surrounded by their foes and facing destruction. The skill and courage of the Nobles combined with the might and firepower of their Knight suits allows them to battle their way through enemy-held territory to reinforce stranded allies in a manner that even a tank company cannot rival. So it is that many an Imperial force, grinning making its last stand, may yet be graced with salvation thanks to the bravery of their knightly saviours.

THE ARMIES

Choose armies as described the *Warhammer 40,000* rulebook. The Imperial Knights player's army must include an Imperial Knight detachment that comprises either one or two Imperial Knights (see *Codex: Imperial Knights*).

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits as described in the *Warhammer 40,000* rulebook.

Firstly, the Imperial Knights player deploys his units anywhere within his deployment zone (see map). He cannot choose to keep any forces in reserve, with the exception of his Flyers and Imperial Knights, which must be held back in reserve. Then the enemy player deploys his units anywhere within either of his deployment zones (see map).



FIRST TURN

The enemy player has the first turn unless the Imperial Knights player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.



MISSION SPECIAL RULES

Night Fighting, Reserves.

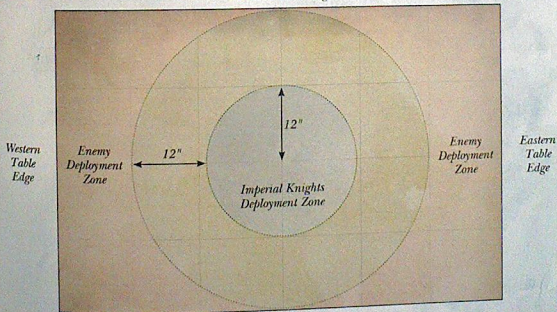
Grim Resolve: All of the Imperial Knights player's non-vehicle units have the Stubborn special rule.

From Out of Nowhere: Each time the Imperial Knights player makes a successful Reserves roll to bring on an Imperial Knight, he must randomly determine which table edge it will arrive from. On the roll of a 1, the Imperial Knight arrives from any point along the Imperial Knights player's table edge (see map); on the roll of a 2 or 3, it arrives from any point along the eastern table edge (see map); on the roll of a 4 or 5, it arrives from any point along the western table edge (see map); on the roll of a 6, it arrives from any point along the northern table edge.

Lines of Retreat: Any of the Imperial Knights player's units that Fall Back must do so towards the centre of the board. Any enemy units that Fall Back do so towards the nearest short table edge.



Northern Table Edge



Imperial Knights Table Edge

MISSION



OF LANCE, SHIELD AND MANTLE

'You are a Knight of House Terryn. May your deeds lift the hearts of your allies, and crush the spirits of your foes.'

When fighting alongside the armies of the Imperium, Knights are often called upon to act as the spearhead of an attack. This is not without good reason, for a Knight's presence at the forefront of an assault serves three purposes: firstly, his strength is such that a Knight can fight his way through almost any foe to break apart the enemy battleline; secondly, the durability afforded to a Knight's suit by his ion shields enables him to shelter allied forces that follow in his wake; finally, the Knight acts as a highly visible reminder of the Imperium's might, inspiring all who fight for the Emperor, whilst cowering their foes.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Imperial Knights player's army must include an Imperial Knight detachment that comprises either one or two Imperial Knights (see *Codex: Imperial Knights*).

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

After terrain has been set up, the enemy player must place 3 objective markers anywhere in his deployment zone. No objective can be placed within 6" of any battlefield edge or 12" of another objective.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits as described in the *Warhammer 40,000* rulebook.

Firstly, the enemy player deploys his units anywhere within his deployment zone (see map). Then the Imperial Knights player deploys his units anywhere within his deployment zones (see map).

FIRST TURN

The Imperial Knights player has the first turn unless the enemy player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it. Furthermore, at the end of the game, the enemy player scores 1 Victory Point for each Imperial Knight belonging to the Imperial Knights player that has been destroyed.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.



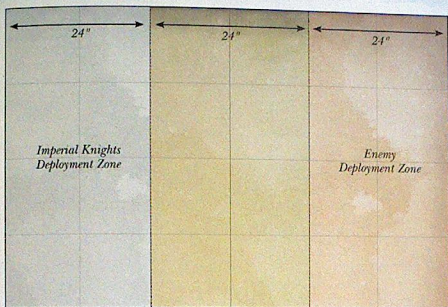
MISSION SPECIAL RULES

Night Fighting, Reserves.

Lance of the Imperium: All Imperial Knights belonging to the Imperial Knights player have the Rampage special rule.

Shield of the Imperium: Any friendly unit that is partially obscured from the fire by an Imperial Knight belonging to the Imperial Knights player receives a +4 cover save.

Mantle of the Imperium: All friendly units chosen from a codex that represents one of the Imperial Forces (Adepta Sororitas, Blood Angels, Dark Angels, Grey Knights, Imperial Guard, Inquisition, Space Marines or Space Wolves) within 12" of an Imperial Knight belonging to the Imperial Knights player, count as having scored one additional Wound when determining assault results. Furthermore, all enemy units within 12" of an Imperial Knight belonging to the Imperial Knights player must use their lowest Leadership value, not the highest.



MISSION



KNIGHTS TO THE FORE

'We are joined by Knights, you say? Woe betide our enemy.'

If a commander has the honour of an Imperial Knight or two at his disposal, he will often utilise them to take part in a strike designed to destroy the enemy's most valuable military resources. If successful, such a bold action can shave week, months or even years off a campaign by leaving his adversary bereft of his hardest hitting assets. With the killing power of the Knights to call upon, a commander can be confident of bringing down even the largest super-heavy war machines and dealing the enemy a blow from which he will struggle to recover.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Imperial Knights player's army must include an Imperial Knight detachment that comprises either one or two Imperial Knights (see *Codex: Imperial Knights*).



THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits as described in the *Warhammer 40,000* rulebook.

Firstly, the enemy player deploys his units anywhere within his deployment zone (see map). Then the Imperial Knights player deploys his units anywhere within his deployment zones (see map).

FIRST TURN

The Imperial Knights player has the first turn unless the enemy player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. In addition, at the end of the game, the Imperial Knights player receives 1 Victory Point for each enemy Heavy Support unit that has been completely destroyed. However, each player instead receives 3 Victory Points for each enemy Super-heavy unit that has been completely destroyed. Units that are Falling Back at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Titan Killers: Imperial Knights belonging to the Imperial Knights player have the Tank Hunters special rule.

'I will uphold the honour of my house.

our brotherhood gives me strength.

I will show no mercy to my foes.

none shall withstand my fury.

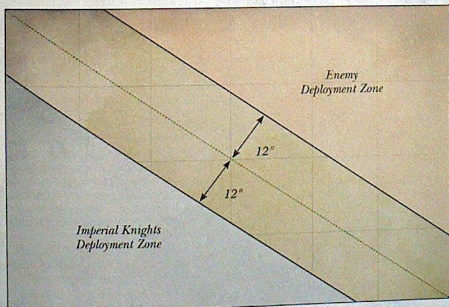
I will defend the sanctity of Sacred Mountain.

no enemy shall tread Alaric Prime unpunished.

I will never forsake my oath.

only in death does duty end.

- HOUSE DEGALLIO'S OATH OF BECOMING



MISSION

4

HOLD THE LINE

'Protect the weak. Honour your oaths.'

Throughout the histories of every race, armies routed from battle that failed to fight an effective rearguard action have been waylaid and massacred by their victorious pursuers. Should such a dire situation arise, a Household Detachment of Imperial Knights will often volunteer to perform this grim duty, standing their ground and re-routing all available power to push their ion shields to the limit. Their valiant actions will enable their allies to fall back in good order whilst they form an impenetrable wall of armoured walkers to hold back the foe.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Imperial Knights player's army must include an Imperial Knight detachment that comprises three or more Imperial Knights. Alternatively, he can take a primary detachment of Imperial Knights as described in *Codex: Imperial Knights*.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described the *Warhammer 40,000* rulebook.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits as described in the *Warhammer 40,000* rulebook.

Firstly, the Imperial Knights player deploys his units anywhere within his deployment zone (see map). Then the enemy player deploys his units anywhere within his deployment zone (see map).



FIRST TURN

The enemy player has the first turn unless the Imperial Knights player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game count as destroyed for the purposes of this mission. Furthermore, each time an enemy non-Flyer unit voluntarily moves off the Imperial Knights player's table edge (see Breakthrough mission special rule), the enemy player receives 1 Victory Point. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points separately.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

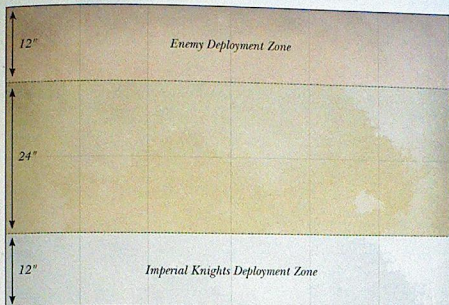
MISSION SPECIAL RULES

Night Fighting, Reserves.

Breakthrough: Enemy units can voluntarily leave play via the Imperial Knights player's table edge – as soon as one of the unit's models moves off the board in this manner, the whole unit is removed.

Power Re-route: Imperial Knights belonging to the Imperial Knights player that did not move in the previous turn count their ion shield invulnerable saves as being 1 point better than normal. If the enemy player has the first turn, all Imperial Knights belonging to the Imperial Knights player count as not having moved in the previous turn.

Throw Them Back! All of Imperial Knights player's units have the Counter-attack special rule.



MISSION



IN DEFENCE OF THE REALM

'One must often blunt the claws of the beast before taking its head.'

When an enemy threatens a Knight world, be they xenos, Daemon or traitor, the duty of protecting the planet's resources and civilian population falls to its Nobles. Marching from their strongholds in full force, the Knights exploit their intimate knowledge of the local terrain to assail the invading forces at every turn, lying in ambush and striking hard and fast at exposed flanks. Each Household Detachment is tasked with the destruction of a portion of the enemy host; thus is the fighting strength of their foe picked apart piecemeal. In the aftermath of these initial engagements, enemy losses often prove so catastrophic that any but the most tenacious invaders are soon forced to withdraw.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Imperial Knights player's army must include an Imperial Knight detachment that comprises three or more Imperial Knights. Alternatively, he can take a primary detachment of Imperial Knights (see *Codex: Imperial Knights*).

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits as described in the *Warhammer 40,000* rulebook.

Firstly, the enemy player deploys his units anywhere within his deployment zone (see map). The Imperial Knights player then divides his army into two separate forces called the 'Hammer' force and 'Anvil' force. The Imperial Knights player deploys the units from his Anvil force anywhere within his deployment zone (see map), though the units Hammer force must be held back in reserve.

FIRST TURN

The enemy player has the first turn unless the Imperial Knights player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. The enemy player instead receives D3 Victory Points for each Imperial Knight that has been completely destroyed. Units that are Falling Back at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

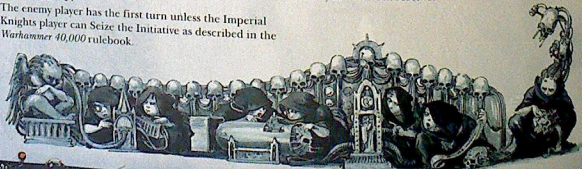
First Blood, Linebreaker, Slay the Warlord.

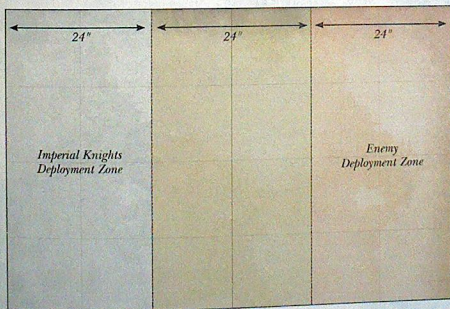
SPECIAL RULES

Night Fighting, Reserves.

The Anvil Waits... All units in the Anvil force have the Shrouded special rule during the first game turn. If the Night Fighting rules are also in effect, all units in the Anvil force also have the Stealth special rule during the first turn, regardless of their distance away from the firing unit.

...The Hammer Strikes: All units in the Hammer force have the Acute Senses and Outflank special rules. Make a single Reserves roll for all units in the Hammer force; this roll can be re-rolled if failed. However, all units in the Hammer force must arrive from the same table edge when they arrive from reserve.





MISSION



THE LANCE ASCENDANT

*'The enemy have witnessed the power of our guns.
Now they shall feel the fury of the lance.'*

One of the most intimidating sights for the enemies of Mankind to behold is a tightly-packed host of Imperial Knights swiftly bearing down upon them. However, these armoured charges serve as far more than a mere psychological weapon, for when a formation of Knights hits home, the impact of their assault is nothing less than meteoric. Enemy vehicles are smashed aside like toys as the Knights lash out with their reaper chainblades to the ruin of all who stand before them. In order to close with their targets as fast as possible, the Nobles can take the extreme measure of re-routing power from their primary weapon systems in order to augment their engines to maximum capacity. Sacrificing such potent firepower is a bold gambit, but one that pays dividends when the Knights tear through their foes.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Imperial Knights player's army must include an Imperial Knight detachment that comprises three or more Imperial Knights. Alternatively, he can take a primary detachment of Imperial Knights as described in *Codex: Imperial Knights*.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits as described in the *Warhammer 40,000* rulebook.

Firstly, the enemy player deploys his units anywhere within his deployment zone (see map). Then the Imperial Knights player deploys his units anywhere within his deployment zone (see map).

FIRST TURN

The Imperial Knights player has the first turn unless the enemy player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. The enemy player instead receives D3 Victory Points for each Imperial Knight that has been completely destroyed. Units that are Falling Back at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

SPECIAL RULES

Night Fighting, Reserves.

Power Re-route: Imperial Knights belonging to the Imperial Knights player cannot fire their rapid-fire battle cannons or thermal cannons. However, Imperial Knights belonging to the Imperial Knight can Run and charge in the same turn.

Armoured Charge: Imperial Knights belonging to the Imperial Knights player have the Crusader and Rage special rules. Furthermore, Imperial Knights belonging to the Imperial Knights player also inflict D3 Hammer of Wrath hits instead of the usual 1, as long as they remain within 6" of another friendly Imperial Knight.





Enemy Deployment Zone

*Imperial Knights
Deployment Zone*



ELDAR

Swift and enigmatic, the Eldar are an ancient race who possess technology so advanced it appears as sorcery in the eyes of younger races. In battle the Eldar sweep down upon their foes with lightning speed and overwhelming firepower, falling back out of reach before their foes can strike back.

ALTAR OF WAR: ELDAR MISSION TABLE

D6	Mission
1	Fatal Strike
2	The Scything Blow
3	Shadow Screen
4	Perfidious Eldar
5	Path of the Warrior
6	A Nexus of Fate

THE BATTLEFIELD

The deployment maps, deployment zones and deployment instructions for the missions are included in the missions themselves, do not use the deployment maps included in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War Eldar* mission table is known as 'the Eldar player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an *Altar of War* mission, even if they have an Eldar army too.

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.



CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

11

FATAL STRIKE

'Your understanding is not required mon-keigh, merely your surrender...'

Farseers are potent psykers, whose prodigious powers allow them to see the future. By casting their runes, they can unravel the tangled skeins of probability to divine which course of action should be taken. These powers can allow the Eldar to carry out a devastating attack that will win a campaign at a single stroke or, at the least, ensure their success in the longer term. More often than not, the strike will be aimed at an important enemy commander, whose death the Farseer has divined is vital if the Eldar are to succeed in their plans.

Once a target has been identified, a small strike force will be sent to destroy or capture them. The Eldar will strike quickly and without warning, relying on a fast and furious assault to overwhelm the foe and achieve their ends. The enemy's only hope is to do their best to protect the likely targets of the attack, and to attempt to drive the Eldar off by inflicting such heavy casualties upon them that they fall back rather than press home their attack.



THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Eldar player must choose a primary detachment from *Codex: Eldar*.

THE BATTLEFIELD

Use the deployment map included with this mission. Then set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The Eldar player deploys first, anywhere in their deployment zone more than 9" away from the centre line of the table. The enemy player then does likewise, except that all of their HQ choices must be deployed within 6" of the centre of their deployment zone. Note that this means that enemy HQ choices may not be placed in reserve.

FIRST TURN

The Eldar player goes first unless the enemy player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

The enemy player receives 2 Victory Points for each opposing unit that has been completely destroyed. The Eldar player receives 3 Victory Points for each HQ unit that they completely destroy, 1 Victory Point for each Troops or Dedicated Transport unit they completely destroy, and 2 Victory Points for any other type of unit they completely destroy. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

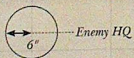
Reserves.

Dawn Attack: The Night Fighting rule applies automatically for the first turn of this mission (do not roll for it as you would do normally).





Enemy Deployment Zone & Table Edge



9"

9"

Eldar Deployment Zone & Table Edge

MISSION

2

THE SCYTHING BLOW

'There is no art more beautiful and diverse than the art of death.'

The Eldar very rarely attack an enemy head-on when engaged in battle. Instead, they will attempt to fix the enemy in place by engaging them with long range fire, while mobile elements of the Eldar army work their way into position to deliver a flank attack. The Eldar will engage the enemy from a strong defensive position, using long range weaponry fitted to grav-platforms or armoured vehicles such as the Fire Prism to pin the enemy in place.

The aim will not be to inflict heavy casualties, but merely to tie the enemy up while the Eldar's Falcons, Wave Serpents and Guardian Jetbikes swing round the side of the enemy line and then rush back in to attack it from one or both flanks. The Eldar will attempt to ensure that their flanking force is able to move up under cover and out of sight of the main enemy force, so that the first thing the enemy know of them is when they unleash their assault.



THE ARMIES

Choose armies as described in the Warhammer 40,000 rulebook. The Eldar player must choose a primary detachment from Codex: Eldar

THE BATTLEFIELD

Use the deployment map included with this mission. Then set up terrain as described in the Warhammer 40,000 rulebook.

OBJECTIVES

Place one Primary Objective marker at the centre point of the Eldar deployment zone. Place one marker 12" from each narrow table edge in the enemy deployment zone, exactly half way between the centre line and the enemy table edge.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the Warhammer 40,000 rulebook. The Eldar player then deploys first, anywhere in their deployment zone more than 9" away from the centre line of the table. The enemy player then does likewise.

FIRST TURN

The Eldar player goes first unless the enemy player can Seize the Initiative as described in the Warhammer 40,000 rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the Warhammer 40,000 rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

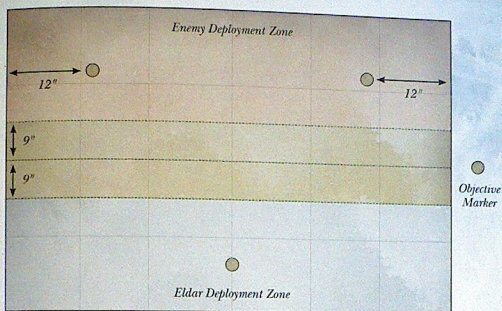
First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Flank Attack: All Eldar units that start the battle in reserve have the Outflank special rule. In addition, Eldar units that enter play from reserve using the Outflank special rule may charge in the Assault phase even though they have entered play from reserve (other restrictions apply normally).





MISSION



SHADOW SCREEN

'We warned you of the price of your actions, now you must pay it in full – in blood.'

The Eldar are a highly mobile army, but they rarely have sufficient forces to take and hold the ground they capture, or to maintain a heavily garrisoned front line. Indeed, it is alien to the nature of the Eldar to even consider doing such things. Instead, they will rely on a screen of light troops such as Rangers, War Walkers and Guardians, who have orders to warn of the approach of any enemy forces.

This thin defence line will engage and slow down any enemy attack, buying time for the Eldar to rush mobile reserves up to the front line. These reserves are usually made up of infantry with swift grav-tank transports, supported by armoured vehicles, jetbikes and Vypers, and are held ready to move at a moment's notice. Before they know it, the enemy will find that the lightly armed picket force has been heavily reinforced, and the hunter will become the hunted.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Eldar player must choose a primary detachment from *Codex: Eldar*.

THE BATTLEFIELD

Use the deployment map included with this mission. Then set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the players take it in turns to place a total of D3+2 Primary Objectives.



DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. Before deployment, the Eldar player must split his army into two parts. Any Infantry, Walkers or Monstrous Creatures must go in the first part, unless they have Dedicated Transport vehicles. All remaining units must go in the second part.

The Eldar player deploys first, and must deploy all units in the first part of their army in their deployment zone, more than 9" away from the centre line of the table. All units in the second part of the Eldar army start the battle in reserve. The enemy player deploys their army second, anywhere in their deployment zone more than 9" from the centre line of the table. The enemy player may place units in reserve using the normal rules.

FIRST TURN

Roll-off to see which player has the first turn. Neither side may attempt to Steal the Initiative in this mission.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

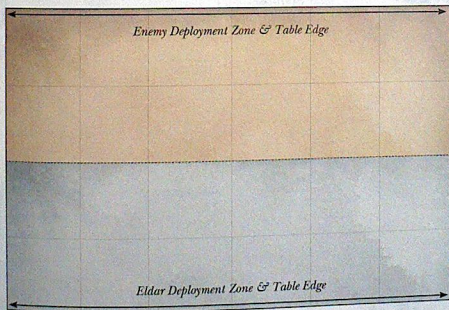
SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting.

Mobile Reserves: All Eldar units in the second part of their army must start the battle in reserve. The Eldar player may start rolling for the arrival of their Reserves from turn one. The enemy player may place units in reserve following the standard rules, and rolls for their arrival starting from turn two as normal. Otherwise, units arrive using the standard rules for Reserves.



MISSION

4

PERFIDIOUS ELDAR

'The reasons for the Eldar's actions are difficult to ascertain; they seem to be the capricious acts of a decadent race. However, study may reveal a deeper pattern to these apparently random acts.'

Sometimes the strands of fate read by an Eldar Farseer require that they give aid to an opponent they would otherwise crush without a second thought. Later, they may just as suddenly turn on them for no apparent reason. History is littered with battles and campaigns where the Eldar arrived unexpectedly, launching an attack on one or other of the combatants and helping them to gain victory against all odds. At times, they will initially aid one side to achieve an objective, only to swap their allegiance at the last moment. Although this often seems random, it is part of a calculated plan. The younger races have therefore learned never to trust the Eldar, even if they are fighting against a common foe.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Eldar player must choose a primary detachment from *Codex: Eldar*.

Designer's Note: In this mission, the enemy represents the army that the Eldar have been helping, and have now turned against. Any allies taken by the Eldar player represent the last remnants of the foe that the Eldar have been fighting against until now.

THE BATTLEFIELD

Use the deployment map included with this mission. The enemy player decides which table quarter he will deploy in. Then set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The enemy player deploys first, anywhere in their deployment zone. The Eldar player deploys second. Only units belonging to an Eldar allied detachment may deploy in the table quarter that is opposite the enemy deployment zone. The Eldar player's primary detachment may be deployed anywhere in the remaining two quarters of the table that is more than 12" away from an enemy model. All units Fall Back to the nearest table edge.

FIRST TURN

Roll-off to see which player has the first turn. Neither side may attempt to Steal the Initiative in this mission.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

Each player receives 1 Victory Point for each opposing unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

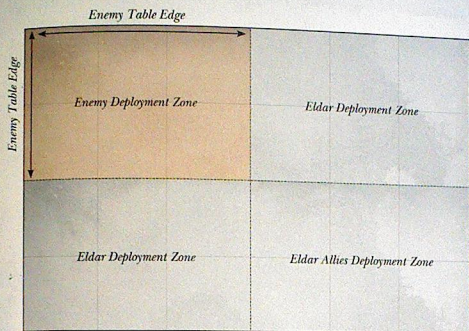
Night Fighting, Reserves.

A Means To An End: If the Eldar army includes an allied detachment, before deployment commences, the Eldar player must determine how important they are to the Eldar's long-term plans. To do this, they will need a D6 and a mug or cup. They must shake the dice in the container and then quickly turn it over onto the table so that the container covers up their dice roll. The Eldar player is allowed to peek at the dice at any time, but may not touch it, and should ensure that his opponent doesn't get a chance to see the roll. The dice will remain under the container until the end of the game, when it is finally revealed and its effects applied.

At the end of the game, reveal the dice roll and refer to the following table to see if any additional Secondary Objectives apply to the Eldar's allies:

D6	Additional Secondary Objective
1	None
2-3	The enemy player does not score Victory Points for completely destroying units that are part of the Eldar's allied detachment.
4-5	The Eldar player receives 1 Victory Point for each unit in the allied detachment that has not been completely destroyed at the end of the battle.
6	The Eldar player receives 3 Victory Points for each unit in the allied detachment that has at least one model in the enemy's deployment zone at the end of the battle.

Perfidious Eldar: All enemy units have the Hatred (Eldar) special rule.



MISSION



PATH OF THE WARRIOR

'War is my master; Death is my mistress.'

Craftworld Biel-Tan is renowned for placing great importance upon the Path of the Warrior, but there are many other craftworlds that are almost as militant. Usually, this is a temporary state of affairs, brought about by dire circumstance or the ascendance of a warlike clique within the craftworld's ruling councils. Craftworlds following this path are very aggressive, believing that their survival depends upon spilling the blood of their foes on a massive scale.

As this philosophy takes hold, more and more of the craftworld's Eldar will be drawn towards the Path of the Warrior, and even those amongst the population who follow other paths will start to revel in battle. In time, the wise council of cooler heads will begin to prevail, and the inhabitants of the craftworld will draw back from the carnal abyss that almost destroyed their race during the Fall. Until then, however, the craftworld's warriors will cut a bloody swathe across the galaxy, bringing death and destruction wherever they might roam.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Eldar player must choose a primary detachment from *Codex: Eldar*.

THE BATTLEFIELD

Use the deployment map included with this mission. Then set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Each player must place one Primary Objective in their half of the table, more than 12" away from any table edge.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. All units Fall Back to the nearest table edge.

The Eldar player deploys first, anywhere in their deployment zone more than 6" away from the enemy deployment zone. The enemy player then does likewise.

FIRST TURN

The Eldar go first unless the enemy player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

If the Warriors of Khaine special rule (see below) still applies to the Eldar at the end of the game, then the player that controls the Primary Objective in the enemy deployment zone receives 3 Victory Points. If the Warriors of Khaine rules does not apply to the Eldar at the end of the game, then the player that controls the Primary Objective in the Eldar deployment zone receives 3 Victory Points.

Each player receives 1 Victory Point for each opposing unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Drawing Back from the Brink: Starting with the second Eldar turn, the Eldar player must roll a D6 at the start of each of their turns. On a roll of 1, the Warriors of Khaine special rule no longer applies from this point onwards.

Warriors of Khaine: All of the following models have the Zealot special rule:

Avatar of Khaine, Autarchs, Exarchs, Dire Avengers, Howling Banshees, Striking Scorpions, Fire Dragons, Swooping Hawks, Dark Reapers, Warp Spiders, Shining Spears.

In addition, any unit with the Warriors of Khaine special rule that starts the Movement phase within 12" of an enemy model may not finish the Movement phase further away from the closest enemy model than they were at the start of the phase.



Eldar Deployment Zone

Enemy Deployment Zone



MISSION



A NEXUS OF FATE

'No barrier, no enemy will thwart my purpose.'

Eldar Farseers are able to divine the critical point in the enemy's defences, the destruction of which will give the Eldar victory. Sometimes, this will be a single individual, or a powerful battle formation; at other times, it will be a building or fortification that forms the lynchpin of the enemy line. Once such a target has been identified, the Eldar will strike with as much force as they can gather, attacking swiftly and focusing all of their energies on the neutralisation of the target.

When the critical point is a building or fortification, the Eldar will usually attempt to destroy it from afar with massed firepower. If this is impossible, they will instead try to capture the objective, despatching their most effective assault troops to storm the building and overwhelm any defenders. In either case, a furious battle will take place, as the Eldar strive to capture the building and their opponents desperately try to defend it.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Eldar player must choose a primary detachment from *Codex: Eldar*.



THE BATTLEFIELD

Use the deployment map included with this mission. Then set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

The Eldar player must set up one Primary Objective marker in the enemy deployment zone. If the enemy player has deployed a fortification, then the marker must be set up upon it. If this is not the case, and there is at least one building in the enemy deployment zone, then the marker must be placed on one of the buildings. Otherwise, the Eldar player can set up the Primary Objective marker anywhere in the enemy deployment zone. Note that, in this mission, the Primary Objective may be set up on a fortification or building, even though this is not normally allowed.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The Eldar player deploys first, anywhere in their deployment zone more than 9" away from the enemy deployment zone. The enemy then does likewise. All units Fall Back to the nearest table edge.

FIRST TURN

The Eldar go first unless the enemy player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, the Primary Objective is worth 7 Victory Points to the player that controls it. If the Primary Objective was set up on a fortification or building which has suffered a Total Collapse or Detonation! damage result, then the Eldar player receives 3 Victory Points. In addition, each player receives 1 Victory Point for each opposing unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Objective Destroyed: If the Primary Objective was set up on a fortification or building that subsequently suffers a Total Collapse or Detonation! damage result, then the Primary Objective marker is removed from the game.

Vital Objective: Eldar units within 12" of the Primary Objective have the Fearless special rule.

Enemy Deployment Zone

Eldar Deployment Zone





IYANDEN

The Eldar of Craftworld Iyanden must rouse the dead to fight their wars, ranks of ghost warriors marching forth to defend against its foes. In battle, Iyanden calls forth wraithbone constructs and their Spiritseer guides – an alliance between the living and the dead necessitated by its dwindling population.

ALTAR OF WAR: IYANDEN MISSION TABLE

D3	Mission
1	Webway Assault
2	Feints and Phantoms
3	The Web of Fate

THE BATTLEFIELD

With the exception of the Web of Fate mission, the deployment map, deployment zones and deployment instructions for each *Altar of War: Iyanden* mission are included in the mission itself, do not use the deployment maps included in the *Warhammer 40,000* rulebook. The deployment map, deployment zones and deployment instructions used for the Web of Fate mission are the same as those used for an *Eternal War* mission (details of which can be found in the *Warhammer 40,000* rulebook).

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War: Iyanden* mission table is known as 'the Iyanden player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an *Altar of War* mission, even if they have an army from Craftworld Iyanden too.

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.



CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

1

WEBWAY ASSAULT

'Blood Runs. Anger Rises. Death Waikes. War Calls!'

The Eldar make extensive use of the webway to travel across the galaxy, and wherever possible will use portals to transport their warriors to a planet's surface. Many worlds have webway portals, some of which are known by the inhabitants, and others whose original purpose are now remembered only by the Eldar themselves. Craftworld Iyanden is no exception, and its Forseers will use their ancient knowledge of the webway to unleash a surprise assault upon the enemy, opening a hidden portal on a planet's surface from which will pour forth a host of Eldar warriors. More often than not, the enemy will be caught unawares, and attacked from such an unexpected quarter they will be quickly overwhelmed. At other times the enemy will rally and fight back, and a brutal battle will erupt.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Iyanden player must choose a primary detachment from *Codex: Eldar* using the extra rules presented in *Iyanden - A Codex: Eldar Supplement*.

THE BATTLEFIELD

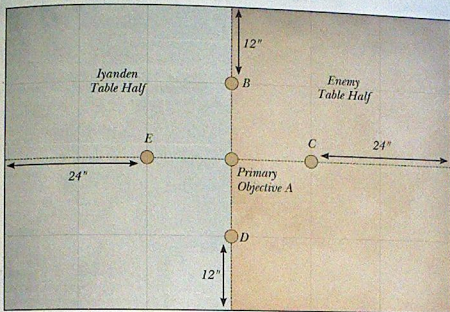
Use the deployment map included with this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.



PLACE PRIMARY OBJECTIVES

Place one Primary Objective at the centre of the table, and four more Primary Objectives half-way between the central objective and each table edge, as shown in the deployment map. If a marker cannot be placed on the stated location because it is occupied by impassable terrain, a building or ruin, then the enemy player must place it in a valid location as close to the stated location as possible.





DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The enemy deploys first, anywhere on the table that is more than 12" from a table edge. The enemy may place up to half his units in reserve.

The Iyanden player must then deploy a suitable piece of impassable terrain to represent the Webway Portal. It must be 6-12" in length and 2-4" wide, be placed on open ground, and be completely within 12" of a table edge. If a suitable piece of terrain is not available, mark the corners of the Webway Portal with suitable markers – coins are ideal.

The Iyanden player must then split his army into two groups, with as close to half the total number of units in each group as possible. All units from one group, including any Flyers, enter play on the first turn either by Deep Strike or via the Webway Portal (see Mission Special Rules). All units in the other group are placed in reserve and are rolled for normally.

FIRST TURN

The Iyanden player goes first.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it. In addition, each player receives 1 Victory Point for each opposing unit that has been completely destroyed. Units that are Falling Back or are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Surprise Assault: On the first turn of the battle, Eldar units that enter play through the Webway Portal (see below) may charge even though they have entered from reserve (other restrictions apply normally).

Webway Portal: Eldar units that enter from reserve do so through the Webway Portal, in the same manner as a reserve unit entering from a table edge (unless they enter by Deep Strike). Eldar units Fall Back towards the Webway Portal and are removed from play when they reach it.

Which Way To Run?: Enemy units Fall Back towards the closest table edge, and enemy Reserves may enter from any table edge.

Fortifications: When setting up the table, any fortifications that are taken as part of an army list must be placed wholly within their owning player's table half.

MISSION



FEINTS AND PHANTOMS

'You may as well try to catch starlight as bring Eldar to battle!'

Even amongst a dwindling race, the people of Iyanden are few. Though their ranks are bolstered by ghost warriors, their destruction is if anything even more deeply mourned, for upon their second death Iyanden loses a fraction of its history forever. So it is that Iyanden's warhosts seek a path to victory with the minimum loss of Eldar life. There are many tools of war employed to this end, but misdirection remains amongst the most powerful. Iyanden's commanders will oft launch a feint on one flank, its sole purpose to draw the enemy's reinforcements away from the Eldar's true target. Once the enemy has committed his reserves, the Eldar assault evaporates – warriors peeling away before launching a fresh assault against the now vulnerable target. Attempting to outguess the Eldar or divine their true goals will drive the most strategically-minded commander to exasperation, for the Eldar are as enigmatic as phantoms, their intentions hidden in plain sight and veiled behind a labyrinthine series of smoke and mirrors at the same time.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Iyanden player must choose a primary detachment from *Codex: Eldar* using the extra rules presented in *Iyanden – A Codex: Eldar Supplement*.

THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Set up 2 Primary Objective markers before either side deploys. The Iyanden player sets up the first Primary Objective, then the enemy player sets up the second. The Primary Objectives are placed on opposite corners of the board (each must be set up so that they are between 6" and 12" from their respective corners). The Iyanden player then secretly writes down which of the two Primary Objectives is the 'true target'.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. Both players must split their army into two groups, with as close to half the total number of units in each group as possible. Each player chooses one of their own two groups; all the units in the first group will start the game deployed on the table – all the units in the second group must start the game in reserve (note that units such as Flyers must be placed in a player's second group). The Iyanden player then deploys his first group, and then the enemy player does likewise.

FIRST TURN

The Iyanden player goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, the Iyanden player reveals which of the two objectives is the true target (see Place Primary Objectives). **The player that controls the true target objective scores 3 Victory Points.** The other objective is worth no Victory Points in this mission.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

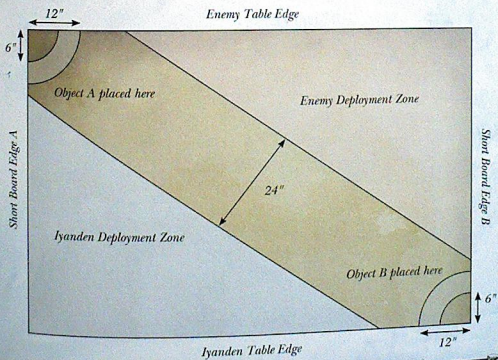
MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Waylaid Reserves: In this mission, players start rolling for Reserves at the start of their turn three.

Direct Reinforcements to Coordinates... In this mission, when a Reserves unit arrives, it does not move onto the table from the controlling player's own board edge. Instead, at the start of the third turn, before either player rolls for Reserves, the enemy player must choose one of the short board edges. For the rest of the game, when any of his Reserves units arrive they must move fully onto the table from the chosen short board edge. The Iyanden player's Reserves units must move onto the table from the opposite board edge. Models that are arriving by Deep Strike or Outflank deploy using their special rules instead.

Fortifications: When setting up the table, any fortifications that are purchased as part of an army list must be placed wholly within their owning player's deployment zone.



MISSION



THE WEB OF FATE

'We stand at the crossroads. It now falls to me to decide which path we must walk.'

Since the terrible days of the Fall, the Eldar craftworlds have fought an endless struggle for the survival of their race. Never ones to let fate simply take its course, their every effort is guided by mystics gifted with incredible foresight known as Farseers, the infinite strands of possible futures laid bare to their all-seeing gaze. It is with this clairvoyant knowledge that the Farseers guide their kin. In the case of the dying craftworld of Iyanden, such a responsibility is especially grave, for its people can ill afford further tragedy.

Should the Farseers decree that the Eldar must go to war, it is often with some purpose incalculable to their enemies that they do so. Their goal may at first seem atypical, inconsequential even, to those they fight, yet the actions of the Eldar always have a purpose. The death of one enemy may be ordered to preemptively rid themselves of a mortal foe in the years to come. Alternatively, a Farseer may deem it essential to defend their commander, test his destiny on some distant battlefield be denied to them. Whatever task is asked of them by their Farseers, the Eldar fight hard to ensure their will is carried out, for failure may one day see their beloved craftworld fall.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Iyanden player must choose a primary detachment from *Codex: Eldar* using the extra rules presented in *Iyanden - A Codex: Eldar Supplement*.

THE BATTLEFIELD

Next, randomly determine your deployment map and deployment zones before setting up terrain and objectives, as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

After setting up terrain, the players take it in turns to place a single Primary Objective marker in their own table half. Normal restrictions for placing markers apply as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should then roll for Warlord Traits before deploying as described in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed his army first goes first, unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES*

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.



SECONDARY OBJECTIVES*

First Blood, Linebreaker, Slay the Warlord.

* See also the Iyanden Secret Objectives, below.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

IYANDEN SECRET OBJECTIVES

Before deployment commences, the Iyanden player must determine their secret objective. To do this they will need a D6 and a mug or cup. They must shake the dice in the container, and then quickly turn it over onto the table so that the container covers up their dice roll. The Iyanden player is allowed to peek at the dice at any time, but may not touch it, and should ensure that his opponent doesn't get a chance to see the roll. The dice will remain under the container until the end of the game, when it is finally revealed and its effects applied.

The effect of the dice roll is shown on the following table. The dice is revealed when Victory Points are scored, if it has not been revealed earlier.

D6 Effect

- 1 Dominate:** If the Iyanden player controls both Primary Objectives at the start of any of their turns, they can reveal the secret objective dice and immediately win the game. If the Iyanden player is unable to do this before the battle ends, they automatically lose the battle.
- 2 Assassinate:** The Iyanden player only scores 1 Victory Point for controlling each Primary Objective, but receives D3+3 Victory Points if they achieve the Slay the Warlord Secondary Objective.
- 3 Confound:** The Iyanden player only scores 1 Victory Point for controlling Primary Objectives, but receives 3 Victory Points for each Secondary Objective they achieve.
- 4 Overwhelm:** The Iyanden player only scores 1 Victory Point for controlling the Primary Objective in his own deployment zone, but scores 5 Victory Points for controlling the Primary Objectives in the enemy's deployment zone.

D6 Effect

- 5 Annihilate:** The Iyanden player scores no Victory Points for controlling Primary Objectives or achieving Secondary Objectives, but receives 1 Victory Point for each enemy unit that has been completely destroyed. Enemy units that are Falling Back at the end of the game, and units not on the board at the end of the game, count as destroyed. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.



- 6 Preserve:** The Iyanden player scores 3 Victory Points if his Warlord has not been removed as a casualty at the end of the game. However, the enemy player receives D3+1 Victory Points for achieving the Slay the Warlord Secondary Objective.





TAU EMPIRE

The Tau Empire combines advanced technology with an all consuming ideology of unity and progress. Battlesuits, heavily armed Fire Warriors and grav-tanks form the core of the Tau armies, executing combined arms operations that aim to bring the largest volume of firepower to bear upon their foes.

ALTAR OF WAR: TAU EMPIRE MISSION TABLE

D6	Mission
1	Vertical Envelopment
2	Counter-attack
3	Fighting Withdrawal
4	The Killing Blow
5	Supply Drop
6	Progress Unbound

THE BATTLEFIELD

The deployment maps, deployment zones and deployment instructions for the missions are included in the missions themselves; do not use the deployment maps included in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War: Tau Empire* mission table is known as 'the Tau Empire player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an *Altar of War* mission, even if they have a Tau Empire army too.

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.



CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

1

VERTICAL ENVELOPMENT

'Fight with courage and fire and nothing can stand against us.'

A traditional Tau battle strategy is the Mont'ka or 'Killing Blow' – a decisive attack on an enemy target. Tau military units are extremely mobile, and a Killing Blow battle plan will often involve the air-lifting of units to positions behind the main enemy line. The enemy position will be carefully reconnoitered before the attack is carried out, simulations will be run before a battle plan is decided upon, and then the attacking formations will be fully briefed on the part they will carry out.

At the assigned time, some or all of the attacking Tau formations will be transported in Manta transport craft and dropped out of sight behind the enemy lines. These units will then split up and carefully move into their attack positions. At exactly the right moment, they will attack the enemy from the rear, sowing confusion and destruction, and blocking any chance the enemy may have to retreat or escape.



THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Tau Empire player must choose a primary detachment from *Codex: Tau Empire*.

THE BATTLEFIELD

Use the deployment map included with this mission. 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. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The Tau Empire player deploys first, deploying any number of units anywhere in his deployment zone that is over 9" from the centre of the table. The enemy player then does likewise.

FIRST TURN

The Tau Empire player has the first turn unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

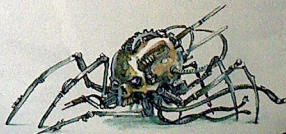
First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting.

Air-mobile: Tau Empire Reserves that are Skimmers, or which are transported in Skimmers, must enter by using Deep Strike or by moving on from the enemy table edge. All Tau Empire Flyers must enter by moving on from the enemy table edge instead of their own table edge.

Reserves: Both sides may place any number of units in reserve. (Remember, though, that a player automatically loses if they have no units on the board at the end of any turn!)





*Enemy Deployment
Zone & Table Edge*

*Tau Empire
Deployment Zone & Table Edge*

MISSION



COUNTER-ATTACK

'If your foe can come close enough to negate your striking power, all stratagem is lost, and when all stratagem is lost, the battle is lost.'

The essence of Tau military strategy is to destroy the enemy while suffering as few casualties as possible in return. One of the most effective methods the Tau have of achieving this aim is the battle strategy known as *Kauyon*, or the Patient Hunter. This is a defensive strategy based on luring an attacking enemy into an open area known as a killing field, and then launching a vicious counter-attack intended to inflict the maximum amount of damage.

The Tau are at their best when engaging the enemy at long range, and therefore, the aim of *Kauyon* is to get enemy troops in clear view so that the Tau shooting can be decisive. Once the enemy are in position, previously hidden Tau units will move into pre-prepared positions and open fire with the host of deadly long-ranged weapons that make up the Tau arsenal. When executed properly against an unwary opponent, the results can be devastating.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Tau Empire player must choose a primary detachment from *Codex: Tau Empire*.

THE BATTLEFIELD

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

PLACE PRIMARY OBJECTIVES

Set up 4 Primary Objective markers before either side deploys. One marker is placed in the centre of each table quarter, as shown on the deployment map.



DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The Tau Empire player deploys first, anywhere in their table quarter at least 9" away from the centre of the table. The Tau may only deploy troops and heavy support units at the start of the battle. The enemy deploy second, anywhere in their table quarter at least 9" away from the centre of the table.

FIRST TURN

The Tau Empire player goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting.

Camouflage: Any units from *Codex: Tau Empire* that start the game on the table have the Stealth special rule until they move, run or charge.

Reserves: The Tau Empire player may place any number of units in reserve. The enemy player may place up to half of their units in reserve. (Remember, though, that a player automatically loses if they have no units on the board at the end of any turn!)

Note that Tau Reserves can enter from the edges of two different quarters of the table. The Tau Empire player can decide which edge to use for each unit when the unit becomes available, and units may enter from either edges as desired.



MISSION



FIGHTING WITHDRAWAL

'The one constant in the universe is change; the wise adapt.'

The Tau are a pragmatic race and accept that not every battle will go exactly according to plan, no matter how carefully they prepare. They know that there will be times that an opponent anticipates what they are going to do, or has sufficient strength to blunt an attack. When this happens, the Tau will withdraw from the battle rather than pressing on in a desperate search for victory. They see no dishonour in this, and indeed, they consider it a sign of gross incompetence to remain in a battle once the momentum has shifted to the enemy.

A Tau army withdraws with the same efficiency with which they launch an attack. Supporting units lay down a hail of fire, allowing any troops that are close to the enemy to fall back to their waiting transport vehicles. The whole army will then start to disengage, one unit providing covering fire while another moves. Escape routes will have been carefully prepared as part of the Tau's battle plan, and almost before the enemy knows what has happened, they will find that they have lost any chance they might have had for a decisive victory.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Tau Empire player must choose a primary detachment from *Codex: Tau Empire*.



THE BATTLEFIELD

Use the deployment map included with this mission. 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. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Set up 3 Primary Objective markers before either side deploys. Set up one marker at the centre of the table, and then place another in the corner of the table opposite the Tau's deployment zone. Finally, place a third objective marker exactly half way between the other two, as shown on the deployment map.

DEPLOYMENT

The Tau Empire player deploys first, placing any of their units anywhere they desire in their half of the table.

The enemy do not set up on the table. Instead they must divide their army into two groups. There must be at least one unit in each group. The group with the smaller number of units is in reserve, and the group with the larger number of units will enter from the enemy player's table edge on the first turn (see the Pursuit Force special rule).



FIRST TURN

The enemy player goes first; do not roll to Seize the Initiative.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVE

Slay the Warlord, First Blood.

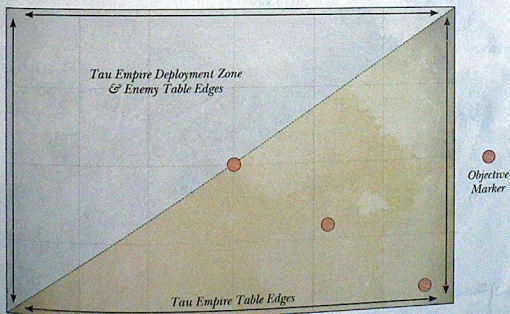
MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting.

Fall Back! All Tau units have the Hit & Run special rule.

Pursuit Force: Enemy units in the group that enters play on the first turn arrive as if arriving from reserve, but without any dice roll being required to see if they arrive.

Reserves: The Tau Empire player may place up to half of their units in reserve. The enemy player places units in reserve as described in the deployment instructions, above. Note that the enemy table edge borders the Tau Empire deployment zone (see the deployment map).



MISSION

44

THE KILLING BLOW

There are certain things in war, of which the Fire caste Commander alone comprehends the importance. It is not his right, but rather his responsibility, to send thousands to their deaths if millions will prevail. That is the heaviest burden of command, and it must be shouldered alone.

The Killing Blow is the most aggressive style of Tau warfare, and is based upon identifying a target of opportunity and attacking it with brutal precision. The commander will often spend several days planning the operation and reviewing his plans. Only once he is confident the attack will have the maximum chance of success will he strike. A Killing Blow Attack is usually carried out with a mobile force, that can swiftly take the fight to the foe, but this is by no means the only way to enact such a attack Common to all methods however, is landing a crippling blow to the heart of an enemy force, by concentrating overwhelming firepower upon carefully selected elements of the opponent's baseline. In order to co-ordinate such an attack, Tau Pathfinder teams or other scouting forces will work their way close to the foe, from where they can pre-designate the targets that the main force will attack first. At a precise moment, the entire force will attack, blasting apart vital units and leaving the enemy reeling and unable to respond effectively. If the initial attack causes enough damage, the Tau will press the attack, endeavouring to annihilate their foe. If the enemy prove able to resist the first hammer blow, then the Tau will often fall back and regroup, satisfied with having inflicted heavy casualties at little cost to their own forces.



THE ARMIES

Choose armies as described in the Warhammer 40,000 rulebook. The Tau player must choose a primary detachment from *Codex: Tau Empire*.

THE BATTLEFIELD

Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which of the four table quarters the Tau will deploy in. The enemy player will deploy in the remaining three table quarters. Then, set up terrain as described in the Warhammer 40,000 rulebook.

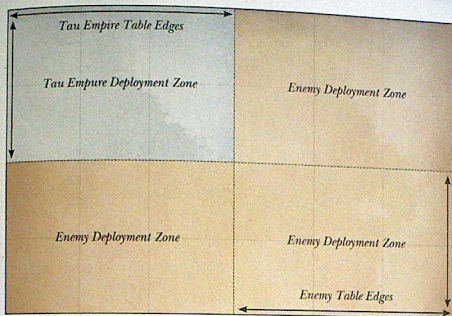
PLACE PRIMARY OBJECTIVES

The enemy player sets up 1 Primary Objective marker before either side deploys. The marker may be set up in any of the enemy deployment zones.

DEPLOYMENT

The enemy player must deploy first. Before doing so, they must split their army into four groups. Each group must include at least one unit, and no group may include more than half of the units in the army. The enemy player must place one of the groups in reserve. The remaining three groups must deploy on the battlefield. Each group must deploy in a separate enemy deployment zone, with all of the models in the group within their designated area, and no model from one group within 12" of a model from a different group.

The Tau Empire player deploys second, and may place any of their units in their quarter of the table. Units with the Scout special rule may deploy anywhere in the Tau Empire table quarter; all other units that are not held in reserve must deploy more than 12" away from any enemy models.



FIRST TURN

The Tau Empire player goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game each player receives 1 Victory Point for each opposing unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Units that have made a Tactical Retreat (see Mission Special Rules) do not award Victory Points. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed. In addition, at the end of the game, the Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting.

Pre-designated Targets: After deployment is complete, but before the first turn starts, the Tau Empire player must pick one enemy deployment zone. D3 markerlight counters are placed on each enemy unit in that deployment zone, and will remain in place until used or the end of the first Tau Empire Shooting phase (whichever should occur first).

Tactical Retreat: At the start of any of the Tau Empire player's turns, starting with the third, the Tau Empire player may announce that he will make a Tactical Retreat. If he does so, his units are allowed to move off the Tau Empire board edge. In order to leave the table, at least one model in the unit must touch the table edge; the entire unit is then removed from play and may not return. If the Tau Empire player announces a Tactical Retreat, the opposing side receives D3 additional Victory Points at the end of the game, but any of the Tau Empire player's units that make a Tactical Retreat do not award Victory Points.

Reserves: The Tau Empire player may place up to half of their units in reserve. The enemy player places units in reserve as described in the deployment instructions above.

MISSION



SUPPLY DROP

'Those with superior reach can dictate the terms of battle and impose their will upon their foe.'

A Tau Empire army is a highly mobile force that often makes use of aircraft to land cadres of troops behind enemy lines. These advance forces will seize vital objectives, disrupt enemy communications and launch surprise attacks on enemy rear echelon formations. It is no easy task to keep these deep penetration battle forces in supply. Although they can, to an extent, live off the land, they still require plentiful amounts of ammunition and fuel, and more often than not, it will be impossible to scavenge such items from the enemy. To overcome these constraints, Tau Orbital Wings and Air Protection Squadrons will mount supply runs, dropping vital ammunition and fuel from their cargo holds as they scream at supersonic speed over a pre-arranged location. Anti-grav technology allows the supplies to float safely to the ground, where they can be picked up by the waiting Tau ground forces. Although such supply runs are usually uncontested, at times, enemy forces in the area will spot the supply drop and attempt to capture them before the Tau can retrieve them.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Tau player must choose a primary detachment from *Codex: Tau Empire*.

THE BATTLEFIELD

Use the deployment map included with this mission. 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. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

No Primary Objectives are placed at the start of the battle. Instead, they arrive during the game using the Supply Drop special rule opposite.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The Tau Empire player deploys first, deploying any number of units anywhere in his deployment zone that is over 9" from the centre of the table. The enemy player then does likewise.

FIRST TURN

The Tau Empire player goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth D3 Victory Points to the player that controls it.



SECONDARY OBJECTIVE

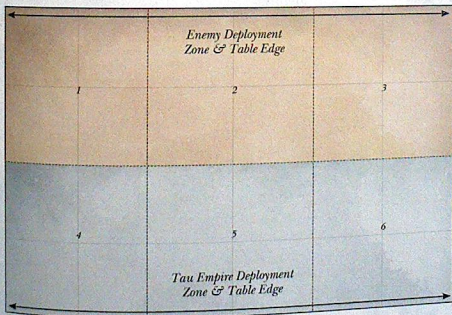
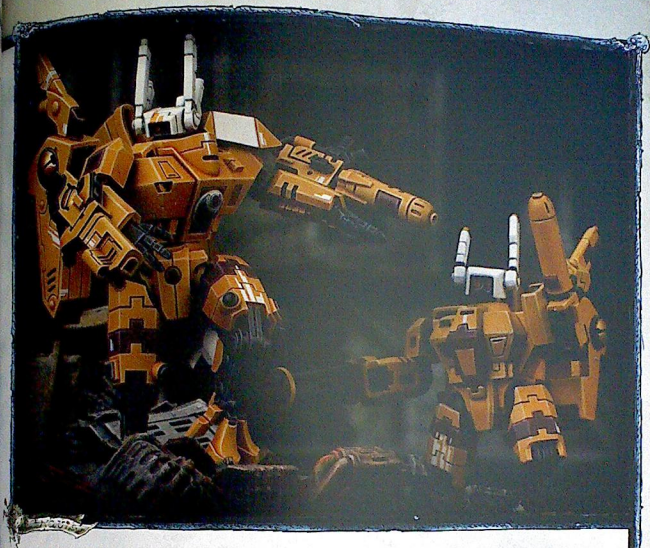
Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Supply Drop: At the start of the second, third and fourth game turns, a Primary Objective marker is placed in a random location to represent supplies drifting down into the battlefield. Use the following procedure to determine where they fall:

1. Divide the board into 6 equal sections and assign them each a number 1-6 (see the deployment map).
2. Roll a D6 to determine which section the Primary Objective marker is dropped in. If there is already an objective marker in this section, roll again.
3. Place the Primary Objective marker in the centre of the section; it then scatters 2D6". Each Primary Objective is worth D3 Victory Points at the end of the game, but the value of each Primary Objective is determined as soon as a model comes within 3" of it. Note down the value when it is discovered, and award the appropriate number of points at the end of the game to the side that controls it.



MISSION



PROGRESS UNBOUND

'The wise learn to adapt to change.'

The Tau are a scientifically advanced and highly innovative race. They continually strive to improve their battlefield technology and are almost constantly upgrading and improving the weapons, vehicles and wargear in their arsenal. The final stage in this process is battlefield testing: new equipment will be supplied to a Cadre, who will test it, sometimes literally to destruction, when they carry out their battle missions. Often, the new equipment will prove a vast improvement on what had been used before, and will can be a devastating shock for an enemy that thought they knew the capabilities of their Tau opponents. At other times, the new technology will prove to be dangerously unreliable, and more of a hindrance than a help.

MISSION GOAL

Although this mission provides the Tau with an opportunity to test their new technology, each side will have a set of goals they wish to complete. To determine this, before starting play, the Tau Empire player must generate an Eternal War mission, which will determine how the armies deploy and what they are trying to achieve.



THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Tau Empire player must choose a primary detachment from *Codex: Tau Empire*.

THE BATTLEFIELD. DEPLOYMENT. FIRST TURN. GAME LENGTH

For each of these steps, use the rules from the Eternal War mission.

VICTORY CONDITIONS. MISSION SPECIAL RULES

Use the rules from the Eternal War mission. In addition, the following additional Secondary Objective and mission special rule must be used:

ADDITIONAL SECONDARY OBJECTIVE

Test Trial: If, at the end of the game, the unit selected to carry the piece of untested technology has been completely destroyed, then the enemy player receives 1 Victory Point.

ADDITIONAL MISSION SPECIAL RULE

Untested Technology: After selecting Warlord Traits but before deployment, the Tau Empire player must determine the nature of the technology they are testing. To do so they must first secretly select a unit in their army, making a note on their roster to show which unit is the one that has the experimental equipment. This must be secret from the opponent for the time being. Any unit may be selected.

The Tau Empire player then determines the nature of the new technology. To do this they will need 2D6, one white and one a different colour, and a mug or cup. They must shake the dice in the container, and then quickly turn it over onto the table so that the container covers up their dice roll. The Tau Empire player is allowed to peek at the dice at any time, but may not touch them, and should ensure that his opponent doesn't get a chance to see the roll. The dice will remain under the container until the equipment they represent is used, when it is finally revealed and its effects applied.

The white dice counts as tens, and the coloured dice as units, to produce a number from 11 to 66. For example, if the white dice was 3 and the coloured dice was 5, the result of the roll would be 35. Look up the result on the table below to find the effect of the technology being used. If a result is rolled that the unit cannot use for any reason – for example, because it already has the ability, or can't make use of it with the weapons it has – then use the next lower result that can be used, or the malfunction result if none of the lower value results can be taken.

The nature of the technology must be revealed the first time it is used during the game. You may not choose to not use the technology – when the effect can be applied, it must be. Reveal the dice and the note on your roster to your opponent, and apply the effect listed. Technology only effects models from the selected unit; attached Independent Characters, Drones or Transport vehicles carrying the unit are not affected.



D606	Vehicle Units	Other Units
11	The technology is malfunctioning. All of the vehicle's Armour Values are reduced by 1.	The technology is malfunctioning. The Toughness characteristics of all models in the unit are reduced by 1.
12	All models in the unit have the Adamantium Will special rule.	All models in the unit have the Adamantium Will special rule.
13	All models in the unit have the Assault Vehicle special rule.	All models in the unit have the Armourbane special rule.
14	A single ranged weapon in the unit is upgraded so that it has the Blast type. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Blast type. Declare which the first time the unit shoots.
15	A single ranged weapon in the unit is upgraded so that it has the Large Blast type. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Large Blast type. Declare which the first time the unit shoots.
16	A single ranged weapon in the unit is upgraded so that it has the Barrage type. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Barrage type. Declare which the first time the unit shoots.
21	All models in the unit have the Blind special rule.	All models in the unit have the Blind special rule.
22	A single ranged weapon in the unit is upgraded so that it has the Counter-attack special rule. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Counter-attack special rule. Declare which the first time the unit shoots.
23	All of the models in the unit increase their Armour Values by 1 each, up to a maximum of 14.	All models in the unit have the Counter-attack special rule.
24	All models in the unit increase their Front Armour Value by 2, up to a maximum value of 14, but decrease their other Armour Values by 1 each.	All models in the unit have the Crusader special rule.
25	All models in the unit have the 4+ invulnerable save.	All models in the unit have the 4+ invulnerable save.
26	All models in the unit have the Fear special rule.	All models in the unit have the Fear special rule.
31	A single ranged weapon in the unit is upgraded so that it has the Flakbane special rule. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Flakbane special rule. Declare which the first time the unit shoots.
32	All models in the unit have the Tank Hunters special rule.	All models in the unit have the Tank Hunters special rule.
33	All ranged weapons in the unit are upgraded so that they have the Twin-linked special rule.	All models in the unit have the Furious Charge special rule.
34	All models in the unit have the Supremacy special rule (even if they are not Flyers).	All models in the unit have the Hammer of Wrath special rule.
35	All ranged weapons in the unit are upgraded so that they have the Strideborn special rule.	All models in the unit have the Hatred special rule.
36	A single ranged weapon in the unit is upgraded so that it has the Haywire special rule. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Haywire special rule. Declare which the first time the unit shoots.

D66	Vehicle Units	Other Units
41	All ranged weapons in the unit are upgraded so that they have the Sniper special rule.	All models in the unit have the Hit & Run special rule.
42	A single ranged weapon in the unit is upgraded so that it has the Ignorance special rule. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Ignorance special rule. Declare which the first time the unit shoots.
43	All models in the unit have the Infiltrate special rule.	All models in the unit have the Infiltrate special rule.
44	A single ranged weapon in the unit is upgraded so that it has the Interceptor special rule. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Interceptor special rule. Declare which the first time the unit shoots.
45	All models in the unit have the It Will Not Die special rule.	All models in the unit have the It Will Not Die special rule.
46	All models in the unit have the Jink special rule.	All models in the unit have the Jink special rule.
51	A single ranged weapon in the unit is upgraded so that it has the Lance special rule. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Lance special rule. Declare which the first time the unit shoots.
52	A single ranged weapon in the unit is upgraded so that it has the Melia special rule. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Melia special rule. Declare which the first time the unit shoots.
53	All models in the unit have the Monster Hunter special rule.	All models in the unit have the Monster Hunter special rule.
54	All models in the unit have the Minis Through Cover special rule.	All models in the unit have the Minis Through Cover special rule.
55	All models in the unit have the Night Fighting special rule.	All models in the unit have the Night Fighting special rule.
56	A single ranged weapon in the unit is upgraded so that it has the Punishing special rule. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Punishing special rule. Declare which the first time the unit shoots.
61	A single ranged weapon in the unit is upgraded so that it has the Poisoned (4+) special rule. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Poisoned (4+) special rule. Declare which the first time the unit shoots.
62	All ranged weapons in the unit are upgraded so that they have the Skyrif special rule.	All models in the unit have the Rage special rule.
63	A single ranged weapon in the unit is upgraded so that it has the Rend special rule. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Rend special rule. Declare which the first time the unit shoots.
64	All models in the unit have the Scout special rule.	All models in the unit have the Scout special rule.
65	A single ranged weapon in the unit is upgraded so that it has the Shock special rule. Declare which the first time the unit shoots.	A single ranged weapon in the unit is upgraded so that it has the Shock special rule. Declare which the first time the unit shoots.
66	All models in the unit have the Shrugged special rule.	All models in the unit have the Shrugged special rule.



FARSIGHT ENCLAVES

Farsight is an anomaly among his people; along with his followers, he embodies the teachings of the blade and hand-to-hand combat. Augmented by their battlesuits, the Tau warrior-pilots of the Farsight Enclaves excel in close-quarters fighting – an approach to warfare normally scorned by the greater part of the Tau race.

ALTAR OF WAR:

FARSIGHT ENCLAVES MISSION TABLE

D3	Mission
1	Or'cs Mont'ka
2	Way of the Broken Sword
3	Way of the Short Blade

THE BATTLEFIELD

The deployment map, zones and instructions for each *Altar of War: Farsight Enclaves* mission is included in the mission itself; unless otherwise stated, do not use the deployment maps in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War: Farsight Enclaves* mission table is known as 'the Farsight Enclaves player' in the rules and missions that follow, and their opponent is 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an *Altar of War* mission, even if they have a Farsight Enclaves army too.

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.

CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

1

OR'ES MONT'KA

'To strike! That is the distillation of purpose into a single perfect moment. Be the first to strike.'

The Fire caste practise two stratagems above all others – the *Kanyon*, which draws the prey to the Patient Hunter, and the *Mont'ka*, the technique of the Killing Blow. This latter tenet revolves around the painstaking preparation of a single devastating attack, launched when the course of the war hangs in the balance. The Fire caste will practise long and hard for the final blow that will clinch victory for their warriors, often rehearsing the same series of manoeuvres and fire solutions for days until their forward observers – typically a team of Pathfinders – inform them that now is the time to strike.

When all of the elements are in place, and the enemy army has over-stretched itself, down comes the Killing Blow to sever the head of the foe and end its threat for good. Once the command is given, Fire Warrior Teams hasten to the battle site in squadrons of Devilfish, Crisis Teams drop down from the skies above with all guns blazing, and the sky fills with the contrails of Air caste fighters as the final ambush is launched. Though the plasma bolts, missiles and fusion blasts of the *Mont'ka* are likely to tear out the enemy army's throat, it is the carefully-honed precision of the Fire caste's synchronised attack that is the most formidable weapon of all.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Farsight Enclaves player must choose a primary detachment from *Codex: Tau Empire* using the extra rules presented in *Farsight Enclaves – A Codex: Tau Empire Supplement*.

THE BATTLEFIELD

Use the deployment map included in this mission. The players roll-off and the winner of the roll-off decides which half of the table they will deploy in. The opposing player deploys in the opposite half. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits as described in the *Warhammer 40,000* rulebook.

The enemy player deploys first, anywhere in their half of the table that is more than 9" from the centre line of the table. The Farsight Enclaves player then does likewise.

FIRST TURN

Roll a D6. On a 2+, the Farsight Enclaves player goes first. On a roll of 1, the enemy player goes first.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

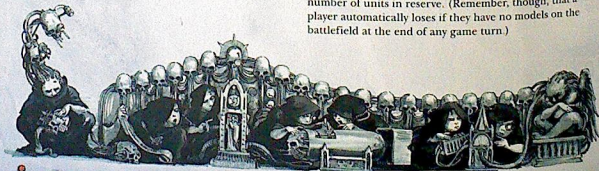
The Farsight Enclaves player wins if, at the end of the game, he has completely destroyed a number of enemy units that is equal to or higher than the number of game turns that have taken place in the game. If not, his opponent wins instead.

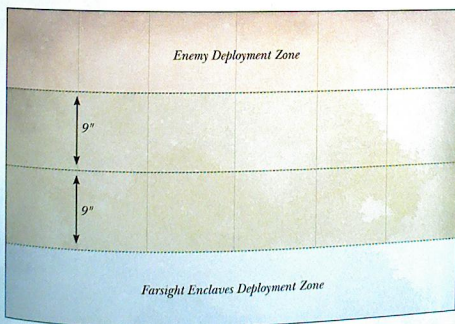
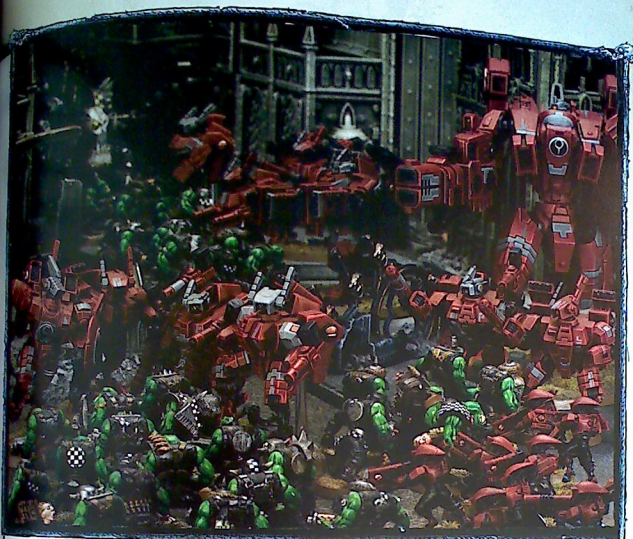
MISSION SPECIAL RULES

Practice Makes Perfect: The Farsight Enclaves player may re-roll any Reserve rolls he makes, whether they are passed or failed. In addition, when the Farsight Enclaves player deep strikes a unit, he may re-roll the scatter dice. Lastly, all units in the Farsight Enclaves army have the *Acute Senses* special rule.

Precision of the Hunter: Character models in the Farsight Enclaves player's army make Precision Shots on rolls of 5+.

Reserves: The Farsight Enclaves player may place any number of units in reserve. (Remember, though, that a player automatically loses if they have no models on the battlefield at the end of any game turn.)





MISSION



WAY OF THE BROKEN SWORD

'An enemy that stands divided is an enemy easily conquered.'

Commander Farsight learned early in his training that to break the cohesion of an enemy force is to rob it of strength. Just as the Tau Empire seek to thrive through unity, O'Shovah and his commanders seek to deny their foes the opportunity to do the same. Their pinpoint attacks reduce the enemy command structure to tatters, ensuring that their troops are scattered across a war zone and unable to support each other. Whilst confusion and fear reign amongst their prey, the Hunter Cadres will close in, administering a series of lightning-fast strikes that neutralise or destroy the independent elements of the foe.

The Tau of the Farsight Enclaves call this technique the Way of the Broken Sword. This is a reference to the military council at the beginning of the Arkunasha war in which, when asked about his strategy for engaging and defeating the greenskin threat, Farsight took down a ritual sword and broke its blade in two. Even though the Fire caste have a saying that 'a broken blade can still cut', the accuracy and efficacy with which it can do so is greatly reduced, allowing the Tau to strike the killing blow in the meantime.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Farsight Enclaves player must choose a primary detachment from *Codex: Tau Empire* using the extra rules presented in *Farsight Enclaves - A Codex: Tau Empire Supplement*.

THE BATTLEFIELD

Use the deployment map included in this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher decides which half of the table they will deploy in. The opposing player deploys in the opposite half. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits as described in the *Warhammer 40,000* rulebook.

The enemy player deploys first, anywhere in their half of the table that is more than 12" from the centre line of the table. The Farsight Enclaves player then does likewise.

FIRST TURN

Roll-off: the winner of the roll-off may choose to go first or second.

GAME LENGTH

This mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

The player with the most Victory Points at the end of the game is the winner. If both players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. In addition, at the end of the game, the Tau player rolls D6+6. The result is the Cohesion Distance in inches.

For every unit left in play in the enemy army that is within Cohesion Distance to another unit in the same army, the enemy player gets 1 Victory Point.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

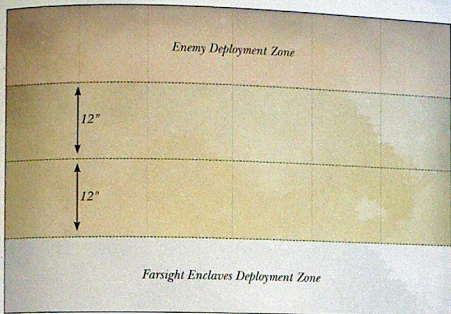


MISSION SPECIAL RULES

Reserves.

Confusion as a Weapon: Enemy units within 12" of a unit from the Farsight Enclaves army that entered play in the previous player turn must use their lowest Leadership value, not their highest.

Way of the Broken Sword: If the Farsight Enclaves player is not using a model with a specific Warlord Trait as his Warlord, his Warlord automatically has the Way of the Broken Sword Warlord Trait (see *Farsight Enclaves - A Codex: Tau Empire Supplement*).



MISSION



WAY OF THE SHORT BLADE

'Learn to shorten your reach! If your foe can come close enough to negate your striking power, all stratagem is lost; and when all stratagem is lost, the battle is lost.'

Uniquely amongst his peers in the Fire caste, Commander Farsight places great importance upon the mastery of close-quarters warfare. This is a direct result of his long and bloody wars against the Orks, where he had little choice but to learn how to fight both at close range and even in hand to hand combat – a form of military engagement avoided by the Tau Empire at large. Yet O'Shovah believes that if a Tau warrior learns the arts of close quarters warfare as well as long range slaughter, he will become a true master of the military arts.

In learning how to overcome the foe in close quarters, and in broadcasting the footage of such a feat, O'Shovah gave his forces a potent morale boost – a triumph of the spirit for a race that traditionally fears melee combat. He realised that after receiving the right training and being inspired by the right words, the Fire caste would have discipline and courage enough to defeat the brutish thugs of the savage races where they were strongest. In the process, their self-belief would be rekindled, and their morale would become all but unshakeable for the rest of the war.



THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Farsight Enclaves player must choose a primary detachment from *Codex: Tau Empire* using the extra rules presented in *Farsight Enclaves – A Codex: Tau Empire Supplement*.

THE BATTLEFIELD

Use the deployment map included in this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher decides which half of the table they will deploy in. The opposing player deploys in the opposite half. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

The enemy player deploys first, anywhere in their half of the table that is more than 9" from the centre line of the table. The Tau player then does likewise.

FIRST TURN

The Farsight Enclaves player goes first unless their opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

Each player must keep a tally of the number of units they cause to be removed from play during any Assault phase. This also includes units removed from play because of Overwatch fire. The Farsight Enclaves player wins if his tally equals more than half of his opponent's tally. If not, his opponent wins instead.

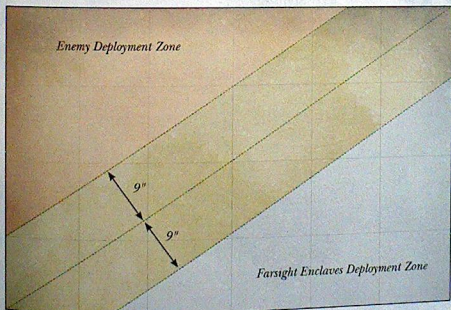
SPECIAL RULES

Reserves.

Way of the Short Blade: All units in the Farsight Enclaves player's army have +1 Weapon Skill in this mission. Furthermore, if the Farsight Enclaves player is not using a model with a specific Warlord Trait as his Warlord, his Warlord automatically has the Way of the Short Blade Warlord Trait (see *Farsight Enclaves – A Codex: Tau Empire Supplement*).

Inspiring Speech: All Tau Infantry units have the Stubborn special rule. Roll a D6 at the end of each of the Farsight Enclave player's turns. If the result is less than the number of Tau units that have been removed from play in the game so far, the Inspiring Speech rule ceases to apply.







TYRANIDS

The Tyranids are an unstoppable tide of alien bio-horrors, drowning their enemies under a sea of snapping fangs and razor-sharp claws. The Hive Mind cares nothing for its own casualties, only the harvesting of bio-mass, and a Tyranid swarm will expend its entire strength upon its foe with no fear of death if there is but the slimmest chance of victory.

ALTAR OF WAR: TYRANIDS MISSION TABLE

D6	Mission
1	First Contact
2	Wave Assault
3	Infestation
4	A Terrifying Harvest
5	Planetary Exorcism
6	Belly of the Beast

THE BATTLEFIELD

The deployment maps, deployment zones and deployment instructions for the missions are included in the missions themselves; do not use the deployment maps included in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War: Tyranids* mission table is known as 'the Tyranid player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an *Altar of War* mission, even if they have a Tyranid army too.

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.



CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

11

FIRST CONTACT

'All the warning we had was a sudden rustling in the grass before they broke over us like a wave of razor-edged death.'

When a Tyranid hive fleet first encounters an inhabited planet it will launch a wave of gigantic spores. These will burn through the planet's atmosphere to fall all across the surface of the world. This first wave of spores will arrive sporadically over the course of several days or even weeks, and will be widely scattered. Often the inhabitants of the planet will not even know that the first stage of the Tyranid invasion has taken place.

Suspensions will first be aroused when increasing numbers of reports are received of people being mutilated or going missing, and then stories will start to circulate of isolated outposts failing to report in when they were expected to do so. It is only a matter of time before military units will be sent to investigate these strange occurrences, and the deadly danger that threatens the planet will finally be revealed when they make first contact with the initial wave of Tyranid invaders.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Tyranid player must choose a primary detachment from *Codex: Tyranids*.

THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Place one objective marker on the centre point of each of the six table segments shown on the deployment map.



DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The enemy player deploys first, by picking a unit, rolling a D6 for it, and deploying the unit wholly within the segment for the number rolled. The enemy player then rolls for the next unit they wish to deploy, and so on.

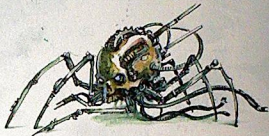
No Tyranid units are deployed on the table at the start of the battle. Instead the Tyranid player must declare which of his units will enter on his first turn, and which (if any) will be kept in Reserve to be rolled for.

FIRST TURN

The Tyranid player always goes first in this mission (the enemy cannot Seize the Initiative).

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.



VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord.

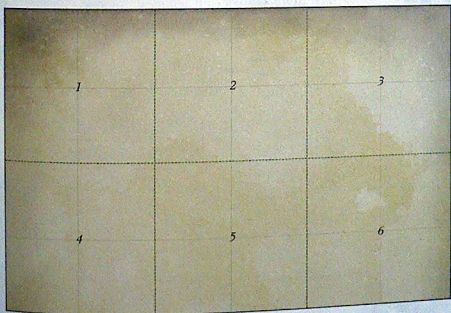
MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

All Or Nothing: All non-vehicle units are scoring units in this mission.

Multiple Contacts: During deployment the Tyranid player will have designated some or all of the units in his army to enter on the first turn (see Deployment above). These units must enter on the Tyranid player's first Movement phase, as if they were Reserves (but see the *They're All Around Us* rule next). The rest of the Tyranid army is in Reserve.

They're All Around Us: Roll a D6 for each Tyranid unit (and any enemy Reserves) when the unit is about to enter play. The unit must enter on a table edge of the segment that corresponds to the number rolled. Deep Striking units must pick a starting target point in the segment rolled.



MISSION



WAVE ASSAULT

'When you fight Tyranids you face not only those before you on the field of battle, but the untold thousands which seek to surround you...'

The first wave of a Tyranid assault is really only intended to gather information. The Tyranids that make up a hive fleet are united by a single co-ordinating will known as the Hive Mind, which allows them to think, perceive and act as one great whole. Because of this, whatever happens on the surface of the planet becomes known to the entirety of the hive fleet, and appropriate action can be taken to deal with anything that threatens to stop the Tyranids in assimilating the bio-mass of the planet.

If resistance is encountered then further waves of spores will be launched to deal with the threat, and if these don't succeed then yet more invaders will be despatched to the planet's surface. For the beleaguered defenders it is as if their once verdant planet has turned into a death world, the skies blackened by monstrous aliens and streaked with the fire-trails of descending spores, while all around them waves of Tyranid creatures attempt to rend them limb from limb.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Tyranid player must choose a primary detachment from *Codex: Tyranids*.

THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

The players then roll-off. The winner of the roll-off can decide which of the long table edges will be the enemy table edge. The other three table edges are the Tyranid table edges.

PLACE PRIMARY OBJECTIVES

Set up four objective markers, one at the centre of the table, and three others each 18" away from the centre of each Tyranid table edge, as shown on the deployment map.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook.

Before the enemy player deploys the Tyranid player must split his army into three waves. Any number of units must be in each wave, as long as each wave has at least one unit. These units are not deployed at the start of the battle, and will enter using the the Wave Attack mission special rule below.

The enemy player then deploys anywhere on the table at least 12" away from one of the Tyranid table edges, as shown on the deployment map.

FIRST TURN

The Tyranid player always goes first in this mission (the enemy cannot Seize the Initiative).

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord.

MISSION SPECIAL RULES

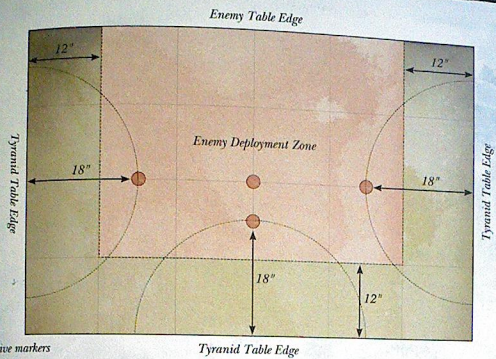
Mysterious Objectives, Night Fighting, Reserves.

Lines of Retreat: Any units that fall back must do so towards their player's nearest table edge, as depicted on the map.

Wave Attack: During deployment the Tyranid player must divide his army into three waves. At the start of his first turn the Tyranid player must randomly select one of these waves of units. The units enter in the same way as Reserves, but units entering from a table edge must all enter from one of the three Tyranid table edges (the Tyranid player can choose which one).

At the start of his second turn the Tyranid player randomly selects which is the second wave to arrive. These must also enter along a single table edge, but the edge must be a different one to that used by the first wave.

The third wave arrives in the third turn along the table edge not used by either the first or second wave.



MISSION



INFESTATION

'The moment you stop to count the cost; that is the moment you fail.'

As the Tyranid invasion enters its final stage, the planet will be almost unrecognisable. The world will lie in ruins, the majority of its population either dead or, far worse, assimilated by the hive fleet to create new Tyranid creatures. Even the surface of the planet will have been corrupted, the landscape torn by brood nests that spew forth alien monstrosities, and rent by the huge capillary towers used to funnel the bio-mass of the planet back to the waiting hive fleet.

In this nightmare landscape the battle will reach its final stages, as the few surviving inhabitants battle to the death against a Tyranid horde that will have adapted and evolved to suit the conditions that prevail on the planet. But the defenders will also have learnt much, and the hardened veterans that are still alive will have learnt the best tactics to use to defeat the alien invaders. It is battle at its most brutal and visceral – a struggle for survival in which only the fittest will endure.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Tyranid player must choose a primary detachment from Codex: Tyranids.

THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

Divide the table into four quarters. Roll-off. The winner of the roll-off must choose which of these four quarters will be the enemy's deployment zone. The Tyranids deploy in the remaining three-quarters of the table.



DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The Tyranid player deploys first, anywhere that is at least 12" from the enemy deployment zone. The enemy player deploys second, anywhere they like in their deployment zone.

FIRST TURN

The Tyranid player goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.



VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each opposing unit that has been completely destroyed.

Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Adapt or Die: The Tyranids have adapted themselves to the terrain on the planet. All Tyranid units benefit from the Move Through Cover and Stealth special rules.

Lines of Retreat: Any units that fall back must do so towards their player's nearest table edge, as depicted on the map.

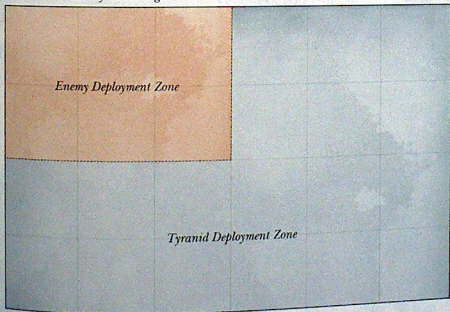
Tremors: The Tyranid attack is starting to destabilise the planet. Because of this all terrain apart from Open Ground is considered to be dangerous terrain.

Tyranid Fighters: The enemy have learnt how best to fight the Tyranids. All enemy units benefit from the Preferred Enemy (Tyranids) special rule.



Enemy Table Edge

Enemy Table Edge



Tyranid Table Edge

Tyranid Deployment Zone

Tyranid Table Edge

MISSION

4

A TERRIFYING HARVEST

'We retreat, we fall back, we make strategic withdrawals, we consolidate, we evacuate. When in the name of all that's holy are we going to fight back against the Tyranid threat?'

Wars fought against Tyranid invaders rarely have a front line. Terrifyingly, for the population of a planet, the battles are often fought in or amongst the civilian population. The Tyranids see such battles as an opportunity to gather valuable genetic material, and will attempt to capture anybody that is unlucky enough to get in their way. Faced with such tactics, the Tyranid's opponents are forced to attempt to save or evacuate the native population – whether the civilians belong to their race or not – as any that they allow to be captured will become valuable resources for the Tyranid hive fleet.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Tyranid player must choose a primary detachment from *Codex: Tyranids*.

THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

The players then roll-off. The winner of the roll-off can decide which of the short table edges will be the enemy table edge. The two long table edges are both the Tyranid table edges.

PLACE PRIMARY OBJECTIVES

Set up three Native Population markers (see Mission Special Rules opposite), one at the centre of the table, and the other two on the centre line of the table, half way between the central marker and each short table edge, as shown on the deployment map.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook.

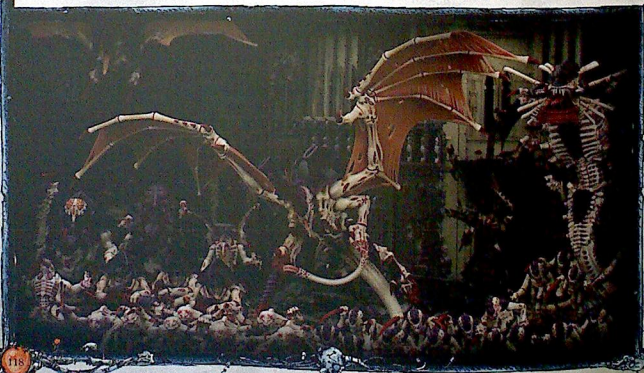
The enemy player deploys first anywhere on the table within 12" of the centre line of the table, as shown in the deployment map. The Tyranid player then deploys. Tyranid models can be deployed within 3" of either long table edge.

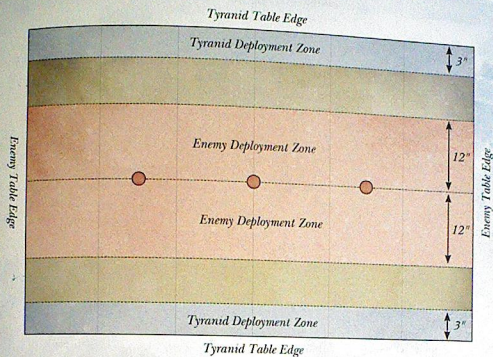
FIRST TURN

The enemy player goes first unless the Tyranid player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.





VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, the Tyranid player receives 6 Victory Points for each Native Population marker that has been harvested, and the enemy player receives 6 Victory Points for each Native Population marker that has been evacuated.

No Victory Points are received for markers that have been neither harvested or evacuated. See the mission special rules for details of how to harvest or evacuate a marker.

SECONDARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each opposing unit that has been completely destroyed.

Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Lines of Retreat: Any units that fall back must do so towards their player's nearest table edge, as depicted on the map.

Native Population: In order to fight this mission, you will require three Native Population markers. These can either be three spare Large Blast markers that the players have available, or three pieces of paper that have each been cut to the same size as a Large Blast marker. Each marker represents a group of terrified civilians. Native Population markers cannot be attacked, and do not block movement by either side.

The enemy player must move the markers in his Movement phase. Each marker moves in the same manner as a unit that is Falling Back. If the closest unit to the marker at the start of its move is a unit from the enemy army, then the marker will Fall Back towards the enemy player's table edge. If the closest unit to the marker at the start of its move is a Tyranid unit, then the marker will move in a straight line directly away from the closest Tyranid unit. Native Population markers can move freely through difficult terrain or models belonging to either side, but must move round impassable terrain in the same manner as a unit that is Falling Back and which is trapped. Native Population markers are always assumed to have passed any Dangerous Terrain tests they are forced to take.

A Native Population marker is evacuated if it Falls Back off the enemy player's table edge. A Native Population marker is harvested if it Falls Back off any other table edge.

MISSION



PLANETARY EXORCISM

'The time for using the knife to remove this cancer is long gone. Bring forth the torch.'

As areas of a planet are overrun by a Tyranid invasion, they become infested with a variety of immobile Tyranid organisms. Capillary towers, spore chimneys, brood nests and digestion pools start to appear, each of which has a specific function. They start to change the planetary environment, and allow the Tyranids to consume the bio-mass after which they hunger. They are notoriously difficult to destroy, and although they can be temporarily neutralised, they will quickly grow back unless they are totally exterminated from the planet's surface. The only way to eradicate these infestations is to capture them, so that later they can literally be burnt out. The Tyranids naturally resist such attempts, and the resulting battles can be seen as a fight for the soul of the planet.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Tyranid player must choose a primary detachment from *Codex: Tyranids*.

THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

The Tyranid player must set up 3 Primary Objective markers, anywhere in the Tyranid Deployment Zone that is more than 6" from a table edge.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The enemy player deploys first, anywhere in their deployment zone, as shown in the deployment map. The Tyranid player then does likewise.

FIRST TURN

The enemy player goes first unless the Tyranid player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

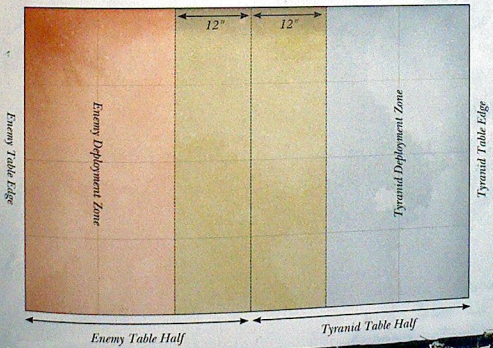
All Or Nothing: All non-vehicle units are scoring units in this mission.

Hive Nodes: Do not use the Mysterious Objectives table in the *Warhammer 40,000* rulebook. Use the following table instead:

D6 Result

- Digestion Pool.** A digestion pool has the Synapse Creature special rule. A Digestion Pool is Toughness 3, has 3 Wounds, and an Armour Save of 3+.
- Capillary Tower.** A capillary tower has the Shadow in the Warp and Synapse Creature special rules (see *Codex: Tyranids*). It is Toughness 6, has 6 Wounds, and an Armour Save of 3+.
- Spore Chimney.** A spore chimney has the Synapse Creature special rule. If the spore chimney is controlled by the Tyranid player, then the Tyranid player can use it to make a Spore Mine launcher attack (see *Codex: Tyranids*) in his Shooting phase. It is Toughness 6, has 6 Wounds, and an Armour Save of 3+.
- Brood Nest.** A brood nest has the Synapse Creature special rule. If the brood nest is controlled by the Tyranid player, then it has the Spawn Termagants special rule (see *Codex: Tyranids*), and can spawn Termagants in the Tyranid player's Movement phase in the same manner as a Tervigon. It is Toughness 6, has 6 Wounds, and an Armour Save of 3+.

The enemy player is allowed to attack identified Hive Nodes in the same manner as an enemy model. Each Hive Node is treated as a separate target unit, with the Toughness, Wounds and Armour Save listed on the table above. When a Hive Node loses its last Wound, it is not removed as a casualty, but is instead said to be neutralised. A neutralised Hive Node loses any special rules it may have had, and cannot be controlled by either side.



MISSION



BELLY OF THE BEAST

'We must scour them from the stars before they do the same to us.'

One of the few ways of countering the Tyranid threat is to send boarding parties inside Tyranid hive ships, with orders to destroy the synapses through which the Tyranid Hive Mind controls the creatures under its command. The living ships of a Tyranid hive fleet are a terrifying and totally alien environment in which to fight a battle. The walls and hallways are made of pulsating living flesh that are filled with clouds of corrosive gas designed to eliminate foreign bodies that have invaded the ship, and are dotted with valves and sphincters that suddenly open to engulf unwary intruders. Any invader must battle their way past these dangers as well as any Tyranid creatures inhabiting the ship, until they reach deep enough into the heart of the craft to see the Hive Mind synapse which is the target of their attack.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Tyranid player must choose a primary detachment from *Codex: Tyranids*.

THE BATTLEFIELD

Determine the deployment map as described in the *Warhammer 40,000* rulebook. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

Designer's Note: This battle takes place in one of the large chambers inside a massive Tyranid hive ship. If possible, players should use suitable terrain to represent this strange environment, if it is available. However, the scenario can just as easily be played with whatever terrain you have to hand, in this case standing in for the internal organs of the Tyranid ship.

PLACE PRIMARY OBJECTIVES

The enemy player must place a single Primary Objective marker within 6" of the centre of the Tyranid table edge. The objective represents the position the enemy must reach in order to be able to see the Hive Mind Synapse (which is located just beyond the Tyranid edge of the table).

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook.

The enemy player deploys first, anywhere in their deployment zone. The Tyranid player then does likewise.

FIRST TURN

The enemy player goes first unless the Tyranid player can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook. The game ends immediately if the Hive Mind Synapse is destroyed (see the Mission Special Rules below).

VICTORY CONDITIONS

The enemy player wins immediately if the Hive Mind Synapse is destroyed. If the Hive Mind Synapse is not destroyed before the end of the game, then the Tyranid player wins.

MISSION SPECIAL RULES

Reserves.

Belly of the Beast: Neither side may use the Deep Strike rules in this scenario, and no model is allowed to Zoom or Swoop. Any units that must normally deploy using the Deep Strike rules are instead deployed in their side's deployment zone at the start of the game.

Dermal Sphincters: The Tyranid player rolls a D6 at the start of the enemy player's Movement phase. On a roll of 1-3 nothing happens. On a roll of 4-6, select one enemy unit. That unit must take Dangerous Terrain tests if it moves or charges during that Movement phase.

Hive Mind Synapse: Any enemy model within 3" of the Primary Objective marker in their Shooting phase can see the Hive Mind Synapse, and can shoot at it. They are considered to have a clear line of sight to a target that is 24" away, which has a Toughness of 8, no saving throws, and which has 1 Wound. If the Hive Mind Synapse is removed as a casualty, then the enemy player immediately wins the game.

Noxious Gases: During deployment, both players must place a Noxious Gases cloud on the battlefield. Use a blast marker to represent each cloud. Roll-off to see who places the first cloud. They can be placed anywhere outside of the enemy player's deployment zone. Each will move 2D6" in a random direction at the start of each game turn. A line of sight can be traced into a Noxious Gases cloud, but cannot be traced through it. In addition, any unit in the enemy player's army that starts a turn with models in a Noxious Gases cloud, suffers a number Strength 3, AP 4 hits equal to the number of models from the unit in the cloud.





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CHAOS DAEMONS

Daemons are the nightmare legions of the Dark Gods made manifest by the fears of Mankind. Spilling forth from rents in the material realm, they seek to spread mayhem and carnage upon the worlds of the Imperium. Their ultimate goal is to break down the barriers between the Warp and reality, and to drown the galaxy in blood and chaos.

ALTAR OF WAR: CHAOS DAEMONS MISSION TABLE

D6	Mission
1	Eternal Night
2	Daemonic Invasion
3	Laughter of Thirsting Gods
4	Gibbering Hordes
5	Beyond the Ken of Men
6	Daemon World

THE BATTLEFIELD

The deployment maps, deployment zones and deployment instructions for the missions are included in the missions themselves; do not use the deployment maps included in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War: Chaos Daemons* mission table is known as 'the Chaos Daemons player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an *Altar of War* mission, even if they have a Chaos Daemons army too.

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.



CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

11

ETERNAL NIGHT

'Hell exists, and it sprang from the nightmares of mortals.'

To fight against Daemons is to fight against shadows. It is a battle of nightmares, where the enemy can appear at any place and any time. Most terrifying of all is when such a battle takes place in the dead of night and Daemons, well aware of the advantage the cover of darkness gives them, will often choose to attack at this time. Night fights are confused, desperate affairs, and never more so than when battling against an enemy that has the power to materialise from nowhere. Friend and foe will quickly find themselves hopelessly intermixed, and the battle will devolve into a quilt-work of individual battles. Most of these will consist of desperate shoot-outs and assaults fought at close range with an enemy that suddenly appears out of the darkness. The night will be lit by the blaze of gunfire and filled with the screams of dying men and the howls of their daemonic enemies. Then, as suddenly as it started, the battle will end, leaving the shaken survivors hoping the dawn's light will come before the next attack.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Chaos Daemons player must choose a primary detachment from *Codex: Chaos Daemons*.

THE BATTLEFIELD

Use the deployment map included with this mission. Note that in this mission, neither player has a single deployment zone (see *Confusion All Around* in the Mission Special Rules). Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Set up D3+2 objective markers before either side deploys. The enemy player sets up the first objective, then the Chaos Daemons player, and so on until the requisite number of markers has been placed. Objectives may be set up anywhere on the table that is not in, or on, impassable terrain, buildings or fortifications, and is at least 12" from a table edge or another objective.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The enemy player then deploys first using the special rules for *Confusion All Around*. The Chaos Daemons player then does likewise.

FIRST TURN

The Chaos Daemons player goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

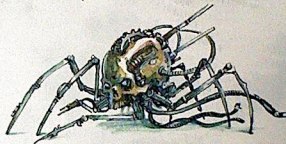
At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.



MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Confusion All Around: Before deploying a unit, either at the start of the battle or when it enters from reserves, the player must first roll a D6.

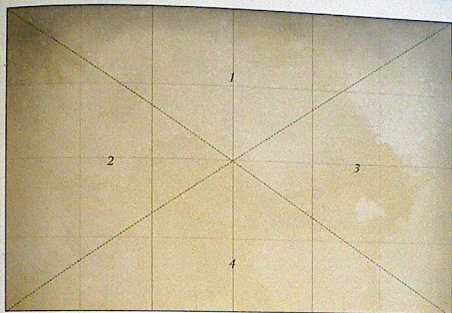
On a roll 1-4 the whole unit must be placed in the wedge with corresponding number (see the deployment map) – if the unit is arriving from reserve, it must either move on from the appropriate table edge or, if arriving by Deep Strike, choose to Deep Strike in the appropriate wedge (though it may scatter into a different wedge, of course).

On a roll of 5-6 the player may choose where the unit is deployed.

In any case, a model may never deploy within 1" of a enemy model.

Eternal Night: The Night Fighting rules are in effect on every turn in this mission.

Which Way To Run: In this mission, units always Fall Back towards the closest table edge.



MISSION



DAEMONIC INVASION

'We are at war with forces too terrible to comprehend.'

As a daemonic invasion gathers pace, the presence of the daemonic creatures and the slaughter and anguish they cause can cause further Warp rifts to appear across the planet. At other times, Warp rifts will appear and disappear seemingly at random across the surface of the planet. Whenever a new rift appears, it is seized upon by Daemons still in the Warp as a way to enter the material plane, and a new daemonic army will pour forth. Because of this, many of the most desperate battles that take place during a daemonic incursion take place around newly opened Warp rifts. The Daemons know they must do their utmost to establish a foothold on the world, for given the opportunity, their opponents may be able close the rift, barring the entrance of any further Daemons and trapping those that have already come through. The result is a maelstrom of battle and destruction as both sides fight desperately to achieve victory.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Chaos Daemons player must choose a primary detachment from *Codex: Chaos Daemons*.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in the *Warhammer 40,000* rulebook. Place a suitable piece of impassable terrain at the centre of the table to represent the Warp Rift.

PLACE PRIMARY OBJECTIVES

Place four Primary Objectives half-way between the Warp Rift and each table edge, as shown in the deployment map.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook, and then the enemy deploys first, anywhere on the table at least 12" from the Warp Rift.

Split the Chaos Daemons army into two groups, with as close to half the total number of units in each group as possible. Randomly select one group; all units from this group enter play on the first turn either by Deep Strike or via the Warp Rift. All units in the other group are placed in reserve and must be rolled for normally, starting with the second turn.

The enemy may place any number of units in reserve. (Remember, though, that a player automatically loses if they have no units on the board at the end of any turn!)

FIRST TURN

The Chaos Daemons player always takes the first turn.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

First Blood, Slay the Warlord.



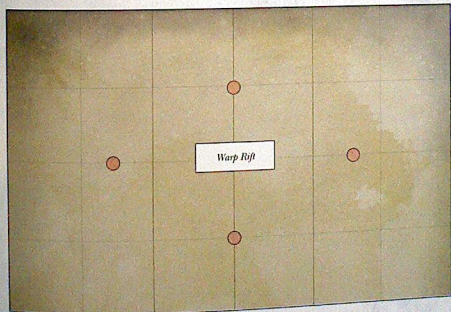
MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting.

Realm of Chaos: Any enemy model moving within 6" of the Warp Rift for any reason is instantly destroyed by the coruscating energies of the Realm of Chaos.

Warp Rift: In this mission, when Chaos Daemons units deploy (in the first turn, or when arriving in later turns), they can choose to either Deep Strike onto the table, or enter through the Warp Rift in the same manner as a Reserves unit entering from the table edge.

Which Way To Run (Daemonic Invasion): In this mission, units always Fall Back towards the closest table edge. Chaos Daemons units always Fall Back towards the Warp Rift, if they come into base contact with it while Falling Back, they leave the table exactly as if they left from a table edge.



MISSION



LAUGHTER OF THIRSTING GODS

'... there is no peace amongst the stars, only an eternity of carnage and slaughter...'

Some Warp rifts last for mere moments, while others may last for days or years, but in time all but the largest vanish as suddenly as they appeared. Occasionally, the defenders of a planet may be able to close or destroy a Warp rift through their own actions. Once the rift is closed, any Daemons that have passed through will be trapped, and the incursion will enter its final and most bloody phase.

The Daemons will only be able to maintain their presence in the material plane by increasingly violent acts of wanton destruction, and their opponents will be desperate to eradicate the daemonic plague that has come to their world as quickly as possible. The resulting battles are little more than butchery, as mortal and Daemon fall on each other, cutting and tearing and killing, until the battlefield is drenched in gore and the conflict ends with the total destruction of one side or the other.

THE ARMIES

Choose armies as described in the Warhammer 40,000 rulebook. The Chaos Daemons player must choose a primary detachment from *Codex: Chaos Daemons*.

THE BATTLEFIELD

Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which quarter of the table is their deployment

zone. The opposing player's deployment zone is the opposite quarter. Then, set up terrain as described in the Warhammer 40,000 rulebook.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative as described in the Warhammer 40,000 rulebook.

GAME LENGTH

The battle carries on until one side wins.

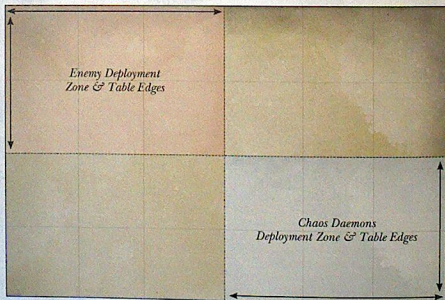
VICTORY CONDITIONS

Play until a turn ends and one player has no models on the board – the player with models remaining on the board wins. If a turn ends and both players have no models on the board, the game is a draw.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Fight To The Death: All units have the Stubborn special rule.





MISSION

41

GIBBERING HORDES

*'Gut them! Slaughter them! Butcher them! Kill! Kill! Kill!
Never stop, never tire! Keep doing the Lord's work!'*

The Chaos Gods care little for the lives of their daemonic minions, if their minions can even be called living things at all. If one of the Ruinous Powers wishes to achieve a goal badly enough, they will sacrifice anyone or anything in order to achieve it. Legion after legion will be despatched to do their master's bidding, until the enemy is either crushed beneath a weight of numbers, or the Chaos Gods grow bored or distracted, and their attention flits elsewhere.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Chaos Daemons player must choose a primary detachment from *Codex: Chaos Daemons*.

THE BATTLEFIELD

Use the deployment map included with this mission. 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. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Set up D3 Primary Objective markers before either side deploys. The Chaos Daemons player places the first marker, then his opponent, and so on until the requisite number of markers has been placed. Objectives may be set up anywhere on the table that is not in, or on, impassable terrain, buildings or fortifications, and is at least 12" from a table edge or another objective.

DEPLOYMENT

Players should first roll for Warlord Traits in the *Warhammer 40,000* rulebook. Then the Chaos Daemons player deploys first. He may deploy any number of units anywhere in his deployment zone that is over 6" from the centre of the table. The enemy player then does likewise.

RESERVES

Both sides may place any number of units in reserve.

FIRST TURN

The Chaos Daemons player goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it. In addition, each player receives 1 Victory Point for each opposing unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.



SECONDARY OBJECTIVES

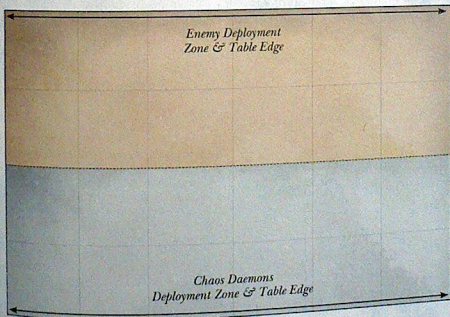
First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

The Gods Grow Bored: At the start of each enemy turn after the first, the enemy player rolls a D6. If the roll is less than the turn number, the Hordes of Chaos special rule (below) may not be used for the rest of the battle, and any Chaos Daemons units in Ongoing Reserves are immediately destroyed. If the roll is equal to or greater than the turn number, nothing happens.

Hordes of Chaos: At the start of any of the Chaos Daemons player's turns, he may remove any number of his units from the battlefield and place them in Ongoing Reserves. Any unit removed in this way is returned to full strength with all its Wounds or Hull Points restored, and returns from Ongoing Reserves at the start of the next Chaos Daemons turn. Note that units can be returned to play more than once in this fashion.



MISSION



BEYOND THE KEN OF MEN

*'These creatures have no place in the Emperor's galaxy.
Their unholy forms are an insult to reason and truth.'*

The motivations of the Chaos Gods are almost impossible to fathom. Even the Tyrannids, who are so alien as to be beyond the ken of man, war for sustenance and survival. Instead of these base drives, the objectives of a Daemon commander will often be completely obscure – they might be to slay a million mortals, to retrieve a single artefact, or to kill the grandchildren of those that once banished them. Faced with such an opponent, an enemy commander must do their best to discern the goals of their Daemonic adversaries by their actions, and then do their best to thwart them.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Chaos Daemons player must choose a primary detachment from *Codex: Chaos Daemons*.

THE BATTLEFIELD

Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher chooses which half of the table is their deployment zone. The opposing player's deployment zone is the opposite half. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Set up D3+2 Primary Objective markers before either side deploys. The Chaos Daemons player places the first marker, then his opponent, and so on until the requisite number of markers has been placed. Objectives may be set up anywhere on the table that is not in, or on, impassable terrain, buildings or fortifications, and is at least 12" from a table edge or another objective.

DEPLOYMENT

After determining the Chaos Daemons player's secret objective (see opposite), the players roll for Warlord Traits as described in the *Warhammer 40,000* rulebook, and then roll-off to see which player deploys first. The player deploying first may deploy anywhere in his deployment zone that is more than 6" from the centre of the table. The opposing player then does likewise.

FIRST TURN

The player that deployed first goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

Enemy Deployment
Zone & Table Edge

Chaos Daemons
Deployment Zone & Table Edge

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.



PRIMARY OBJECTIVES*

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it. In addition, each player receives 1 Victory Point for each opposing unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES*

First Blood, Linebreaker, Slay the Warlord.

* See also the Chaos Daemons Secret Objectives, below.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting.

Reserves: Both sides may place any number of units in reserve. (Remember though, that a player automatically loses if they have no units on the board at the end of any turn!)

CHAOS DAEMONS SECRET OBJECTIVES

Before deployment commences, the Chaos Daemons player must determine their secret objective. To do this they will need a D6, and a mug or cup. They must shake the dice in the container, and then quickly turn it over onto the table so that the container covers up their dice roll. The Chaos Daemons player is allowed to peek at the dice at any time, but may not touch it, and should ensure that his opponent doesn't get a chance to see the roll. The dice will remain under the container until the end of the game, when it is finally revealed and its effects applied.

The effect of the dice roll is shown on the following table. The dice is revealed when Victory Points are scored, if it has not been revealed earlier.

D6	Effect
1	If the Chaos Daemons player controls all of the Primary Objectives at the start of any of their turns, they can reveal the secret objective dice and they immediately win the game. If the Chaos Daemons player is unable to do this before the battle ends, they automatically lose the game.
2	The Chaos Daemons player only scores 1 Victory Point for each Primary Objective they control, but receives 6 Victory Points if they achieve the Slay the Warlord Secondary Objective.
3	The Chaos Daemons player only scores 1 Victory Point for each Primary Objective they control, but receives 3 Victory Points for each Secondary Objective they achieve.
4	The Chaos Daemons player scores 5 Victory Points for each Primary Objective they control in their own deployment zone, but only 1 Victory Point for each Primary Objective in the opponent's deployment zone that they control.
5	The Chaos Daemons player only scores 1 Victory Point for each Primary Objective they control, but receives 1 Victory Point for each unit from their own army that is completely destroyed and which is aligned to a different Chaos God than their army's Warlord. Note that the Chaos Daemons player must not attack units from his own army (he must let them do the dirty work!).
6	If the number of Victory Points the Chaos Daemons player has scored at the end of the game are exactly equal to the sacred number of the Chaos God of the army's Warlord, they win the battle no matter how many points their opponent has scored. Any other total results in a draw if the Chaos Daemons player has more points than his opponent, or a loss if he has equal or less points. The sacred Numbers are as follows: Khorne: 8, Nurgle: 7, Tzeentch: 9, Slaanesh: 6



MISSION



DAEMON WORLD

"Beyond the veil lies madness and world's ending, beware ye the Terrors of the Warp."

The power of Chaos infuses worlds trapped within a Warp rift, entwining the impossibilities of the Warp and the realm of the physical. When this corruption is sustained for an age, it creates planets known as Daemon worlds. These straddle the mortal and immortal realms, and like the nightmarish territories of the Dark Powers, are moulded by the caprice of their daemonic rulers. To fight upon such a world is to fight in the very of the eye of the storm of the forces of the Warp. Reality twists and changes from one moment to the next, with neither rhyme nor reason, or with any respect for the natural laws of the universe.

MISSION GOAL

Although this mission takes place on a Daemon world, each side will have a set of goals they wish to complete. To determine this, before starting play, the Chaos Daemons player must generate an Eternal War mission, which will determine how the armies deploy and what they are trying to achieve.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Chaos Daemons player must choose a primary detachment from *Codex: Chaos Daemons*.

THE BATTLEFIELD, DEPLOYMENT, FIRST TURN, GAME LENGTH, VICTORY CONDITIONS

Use the rules from the Eternal War mission for all of these steps.

MISSION SPECIAL RULES

Use the rules from the Eternal War mission. In addition, the following special rule also applies:

Daemon World: At the start of each Chaos Daemons turn, the Chaos Daemons player must roll 2D6 on the table below. The effects rolled last until the start of the next Chaos Daemons turn.

2D6 Result

- 2 **The Gods Grow Bored:** *The attentions of the daemonic pantheon are drawn elsewhere.*
No special effects apply this turn.
- 3 **Fury of the Chaos Gods:** *The gods are displeased, and rain flaming boulders, acid rain and bolts of coruscating energy down upon the battlefield.*
Starting with the Chaos Daemons player, each player takes it in turns to resolve a Fury of the Chaos Gods attack, until a total of D6 such attacks have been resolved. The player making an attack places the large blast marker in a location of their choice and scatters it 2D6". All units with models at least partially under the template are hit by a S10 AP2 attack for each model under the template. Allocate Wounds from the centre of the template as if it were a Barrage attack.
- 4 **Gale of Chaos:** *A psychic storm rages over the battlefield.*
All Psykers generate D3 additional Warp Charge points whenever they generate Warp Charge points. In addition, Psykers that suffer the Perils of the Warp lose D3 Wounds rather than 1 Wound.
- 5 **Treacherous Terrain:** *Inanimate terrain comes alive to attack the living.*
Dangerous Terrain tests are failed on a roll of 1-3.
- 6 **Anger of the Gods:** *The fury of the Chaos gods fills the minds of the combatants.*
All models have the Rage special rule.
- 7 **The Gods are Pleased:** *The gods delight in the continuing mayhem.*
Use the same result as that which applied in the last turn. Re-roll this result on the first turn of the game.
- 8 **Eternal War:** *For a fleeting instant of time, the warriors on the battlefield are drawn into the Great Game.*
All models have the Feel No Pain and It Will Not Die special rules.
- 9 **Chaos Mists:** *Many-hued mists engulf the battlefield.*
All models have the Shrouded special rule.
- 10 **Translocation:** *The landscape pulses and transforms.*
Roll-off. The winner may move D3 terrain pieces to a new area of open ground on the battlefield. Models on the terrain piece move with it. Models occupying the area that the terrain piece is moved to are moved into the area that the terrain piece previously occupied, maintaining their same facing and relative positions. Units may be split up by the Translocation, in which case they must attempt to re-establish unit coherency (see the *Warhammer 40,000* rulebook). If there are not enough pieces of movable terrain to translocate, move as many as possible.
- 11 **Time Flux:** *Time rewinds, or hurtles forward.*
Each player picks one unit in their army that has at least one model on the battlefield, and rolls a D6 for it. On a roll of 1, the unit is completely destroyed, remove all models in the unit as casualties. On a roll of 2-6, any models the unit has lost are returned to play, and all models in the unit have their Wounds and Hull Points returned to their starting value. Returned models must be placed in unit coherency with their original unit and more than 1" from any enemy models or impassable terrain, if this is impossible, they remain casualties.
- 12 **Chaos Ascendant:** *The full power of the Warp is unleashed.*
Roll D3 times on the table and apply all results, re-rolling any duplicate rolls, and rolls of 2 or 12.



CHAOS SPACE MARINES

Chaos Space Marines are twisted and corrupt, turned against their former brothers by the influence of the Dark Gods. Striking without mercy from the Warp, they raid the worlds of the Imperium, culling the followers of the False Emperor with a strength fuelled by fathomless hate and utter contempt for those weaker than them.

ALTAR OF WAR:

CHAOS SPACE MARINES MISSION TABLE

D6	Mission
1	Loot & Pillage
2	Black Crusade
3	Scorched Earth
4	The Artefact
5	Vendetta
6	Agents of the Chaos Gods

THE BATTLEFIELD

The deployment map, deployment zones and deployment instructions for an Altar of War mission are included in the mission itself; do not use the deployment maps included in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War: Chaos Space Marines* mission table is known as 'the Chaos Space Marine player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an Altar of War mission, even if they have a Chaos Space Marines army too.

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.

CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.



SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

11

LOOT & PILLAGE

*'Huddle close to your Emperor if he makes you feel safe.
He cannot save you, for only Chaos is eternal.'*

Chaos Space Marines are rightly feared across the galaxy as bloodthirsty raiders, and most of their attacks take the form of a lightning fast terror raid. The Chaos Space Marines will descend upon an unsuspecting planetary outpost, their aim to cause as much damage as they can, and then to make off before the surprised and bewildered defenders have a chance to organise a coherent defence. As well as causing terror and wanton destruction, the Chaos Space Marines will attempt to escape with as much loot as they can physically carry. After all, supplies are scarce in deep space, and the followers of the Chaos Gods do not believe in making or paying for things that they can far more easily steal from their enemies. A successful Chaos Space Marine raid will leave the target a smoking, devastated ruin, picked bare of anything of value and inhabited only by dead bodies. Only the bravest and most hardy warriors have any chance of withstanding such an onslaught.



THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Chaos Space Marine player must choose a primary detachment from *Codex: Chaos Space Marines*.

THE BATTLEFIELD

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

PLACE PRIMARY OBJECTIVES

Set up D3+2 Primary Objective markers before either side deploys. The enemy player places the first marker, then his opponent, and so on until the requisite number of markers has been placed. Objectives may be set up anywhere on the table at least 12" from a table edge or another objective.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The Chaos Space Marine player deploys first. He may deploy up to two Troops choices and one HQ choice in his deployment zone. The enemy player then deploys likewise. All remaining units must be placed in reserve.

RESERVES

Both sides may place any number of units in reserve.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

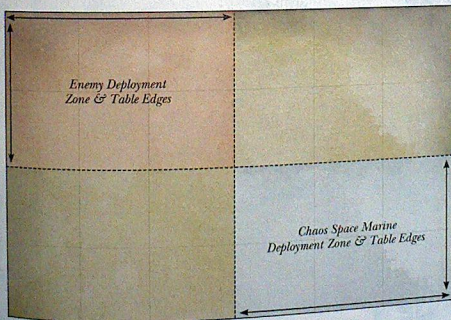
At the end of the game, the player that has collected the most loot or salvage points wins the battle (see Mission Special Rules below). If the players have the same number of loot or salvage points, then the game is a draw.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Loot & Salvage: The Chaos Space Marines are intent on collecting loot, while the enemy are attempting to salvage whatever they can. This is represented by collecting loot and salvage points. Each player collects one loot or salvage point (whichever is appropriate) at the end of their opponent's turn for each objective marker that has one of their units touching it. Note that any number of loot and salvage points can be collected from each objective over the course of the battle.





MISSION



BLACK CRUSADE

'There is no peace among the stars, only the an eternity of carnage and slaughter, and the laughter of thirsting gods.'

Perhaps once or twice every few hundred years, a truly great Champion of Chaos will arise in the Eye of Terror. Through the power of his implacable will, he will weld together an unsteady alliance between the infernal forces that inhabit the Eye and then launch them in an almost unstoppable assault known as a Black Crusade. This dark tide of Chaos expands and eventually recedes, leaving entire systems ravaged and burned. Whole planetary populations are irrevocably tainted by Chaos, cities and industries are crushed by the thunderous pounding of diabolic engines of destruction, uncounited citizens are dragged away to serve as slaves and playthings to the damned souls and their daemonic masters at the edge of reality. Every city ruined and every planet burned brings the material galaxy a little closer to dissolution. Although a Black Crusade may come crashing forth only rarely, the damage it inflicts can never be undone.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Chaos Space Marine player must choose a primary detachment from Codex: Chaos Space Marines.



THE BATTLEFIELD

Use the deployment map included with this mission. 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. Then, set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The Chaos Space Marine player deploys first. He may deploy anywhere in his half of the table that is at least 9" from his opponent's deployment zone. The enemy player then does likewise.

RESERVES

Both sides may place any number of units in reserve.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.



GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

Each player receives 1 Victory Point for each opposing unit that is completely destroyed. Units that Fall Back off the board or are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting, Reserves.

To The Death: All units have the Stubborn and Preferred Enemy special rules.

War Without End: Any non-vehicle unit that is completely destroyed is returned to play at full strength and placed in reserve. Note that Victory Points are scored each time a unit is completely destroyed – so if a unit was destroyed, returned to play, and then destroyed again, then the opposing side would receive 2 Victory Points.

*Enemy Deployment
Zone & Table Edge*

*Chaos Space Marine
Deployment Zone & Table Edge*



3

*'Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn!
Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn!'*

- Khâm the Betrayer

Fighting against the Chaos Space Marine followers of the Dark Gods is a grim and deadly affair, and never more so than when the tide turns against the Renegades and they are forced onto the defensive. To dare to enter the battlefield in such circumstances is to step onto a blasted landscape of ruined buildings and burning vegetation. It is as if the Chaos Space Marines have turned their eternal hatred of all living things against the very planet itself and are determined to leave nothing standing in their wake. Amongst this carnage, the Chaos Space Marines will continue to fight a furious quarrelsome action, determined to make their hatred for pay in blood for every yard of ground they hope to recapture. Only after they have inflicted the maximum amount of death and destruction will the Chaos Space Marines finally retreat, leaving behind them a world so devastated that it will take generations to repair the damage.

Choose armies as described in the *Warhammer 40,000* rulebook. The Chaos Space Marine player must choose a primary detachment from *Codex: Chaos Space Marines*.

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

Set up D3+2 Primary Objective markers before either side deploys. The enemy player sets up the first Primary Objective, then the Chaos Space Marine player, and so on until the requisite number of markers has been placed. Primary Objectives may be set up anywhere on the table at least 12" from a table edge or another objective.



Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. The Chaos Space Marine player deploys first. He may deploy any number of units anywhere in his deployment zone that is over 9" from the centre of the table. The enemy player then does likewise.

Both sides may place any number of units in reserve.

The player who deployed his army first goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

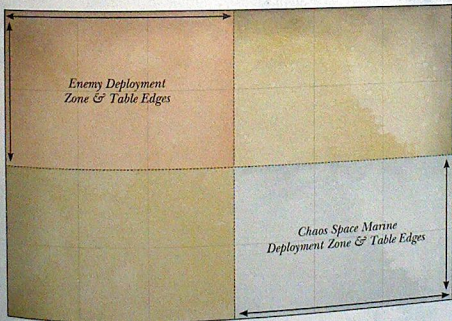
First Blood, Linebreaker, Slay the Warlord.

Mysterious Objectives, Night Fighting, Reserves.

Slash & Burn: All pieces of area terrain, and all fortifications (including any belonging to players' armies), are either on fire or a smoking ruin. Before either side deploys, roll D6 for each piece of area terrain and refer to the following table:

D6	Result
1-3	Burning: The terrain counts as dangerous terrain.
4-6	Smoking: Add 1 to the cover save of any unit in the terrain.

In addition, both burning and smoking terrain blocks any line of sight that is drawn across it.



MISSION

41

THE ARTEFACT

'For twenty long decades have I searched, and now the object that I seek lies within my grasp, and you, a foul agent of a false Emperor, think you can thwart me? I will smite you down and grind your bones to dust, and then take that which it is my destiny to possess.'

Scattered across the galaxy are hidden objects of ancient power, the possession of which can spell the difference between the success or failure of a campaign, or that can give their owner almost limitless power. Few of these artefacts are hidden from the Chaos gods, who are wont to tease and cajole their followers with snippets of information about these arcane relics. Swayed by visions of conquest and power, the supplicant will embark on an often fruitless quest, following obscure hints and clues in a search for the object of their desire. Sometimes – just sometimes – this search will lead them to an ancient artefact of true power. However, by the time they have found it, their search will have alerted the agents of other races to the nature of their quest, and they will need to be willing to fight in order to gain that which they seek. Of course, the followers of the Dark Gods are usually more than willing to shed blood to achieve their chosen purpose.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Chaos Space Marine player must choose a primary detachment from *Codex: Chaos Space Marines*.

THE BATTLEFIELD

Use the deployment map included with this mission. 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. Then set up terrain as described in the *Warhammer 40,000* rulebook.

OBJECTIVES

Place 3 Artefact markers before either side deploys (only one of these markers is actually the Artefact – see Deployment below). The Chaos Space Marine player places the first marker, the enemy player the second, and the Chaos Space Marine player the third. Artefact markers must be placed on the centre line of the table, at least 12" away from any other marker. Artefact markers may not be placed in impassable terrain.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook. Then, the Chaos Space Marine player deploys first. He may deploy any number of units anywhere in his deployment zone that is over 12" from any Artefact marker. The enemy player then does likewise.

After both players have deployed, a D6 is rolled and the deployment map referred to, in order to determine which of the Artefact markers actually represents the Artefact (until this point, the true location of the Artefact is unknown). The other two markers are removed from play. For example, on a roll of 3-4, the centre marker would represent the Artefact, and the markers to the left and right would be removed from play. Both sides may place any number of units in reserve.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

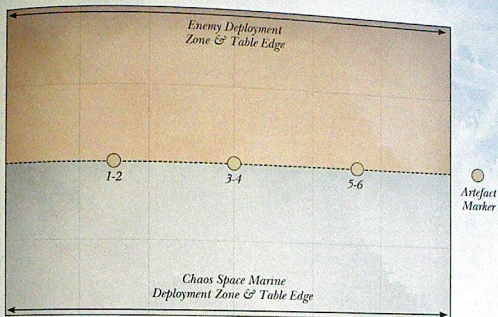
The player that captures the Artefact and removes it from the table is the winner. If neither player has any models remaining that can capture the Artefact, the game is a draw. See the Mission Special Rules for how to capture and move the Artefact.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Capture the Artefact: The Artefact is captured immediately when an Infantry model moves into base contact with it. Place the marker under the model's base to show it has captured the Artefact. A model that has captured the Artefact may move and fight normally. When the model moves, the marker moves with it. If the model is removed from play for any reason (including reaching a table edge when Falling Back), then the marker is left on the table in the last position the model occupied, and will be captured by the next Infantry model to move into base contact with it. The model cannot give the Artefact to another friendly model, or choose to abandon it. Models other than Infantry models may not end a move on top of the marker (though they may move over it).

Exiting the Table: A model that has captured the Artefact and which voluntarily moves into contact with its own table edge (or is in a Transport that does so), exits the table. The game ends immediately and the player whose model exited the table with the Artefact is victorious.



MISSION



VENDETTA

'Long shall be your suffering. Joyous be your pain.'

Many Chaos Space Marines retain a twisted version of the code of honour they had followed before they were corrupted by the Chaos gods. However, where loyal Space Marines follow a code built upon service and duty to the Emperor and Mankind, Chaos Space Marines instead feel that they must revenge any slight they suffer, lest their honour be impinged. Thus, the two different codes are almost mirror images of each other, the first being based on self-sacrifice for others, and the second on sacrificing others for oneself. This corrupted code of honour is deeply ingrained into the psyche of these Chaos Space Marines, and means that they will ruthlessly seek to punish anyone they feel has shown them any sign of disrespect. Even minor slights are rewarded with death, while more serious stains upon a Chaos Space Marine's honour can only be rectified by horrific acts of revenge and retribution.



THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Chaos Space Marine player must choose a primary detachment from *Codex: Chaos Space Marines*.

THE BATTLEFIELD

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

After the battlefield has been set up, but before deployment, the Chaos Space Marine player must roll on the Vendetta table to see what it is they wish to avenge (see Mission Special Rules).

RESERVES

Both sides may place any number of units in reserve.

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook and then roll-off. The winner of the roll-off may deploy any number of units anywhere in his deployment zone that is over 12" from the centre of the table. The opposing player then does likewise.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each opposing unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.



SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting, Reserves.

The Vendetta: After the battlefield has been set up but before deployment, the Chaos Space Marine player must roll on the Vendetta table on the next page, and follow the instructions given. If it is impossible to follow the result rolled, roll again, and keep on rolling until you get a result whose instructions can be followed. For example, if you roll an 'Enemy Character' result and the enemy army doesn't have any characters other than their Warlord, you must roll again.

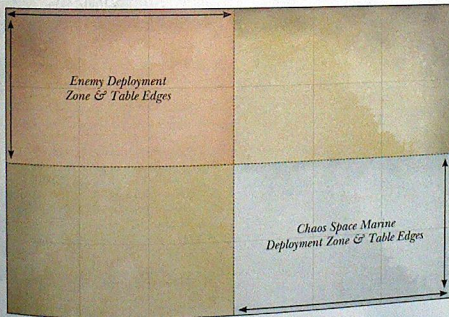
VENDETTA TABLE

D6 Result

- 1 **Enemy Warlord:** If, at the end of the game, the enemy Warlord has been slain, the Chaos Space Marine player receives 3 Victory Points (in addition to the point received for the Slay the Warlord Secondary Objective). If the enemy Warlord has not been slain, the enemy player receives 3 Victory Points.
- 2 **Enemy Character:** Roll-off. The winner must pick a character model in the enemy army, apart from the enemy Warlord. If, at the end of the game, this enemy character has been slain, the Chaos Space Marine player receives 3 Victory Points. If the enemy character has not been slain, the enemy player receives 3 Victory Points.
- 3 **Enemy Vehicle or Monstrous Creature:** Roll-off. The winner must pick a Vehicle or Monstrous Creature model in the enemy army. If, at the end of the game, the model has been destroyed or removed as a casualty, the Chaos Space Marine player receives 3 Victory Points. If the enemy model has not been destroyed or removed, the enemy player receives 3 Victory Points.

D6 Result

- 4 **Enemy Infantry Unit:** Roll-off. The winner must pick a unit made up of Infantry models (excluding any Dedicated Transports) in the enemy army. If, at the end of the game, all of the models in the unit have been removed as casualties, the Chaos Space Marine player receives 3 Victory Points. If any models in the enemy unit have not been removed as casualties, then the enemy player receives 3 Victory Points.
- 5 **Enemy Army:** Count up the number of models in the enemy army. At the end of the game, count the number of models in the enemy army that have been removed as casualties, or wrecked or destroyed. If at least three-quarters of the starting number of models have been removed or destroyed, the Chaos Space Marine player receives 3 Victory Points. In any other circumstances, the enemy player receives 3 Victory Points.
- 6 **Total Vendetta:** All of the results on the Vendetta table apply for the battle! Any results that include instructions that cannot be followed are ignored.



MISSION



AGENTS OF THE CHAOS GODS

'The minds of gods are not for mortals to know or to judge.'

Chaos Space Marines have thrown in their lot with the Chaos Gods. They are the Ruinous Powers' principle agents in the material universe, far more so than the daemonic creatures that can only temporarily manifest outside of the Realm of Chaos, or even the Chaos Cultists that lack the mobility and battle skills of the Chaos Space Marines.

Although Chaos Lords usually lead the Chaos Space Marines under their command according to their own agendas, there are times when the Chaos Gods call upon them to do their bidding directly. Sometimes the tasks the Chaos Space Marines are directed to carry out will seem fickle or whimsical, and at others ruthlessly practical. The nature of the Ruinous Powers makes it impossible for mortal minds to ever fully understand their motivations, making the actions of their minions all but impossible to second-guess.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Chaos Space Marine player must choose a primary detachment from *Codex: Chaos Space Marines*.

THE BATTLEFIELD

Use the deployment map included with this mission. 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. Then set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

Take it in turns to place a total of D3 Primary Objective markers before either side deploys. The enemy player places the first Primary Objective. Primary Objectives may be set up anywhere on the table at least 12" from a table edge or another objective.

After the Primary Objectives have been set up, the Chaos Space Marine player must determine their Secondary Objectives (see opposite).

DEPLOYMENT

Players should first roll for Warlord Traits as described in the *Warhammer 40,000* rulebook, and then roll-off. The winner of the roll-off may deploy any number of units anywhere in his deployment zone that is over 9" from his opponent's deployment zone. The opposing player then does likewise.

RESERVES

Both sides may place any number of units in reserve.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

The mission uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective controlled by the enemy is worth 7 Victory Points to the enemy player, and each Primary Objective controlled by the Chaos Space Marines is worth 2D6 Victory Points to the Chaos Space Marine player.

SECONDARY OBJECTIVES

The Chaos Space Marines' Secondary Objectives are determined by rolling on the Whim of the Gods table below. The enemy player has the following Secondary Objectives:

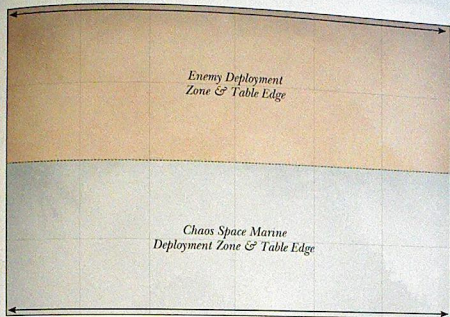
First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

The Whim of the Gods: The Secondary Objectives for the Chaos Space Marine player are determined by rolling three times on the following table. Make the rolls after the Primary Objectives have been set up, but before deployment takes place. If the same result is rolled more than once, re-roll until three different objectives have been determined.





WHIM OF THE GODS TABLE

2D6 Result

- 2 **Strike No Blow:** If, at the end of the game, the Chaos Space Marine Warlord has not made a shooting or close combat attack, the Chaos Space Marine player scores 1 Victory Point. This objective can still be completed if Warlord has been slain. Note that a model engaged in close combat may choose not to attack, even if they have issued a challenge!
- 3 **Mutual Destruction:** If, at the end of the game, the number of models in both armies has been reduced to a third or less of their starting number, the Chaos Space Marine player scores 1 Victory Point.
- 4 **A Moment's Quiet Contemplation:** If the Chaos army makes no shooting attacks in the first game turn (including Overwatch shots), the Chaos Space Marine player scores 1 Victory Point.
- 5 **Destroy the Weak:** If, at the end of the game, the unit with the lowest points value in the enemy army has been completely destroyed, the Chaos Space Marine player scores 1 Victory Point. If several units are tied with the lowest points value, then destroying any one of them achieves this objective.
- 6 **First Blood:** See the *Warhammer 40,000* rulebook.

2D6 Result

- 7 **Slay the Warlord:** See the *Warhammer 40,000* rulebook.
- 8 **Linebreaker:** See the *Warhammer 40,000* rulebook.
- 9 **Destroy the Strong:** If, at the end of the game, the unit with the highest points value in the enemy army has been completely destroyed, the Chaos Space Marine player scores 1 Victory Point. If several units are tied with the highest
- 10 **Defile:** If, at the end of the game, the Chaos Space Marine Warlord is in base contact with a Primary Objective, the Chaos Space Marine player scores 1 Victory Point.
- 11 **Prove Worthy:** If, at the end of the game, the Chaos Space Marine Warlord has been granted a Chaos Boon other than Unworthy Offering or Spawnhood, then the Chaos Space Marine player scores 1 Victory Point. This objective can be completed if Warlord is slain after receiving the boon.
- 12 **Glorious Sacrifice:** If, at the end of the game, the Chaos Space Marine Warlord has been slain, the Chaos Space Marine player scores 1 Victory Point.



OF WAR:
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STATIONFIELD

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BLACK LEGION

The Black Legion are Abaddon the Despoiler's army of vengeance, unleashed upon the Imperium to avenge the death of the Warmaster Horus and the Traitor Legions' defeat at Terra. Stalking across the stars, they do their dark master's bidding, hunting down artefacts of power and sacking entire worlds.

ALTAR OF WAR: BLACK LEGION MISSION TABLE

D3	Mission
1	Speartip Strike
2	Kill Them All!
3	Capture the Artefact

THE BATTLEFIELD

The deployment map, deployment zones and deployment instructions for each *Altar of War: Black Legion* mission is included in the mission itself; unless otherwise stated, do not use the deployment maps in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the *Altar of War: Black Legion* mission table is known as 'the Black Legion player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an *Altar of War* mission, even if they have a Black Legion army too.

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook, however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.

CARRY ON AS NORMAL

These changes aside, all of the rules in the *Warhammer 40,000* rulebook are used as normal.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.



MISSION

1

SPEARTIP STRIKE

'No matter where the wretch skulks, I will take his head and tear the soul from his body. None can defy me.'

The Sons of Horus were ever the masters of the speartip strike – a tactic first conceived of by the Warmaster Horus, designed to launch a direct blow against enemy forces by slaying their commander. Key to this strategy was a precision teleport assault by the Legion's elite Justaerin Terminators on the target's position, whilst the other companies of Sons of Horus kept the enemy ground forces occupied. Horus would often lead these strikes personally to ensure victory, for no foe could hope to withstand his titanic might.

Since the fall of the Sons of Horus and the meteoric rise of the Black Legion, Abaddon never forgot how effective a speartip strike could be, for Horus had on occasion sent his First Captain to lead the attack in his stead. To witness Abaddon lead such an assault at the head of his mighty Black Legion Terminators is to stare death in the face. Countless Imperial commanders have fallen to Abaddon's brutality effective tactics, and many more shall follow until the Imperium drowns in blood and the Despoiler finally has his vengeance.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Black Legion player must choose a primary detachment from *Codex: Chaos Space Marines* using the extra rules presented in *Black Legion – A Codex: Chaos Space Marines Supplement*.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should first roll for Warlord Traits and then Deploy as described in the *Warhammer 40,000* rulebook.

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This scenario uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. However, players instead receive 2 Victory Points for each HQ or Elites unit completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord*.

* In this mission, the Slay the Warlord Secondary Objective is worth 5 Victory Points. Note that this includes the Victory Points earned as part of this mission's Primary Objective.

MISSION SPECIAL RULES

Night Fighting, Reserves.

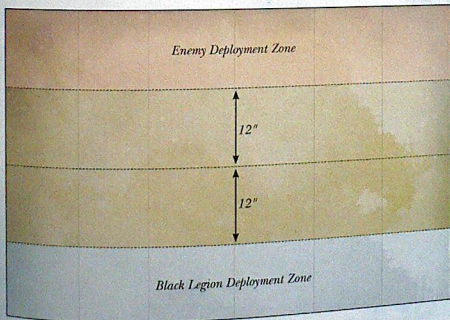
Speartip Assault: Black Legion units composed entirely of models that have the Deep Strike special rule can choose to make a Speartip Assault. Immediately after determining Warlord Traits, tell your opponent which units are making a Speartip Assault, and make a secret note of whether it takes place during your first or second turn. All units making the Speartip Assault automatically arrive via Deep Strike at the start of the chosen turn – there is no need to roll for Reserves.

Protect the Commander: Any unit joined by the enemy Warlord has the Zealot special rule for as long as he remains with them.





Enemy Table Edge



Black Legion Table Edge

MISSION



KILL THEM ALL!

'I will suffer their existence no longer. Slaughter them all and leave their bodies to rot!'

When Abaddon gathers his forces to launch a Black Crusade, one thing is certain: countless millions will die in blood and fire, and entire planets will be left in ruins, or worse. On Holy Terra, the annals of the Administratum are littered with the names of Imperial Guard regiments, Space Marine Chapters and even mighty Titan Legions that have been completely destroyed whilst attempting to stem the tide of these terrible onslaughts.

Such are the overwhelming forces at the disposal of the Despoiler that should he seek the annihilation of a specific target or enemy host, only the most tenacious and heroic of them will be able to withstand the relentless onslaught of his Black Legion. One thing is certain – if Abaddon seeks the death of a certain foe, he is rarely disappointed.



THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Black Legion player must choose a primary detachment from *Codex: Chaos Space Marines* using the extra rules presented in *Black Legion – A Codex: Chaos Space Marines Supplement*.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should first roll for Warlord Traits and then deploy as described in the *Warhammer 40,000* rulebook.

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This scenario uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

At the end of the game, the Black Legion player wins if he has completely destroyed his opponent's force. If there are any enemy models remaining, including those units that are Falling Back, his opponent wins. However, units that are not on the board at the end of the game count as destroyed for the purposes of this mission.

MISSION SPECIAL RULES

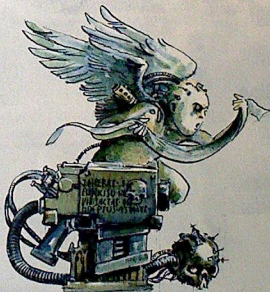
Night Fighting, Reserves.

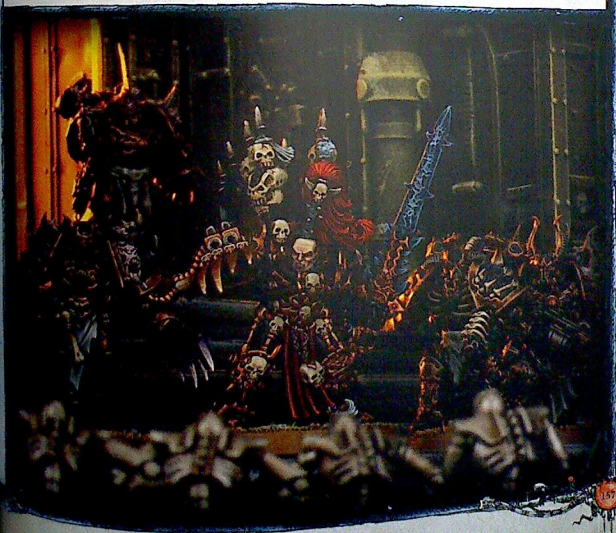
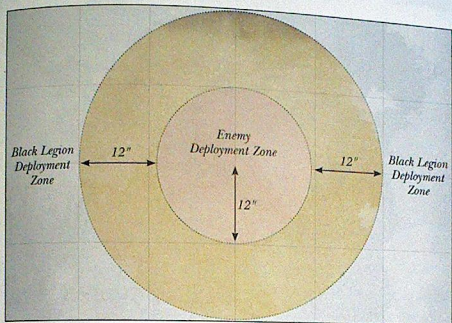
The Claw Tightens: The Black Legion player may choose to bring on units held in reserve/Ongoing Reserves from any point on any table edge.

Fight to the Last Man: Every non-vehicle unit in the enemy army has the Stubborn special rule.

Lines of Retreat: Any Black Legion units that Fall Back do so towards the nearest table edge. Any enemy units that Fall Back must do so towards the centre of the board, where they will remain until they regroup.

Unleash the Legion: Each time a Black Legion unit is completely destroyed, remove it from play and place it into Ongoing Reserves, where it will be available to return to the battle at the start of the Black Legion player's next turn. However, special characters may not return to battle in this manner.





MISSION



CAPTURE THE ARTEFACT

'Return to me with my prize, or do not return at all.'

Many times over the last ten millennia, Abaddon has sought Chaos artefacts of great and terrible power. Each of these timeless relics would serve a purpose in his endless war with the Imperium, and his enemies would rue the day that he added each fabled item to his collection.

Depending on the significance of each artefact, Abaddon would sometimes lead the raid to secure it, at other times he would send one of his infamous Chosen or a trusted lieutenant instead. Should the Despoiler deem the securing of a Chaos relic worthy of his personal attention, the outcome of such a quest may one day determine the fate of the galaxy itself.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. The Black Legion player must choose a primary detachment from *Codex: Chaos Space Marines* using the extra rules presented in *Black Legion – A Codex: Chaos Space Marines Supplement*.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

The enemy player must then place a single Primary Objective marker anywhere in their deployment zone.

DEPLOYMENT

Players should first roll for Warlord Traits and then deploy as described in the *Warhammer 40,000* rulebook.

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative as described in the *Warhammer 40,000* rulebook.

GAME LENGTH

This scenario uses Variable Game Length as described in the *Warhammer 40,000* rulebook.

VICTORY CONDITIONS

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

PRIMARY OBJECTIVES

At the end of the game, the Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

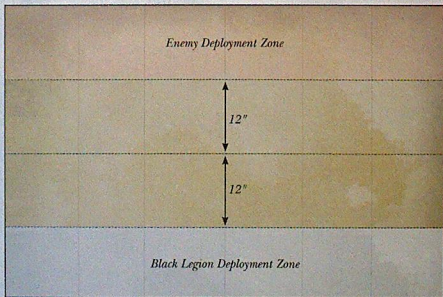
First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

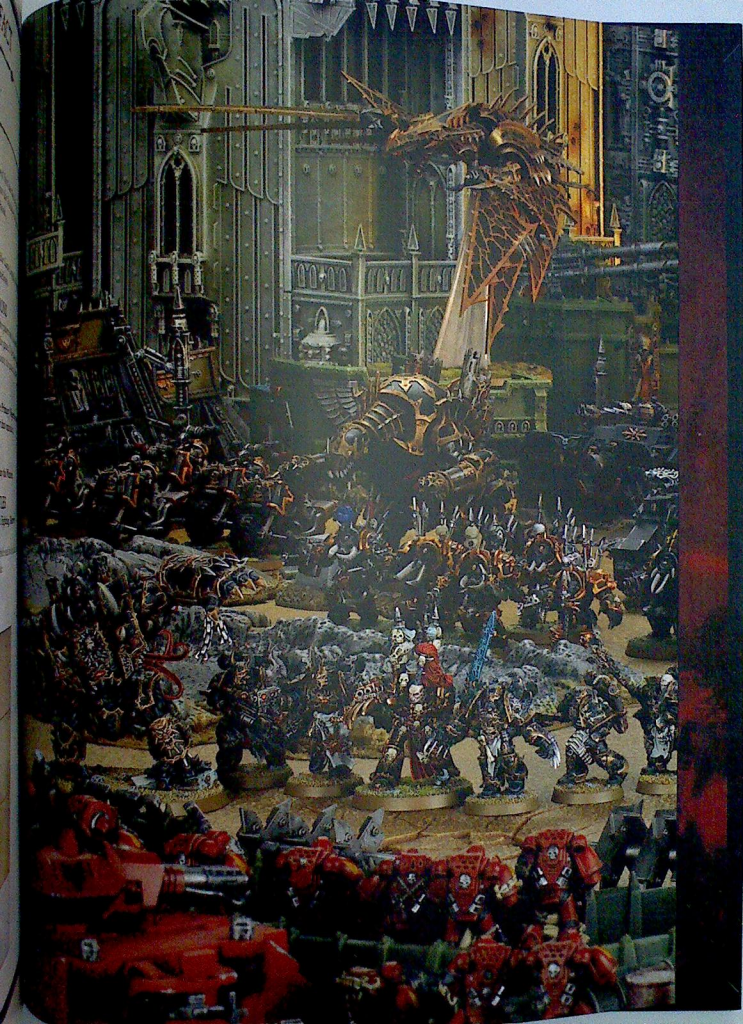
Mysterious Objectives, Night Fighting, Reserves.

Fear of Failure: Every non-vehicle unit in the Black Legion army has the Zealot special rule.

Enemy Table Edge



Black Legion Table Edge



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