# WARHAMMER 40,000

# BATTLE MISSIONS
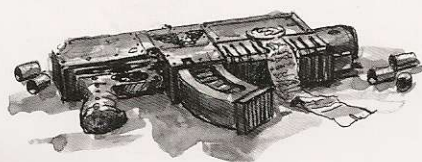
## WARHAMMER 40,000 SCENARIOS BOOK
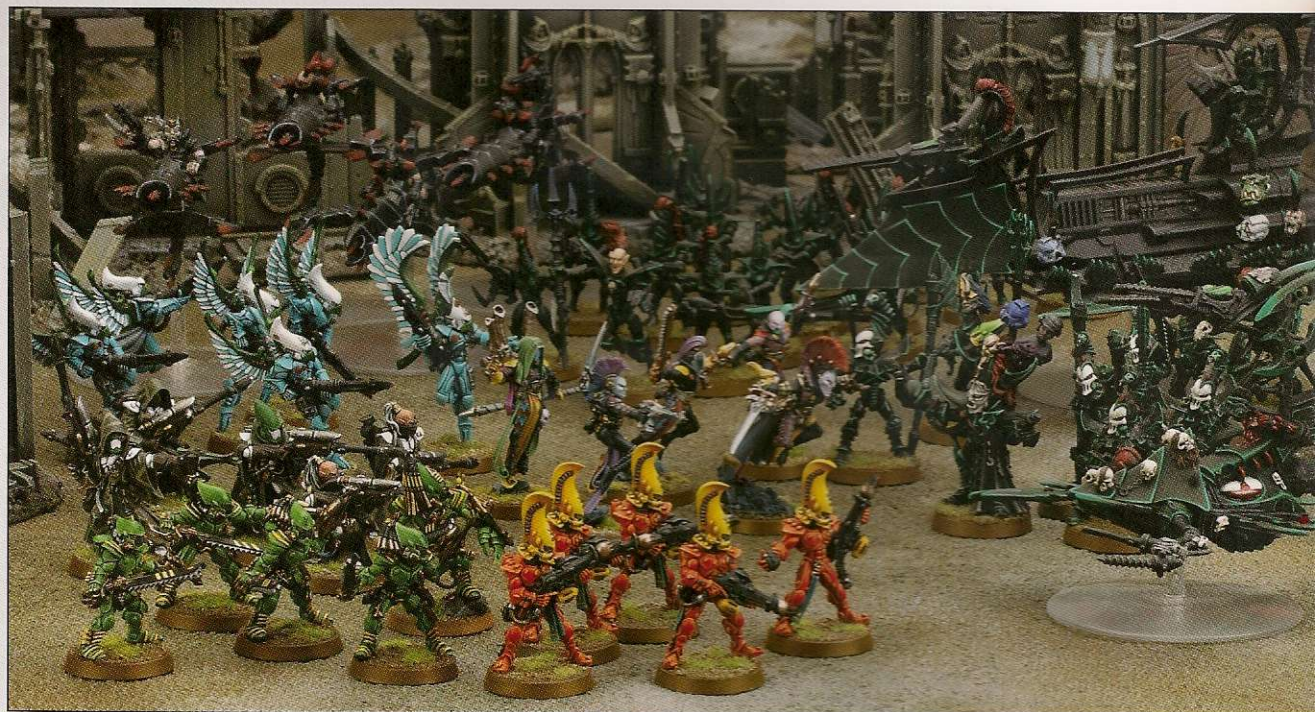
Eldar Aspect Warriors battle furiously to eradicate Dark Eldar raiders.



Ork Boyz charge into combat with Space Marines from the Ultramarines Chapter during the Battle for Black Reach.

# BATTLE MISSIONS
## BY JERVIS JOHNSON

A wise man once said "Why would anyone ever want to play two games that were exactly the same?" I agree whole-heartedly with this sentiment, and one of the things I love about the Games Workshop hobby is that there is no reason why any two games you play should ever be identical. The aim of this book is to explore this aspect of the hobby, and to ensure that no two games of Warhammer 40,000 that you play are ever the same again.

Now, of course, the Warhammer 40,000 rulebook already includes numerous ways to play, 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, well you're already looking and hundreds, probably thousands of different games right there. However, I feel that you can never have too much variety, so this book has thirty-three new battles for you to fight.

When combined with the missions in the rulebook, this increases the number of missions you can play by more than thirty, which should be enough to keep even the most dedicated player occupied for quite some time!

But that's not all that the Battle Missions do, they are far more than that. They also illustrate the different sorts of strategies used by the armies in Warhammer 40,000 and they will provide you with the ultimate test of your tactical ability as a commander. Let me explain how...

## STRATEGY

The different armies of the Warhammer 40,000 galaxy use different strategies when they go to war, which affects the types of battle that they fight. Space Marine Chapters, for example, are a highly mobile elite force, and this means that they excel at surprise attacks or are used to spearhead an important assault, whilst Imperial Guard regiments are heavily armed formations perfect for grinding down an opponent in a war of attrition or defending a position in a prolonged campaign. The missions you will find in this book are themed around different armies and the way that they fight. This gives you a chance to discover more about the strategies used by

different armies, and then try these strategies out on the tabletop. It also means that the army you and your opponent command can affect the types of battle you will be likely to fight. This is highly appropriate – after all, you would expect to fight a very different sort of battle if you are facing Space Marines compared to when you are fighting the Imperial Guard, for example.

## TACTICS

Last, but far from least, 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 on to lead or defend against a flank attack by a mobile Eldar army or a wave assault by a Tyranid horde. 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. But hey, no one said that being the commander of an army in the 41st millennium was going to be easy!

## 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. I'll start off with an overview of how to incorporate the new missions into the games you play and then I'll present the missions themselves. There are over thirty of these, three each for ten different armies plus three special missions that present unique and very different challenges. You'll also find plenty of background information about how the armies fight and how the missions fit into their strategic battle plans. Which just leaves me to thank you for purchasing this book and to say that I hope you have as much fun using it as I have had designing it. Good luck, and may all of your dice rolls be 6s!

**Jervis Johnson**

# HOW TO USE BATTLE MISSIONS

The Battle Missions book is split into two main sections: the introductory section that you are reading now, which explains how to use the battle missions, and the battle missions themselves. The battle missions are sub-divided into ten sections, one for each of the main armies found in the Warhammer 40,000 galaxy. Don't worry if you can't find a section for your own army as I've included notes on what do under these circumstances just a little bit further on (see 'Using Other Armies').

There are lots of different ways you can use the Battle Missions and I've tried to cover all of the ones I can think of in this section of the book. I've also tried to avoid being too prescriptive and to give as much choice as possible, so that you and your opponent can decide which method you prefer to use... Which leads me to a very important point, namely that you will need your opponent's agreement if you want to use battle missions, and should ask in advance. I know that there are players who will not want to play this style of game, and the last thing I want to do is force people to play games they find unsatisfying.

So, if you should run into such an opponent, you must respect their wishes. Assuming that you've found a willing opponent, then the two of you must decide how to select the mission you will fight. You can use any of the methods described below, or you can come up with an alternative method of your own – it's completely up to you. That said, I recommend using the 'Themed' method of selecting a battle mission for your first few games, and also as a default method when you're not sure which method to use.

## PICK ARMY AND SET-UP TERRAIN

However, before you pick the mission, you must select your army and set up the tabletop terrain. Fortunately this is very straight-forward, as you do both exactly as you would for the missions described in the Warhammer 40,000 rulebook. Using the standard method has a number of advantages, the principle ones being that you can pick an army and set up the battlefield in advance, and then decide just before you play whether you want to fight a standard mission or a

battle mission. If you decide to fight a battle mission then pick one of the following methods to decide which mission you will fight.

## SELECTION METHOD ONE: THEMED

The themed method of picking a battle mission ensures that you will fight a battle that reflects the way that one of the armies chooses to fight. It's very simple to use. First the two players roll-off, and the winner of the roll-off then rolls a D3 to select which of the three missions for their army will be used. On a roll of 1 the first mission will be used, on a roll of 2 the second mission, and on a roll of 3 the third mission.

For example, a Space Marine player (we'll call him Alessio) is fighting a battle against an Ork player (we'll call him Phil). Alessio wins the roll-off, and then rolls a D3 getting a '2'. This means that Alessio and Phil will be fighting Space Marine Mission Two: Surprise Attack. If Phil had won the roll-off and then rolled a '2', then Alessio and Phil would play Ork Battle Mission Two: Waaagh!

Things are a little more complicated if both players have the same army. If you have a look at the missions you will see that they refer to one player as 'the enemy' or 'the enemy player' for the mission. For example, Space Marine Battle Mission One: Vanguard is fought between the Space Marine player on one side and an 'enemy' on the other. If both players have the same army then the player that loses the roll-off counts as the enemy for the purposes of the mission.

As an example, let's assume that Alessio's Space Marines are victorious against Phil's Orks, and that Alessio then foolishly dares to challenge the dashingly handsome Space Marine player known only as 'J' for his next game. Sadly Alessio loses the roll-off, and therefore counts as the enemy for the mission...

## SELECTION METHOD TWO: RANDOM

Armies are not always called upon to fight battles for which they are ideally suited: sometimes Space Marines will be required to fight in the trenches and Imperial Guard ordered to make a surprise attack. Using the random method of picking a mission will allow you to

find out how well your army will perform when asked to fight outside its comfort zone. It will provide an even greater test of a player's tactical ability, as sometimes an army will be called upon to carry out a mission it is not well suited to perform.

In order to pick the mission, the two players must first roll-off. The loser will count as the 'enemy' in the mission that is going to be fought. Next, the winner rolls a D66, and refers to the table opposite to see which mission will be played... Sorry, what's that? You don't have a D66! Well fortunately they are easily manufactured by rolling two D6 one after the other, counting the roll of the first dice as 'tens' and the second dice as 'units'. So if you roll a 2 on the first dice, and a 5 on the second, you would get a D66 roll of 25.

Returning to our previous example, Alessio, much to everyone's surprise and not just because he's a much better general, has managed to beat 'J' and is looking for a new victim... sorry, I mean new opponent. He bravely picks on Mat and his tournament winning Necron army. Alessio and Mat decide they'd like to pick a mission using the random method. Alessio wins the roll-off, and then makes a D66 roll of 42. This means they will be playing Imperial Guard Battle Mission Two: War of Attrition, with Alessio's Space Marines taking the place of the Imperial Guard, and Mat's Necrons being their enemy.

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### USING OTHER ARMIES

This book includes battle missions for ten Warhammer 40,000 armies, but there is no reason to feel left out if you have one of the other armies and you want to fight a themed battle. Just select the army that you feel fights in the most similar manner to your own. To pick on an obvious example, if you have a Dark Angels army then just use the Space Marine battle missions.

We also plan to publish sets of themed battle missions for other armies in White Dwarf and on our website at **www.games-workshop.com** Check out both of these places to see which additional armies we've covered.

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## RANDOM BATTLE MISSION TABLE

### D66 Mission

**11-16** Use the themed method to pick the mission or roll again

**Chaos Space Marines**
21 Battle Mission One: *Pillage*
22 Battle Mission Two: *Black Crusade*
33 Battle Mission Three: *Scorched Earth*

**Chaos Daemons**
24 Battle Mission One: *Night Fight*
25 Battle Mission Two: *Invasion*
26 Battle Mission Three: *Fight to the Death*

**Dark Eldar**
31 Battle Mission One: *Dawn Raid*
32 Battle Mission Two: *Slave Raid*
33 Battle Mission Three: *Feigned Retreat*

**Eldar**
34 Battle Mission One: *Pre-emptive Strike*
35 Battle Mission Two: *Flank Attack*
36 Battle Mission Three: *Mobile Defence*

**Imperial Guard**
41 Battle Mission One: *Prepared Assault*
42 Battle Mission Two: *War of Attrition*
43 Battle Mission Three: *Trench Warfare*

**Necrons**
44 Battle Mission One: *Ambush*
45 Battle Mission Two: *Reconnaissance in Force*
46 Battle Mission Three: *Implacable Advance*

**Orks**
51 Battle Mission One: *Blitzkrieg*
52 Battle Mission Two: *Waaagh!*
53 Battle Mission Three: *Cut & Run*

**Space Marines**
54 Battle Mission One: *Vanguard*
55 Battle Mission Two: *Surprise Attack*
56 Battle Mission Three: *All-round Defence*

**Tau Empire**
61 Battle Mission One: *Vertical Envelopment*
62 Battle Mission Two: *Counter-attack*
63 Battle Mission Three: *Fighting Withdrawal*

**Tyranids**
64 Battle Mission One: *First Contact*
65 Battle Mission Two: *Wave Assault*
66 Battle Mission Three: *Infestation*

## SELECTION METHOD THREE: ULTIMATE CHALLENGE

In real life commanders can be called upon to fight just about any type of mission, although the standard missions covered in the Warhammer 40,000 rulebook will be by far the most common. Using the ultimate challenge method of picking a mission will give you a taste of this, as you can be called on to fight any of the missions from either this book or the Warhammer 40,000 rulebook! To use this method, just roll a D6 and refer to the table below:

## ULTIMATE CHALLENGE TABLE

| D6 | Mission |
|----|---------|
| 1-3 | Use the rules from the Warhammer 40,000 rulebook (see Warhammer 40,000 rulebook pages 90-93) |
| 4-5 | Use the themed method to pick the mission |
| 6 | Use the random method to pick the mission |

## SELECTION METHOD FOUR: SELECTED BATTLE MISSIONS

The final method of picking a battle mission is the complete opposite of the last one; rather than leaving things to the whims of fate, just pick the battle mission you are going 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, but it really comes into its own as part of a campaign. The first and most genteel method is to discuss the matter with your opponent and between the two of you decide which mission to fight. Unfortunately reaching a consensus on which mission to use is not always easy and so you may prefer to roll-off to see who gets to pick the mission and then roll-off again after the mission has been selected to see which player will be the enemy.

Where picking a mission really works best is as part of a campaign, especially what I'd call a 'narrative campaign'. I use this term to refer to a series of battles that are linked together by a narrative or story that describes the course of the campaign. One player has the duty of coming up with the narrative that links the battles and in the best of all possible worlds will write this down in advance (a different player can make each 'link'). Let's return to Alessio (Space Marines), Phil (Orks), and Mat (Necrons), and assume they decide to fight a narrative campaign. Alessio and Phil decide to have a rematch and Phil volunteers to write the first part of the narrative. He describes how Alessio's Space Marines are orbiting a

planet overrun by Orks, and are making ready to cleanse it of the greenskins. What they are unaware of is that a wandering Ork warband has just discovered a mysterious, ancient pyramid. The campaign starts with the Space Marines boarding their Drop Pods and the Orks entering the ancient ruin...

Now, in the past Phil would have had to make up a special scenario for the battle that followed, or at least come up with some modifications to the standard missions to reflect what was happening, but now instead he can just pick an appropriate battle mission from this book. Phil decides that the first mission should be a Space Marine *Surprise Attack* on the Orks, representing the Space Marines landing on the planet. After a quick discussion Alessio, Phil and Mat decide that the second battle mission has to be a Necron *Ambush* on Phil's Orks as they poke about the pyramid. The players also agree that it will be Alessio's task to write the next part of the narrative and pick the battle missions, based on the outcome of the first two games.

If you haven't tried a narrative campaign before then I really recommend you give it a try. It hardly takes any more work to organise than a one-off battle, and really is a huge amount of fun. Some of the best games I've ever played have been part of a narrative campaign.

## SUMMARY

To conclude, then, there are four steps you need to go through in order to fight a battle mission:

- Select an army to an agreed points total as you would for a standard mission
- Set up terrain as you would for a standard mission
- Select a mission using one of the methods shown above
- Get fighting!

# BATTLE MISSIONS KEY

**The Enemy Player:** One player is always 'the enemy' player in a Battle Mission. So, for example, in Space Marine Battle Mission 1: *Spearhead*, one player is the Space Marine player and one is the enemy player. Read the descriptions of how you pick the mission to be played to find out which player will be the enemy player (see Selection Methods 1-4).

**5 Ending The Game** This simply tells you how many turns the battle will last.

**3 First Turn** This entry explains which side takes the first turn.

**4 Reserves** This entry lists which units (if any) may be put in reserve at the start of the battle. The Reserves and Deep Strike rules are used in all Battle Missions.

**8 Map** This map shows where the two sides deploy, and also the location of other things that you will need to know the location of (eg, where objectives are placed, or where reserves enter the table, and so on). The named army in a mission has its table edge marked in red, and the enemy army has its table edge marked in blue. The map also includes a short summary of the deployment instructions for both sides.

**1 Objectives** Most battle missions require the players to set up one or more objectives. Objectives can be represented by any suitable marker. A small coin is just fine, but a nicely modelled counter is much better! Objectives must never be set up in impassable terrain (if the mission instructions mean you have to, place the objective as close as possible to the location). You control an objective if you have a scoring unit within 3" of it, and there are no enemy units of any type within 3" of it.

**2 Deployment** This entry describes how the two armies are set up ready for the battle.

**7 Special Rules** Most battle missions have one or more special rules, which are described here. In all cases where a special rule contradicts a standard game rule, then the special rule takes precedence.

**6 Victory Conditions** This entry tells you how to determine who has won. If neither player achieves the mission's victory conditions then the battle is a draw. Alternatively, you and your opponent can agree to use victory points to determine the winner in the case of a tie. See the Warhammer 40,000 rulebook for how this works.

# CHAOS SPACE MARINES

*" For ten thousand years we have fought the Long War and our hatred still knows no succour. Those who have defied us shall feel the Wrath of Chaos... Death to the false Emperor! Death to the weakling Imperium of Man! "*

**The Eye of Terror is the largest refuge of the followers of the Old Gods. From within its shifting bounds, Chaos Space Marine Renegades and Chaos Space Marines of the Traitor Legions strike forth in their countless raids and forays into Imperial space. Emerging from its tumultuous reaches, warbands spill forth to enslave and destroy in an everlasting war that has been waged for ten thousand years without mercy or abatement.**

Fully a thousand regiments of Imperial Guard stand at constant readiness to respond to an incursion and no less than ten Space Marine Chapters maintain their fortress monasteries close by to watch for any sign of invasion. Three Titan Legions wait for the call to arms and untold vessels of the Battlefleet Obscura constantly make patrols and sweeps of the nearby star systems. And yet, for all this watchfulness, Chaos cannot be held at bay. Lone vessels strike at Imperial shipping; agents slip through to spread their treacherous wisdom and creeds to the unfaithful who will listen; and warbands of Chaos Space Marines harry the Emperor's forces.

Once or twice in a millennia, the Chaos Space Marines will be united in an unholy Black Crusade. Ancient covenants and pacts with dark beings are made, and an unceasing tide of Chaos Space Marine renegades will flood forth from the Eye of Terror. These hosts break through the wards of the Imperium, killing and maiming all that lies in their path, revelling in unholy destruction, wanton savagery and bitter revenge.

Far more common, though, are raids made by a single Chaos Space Marine Lord and his followers. Such raids can range in size from invasions not much smaller than a Black Crusade down to an incursion by a single ship. Whatever the size of the raid, their aim will almost always be the same – to cause destruction, inflict terror, and to gain glory for the leader of the army. Such raiders can appear anywhere in the galaxy and at any time.

Usually the Chaos Space Marines descend upon an unsuspecting planet, plunder it and raze anything they cannot take with them before retreating back to the Eye of Terror, leaving only death and destruction behind them. No one is safe from such raids, and although Imperial planets are their favoured prey, Chaos Space Marines are willing to fight any foe in the name of the Dark Gods.

Major invasions are instigated in one of two ways. Sometimes a rift will be opened up on a world that links the material universe to the Realm of Chaos. At other times, Chaos Cultists may plunge a world into anarchy and revolt, generating disturbances in the Warp which attract the attentions of the Chaos Gods. In either case, by casting auguries and making divinations Chaos Space Marine Sorcerers can guide an invasion fleet to the world. Once there the Chaos Space Marines will launch a full-scale invasion. The only way to stop such an invasion is by all-out war – anything less and the world will fall to Chaos Space Marines and may never be reclaimed.

## RECORDED CHAOS SPACE MARINE ENGAGEMENTS ACTERON SECTOR.
### PANDRAXX SUB-SECTOR.
998.M41. Spatial Volume 25LY2/DEC

### The Destruction of Convoy 36/129/b. 003.998.M41
A convoy of vessels including cargo vessels, transport craft and civilian passenger craft was ambushed by ships belonging to the Brotherhood of Darkness Chaos Space Marine Chapter. All craft in the convoy were destroyed. No survivors have been found.
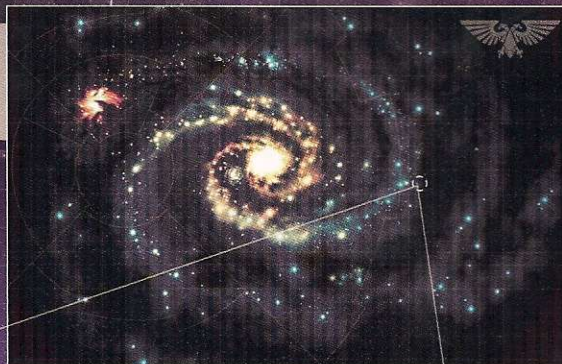
### Raid on the moons of Drathorian, 567.998.M41
Chaos Space Marines belonging to the Black Legion attack and pillage a space refinery used to extract Promethean from ore mined on the Moons of Drathorian. The refinery was completely destroyed in the attack. How Black Legion renegades came to be so far from the Eye of Terror and the purpose of the raid continues to be the subject of Inquisitorial investigation.

**AETERON SUB-SECTOR**

Port Quintox

Henscuetl B: Forge World

### The Battle of Trantarion Station, 913.998.M41
Chaos Space Marine renegades belonging to the Angels of Pain Chapter mounting a raid on Trantarion Station are engaged by Space Marines of the Red Scimitars 4th and 5th companies. In a running battle that lasts several days the Renegades are defeated and forced to retreat. As a last act of defiance and vindictiveness the Renegades unleash a barrage of seismic missiles and virus bombs, destroying the colony and rendering the entire planet uninhabitable for centuries.

Red Scimitars: Home World

### The Pandraxx Annihilation, 345–800.998.M41
In 998.M41 Chaos Cultists raise up in revolt in the Pandraxx system. Imperial forces located in the system are successful in containing the revolt, until they are overwhelmed when a Chaos Space Marine battle fleet launches a surprise attack in support of the rebels. When relief arrives months later the renegade fleet has disappeared, leaving the entire Pandraxx system ravaged. Less than 1% of the population are left alive amongst the ruins and devastation.

**PANDRAXX SUB-SECTOR**

### The Fulcrum Conspiracy, 195.998.M41
Inquisitor Lowry of the Ordo Hereticus reports encountering three members of the Terror Lords Chaos Space Marine Chapter while investigating seditious activity on Fulcrum hive world. The Renegades slay the better part of a company of PDF troopers before they are overwhelmed and killed. Inquisitor Lowry is herself severely wounded in the battle.

# 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 bloody-handed reavers, 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 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.

## OBJECTIVES

Set-up D3+2 objective markers before either side deploys or rolls for their deployment area. The Chaos Space Marine player sets up the first objective, then the enemy player, and so on until the requisite number of markers has been placed. Objectives may be set up anywhere on the table more than 12" from a table edge or another objective.

## DEPLOYMENT

Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in. The opposing player deploys in the opposite table quarter.

The Chaos Space Marines player deploys first. He must deploy two Troops units and one HQ unit in his deployment area. The enemy player then does likewise.

## RESERVES

Any units not initially deployed on the table must be placed in reserve.

## FIRST TURN

The Chaos Space Marine player rolls a D6. On a 2 or more the Chaos Space Marines have the first turn. On a 1 the enemy seize the initiative and go first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that has collected the most loot or salvage points wins the battle (see the Special Rules below).

## SPECIAL RULES

**Loot & Salvage Points:** 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 (as they prefer) at the end of their opponent's turn for each objective marker that has one of their units touching it, as long as the unit is neither falling back or engaged in close combat. Note that you collect the points in your opponent's turn rather than your own.

# PILLAGE DEPLOYMENT MAP
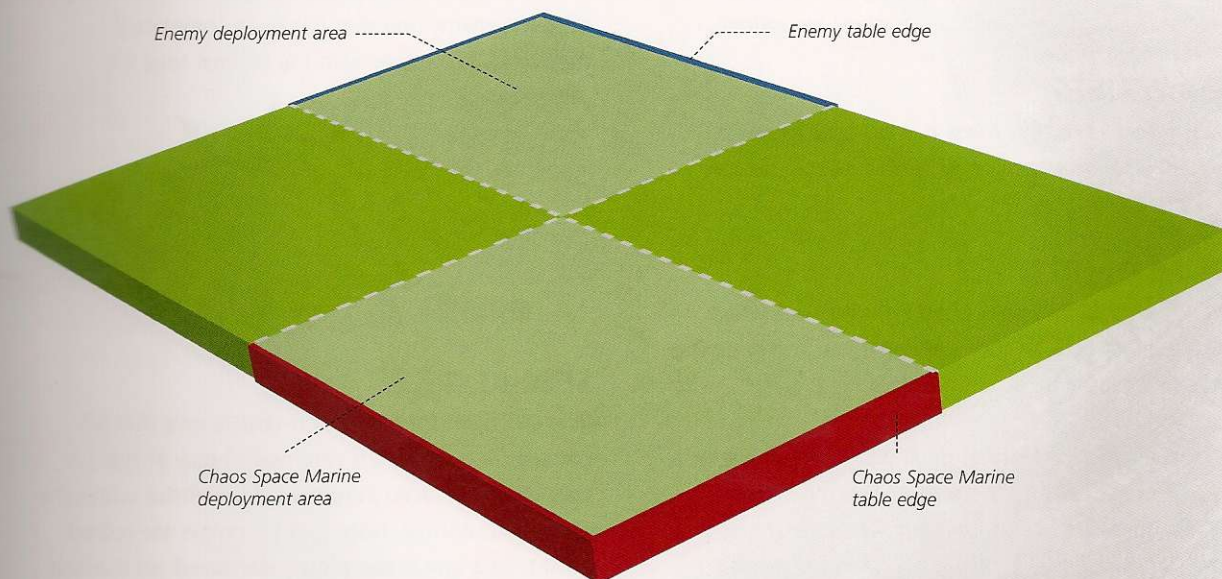


Enemy deployment area

Enemy table edge

Chaos Space Marine deployment area

Chaos Space Marine table edge

## Set-up Summary

- Take it in turns, starting with the Chaos Space Marines, to set up D3+2 objective markers at least 12" from a table edge or another objective.

- Roll-off for deployment areas.

- The Chaos Space Marines deploy first and the enemy second.

- Both sides must deploy two Troops and one HQ.

- All remaining units are placed in reserve.

# BLACK CRUSADE

**"** There is no peace among the stars, only an eternity of carnage and slaughter and the laughter of the thirsting gods. **"**

**Perhaps once or twice every thousand 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 of Terror, and then launch them in an almost unstoppable assault known as a Black Crusade.**

This black 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, uncounted 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, every planet burned brings the material galaxy a little closer to dissolution. Although a Black Crusade may come crashing forth only once in a thousand years, the damage it inflicts can never be undone.
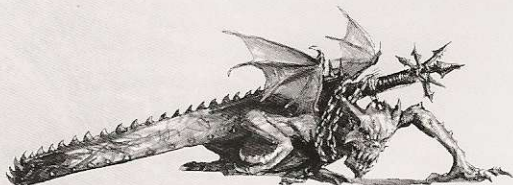
## OBJECTIVES

The objective for this mission is to cause as much damage to the enemy as possible (see the mission Victory Conditions).

## DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half.

The Chaos Space Marines deploy first, anywhere they desire in their half of the table that is more than 9" from the centre line of the table. The enemy player then does likewise.

## RESERVES

Both sides may place any number of units in reserve.
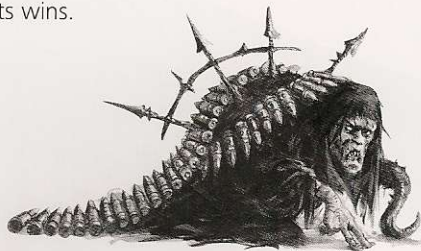
## FIRST TURN

Roll a D6. On a 2 or more the Chaos Space Marines have the first turn. On a roll of 1 the enemy seize the initiative and go first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game each player receives 1 kill point for each enemy unit that has been completely destroyed. The player with the highest total kill points wins.

## SPECIAL RULES

**War Without End:** Any non-vehicle unit that is completely destroyed is returned to play at full strength and placed in reserve. It will arrive with other reserves as normal. Note that kill points are scored each time a unit is completely destroyed, so if a unit was destroyed, returned to play, and destroyed again, then the opposing side would receive 2 kill points.

**To The Death:** All non-fearless units (on both sides) have the Stubborn and Preferred Enemy universal special rules.

Chaos Space Marines assault an Imperial defence line.

# BLACK CRUSADE DEPLOYMENT MAP
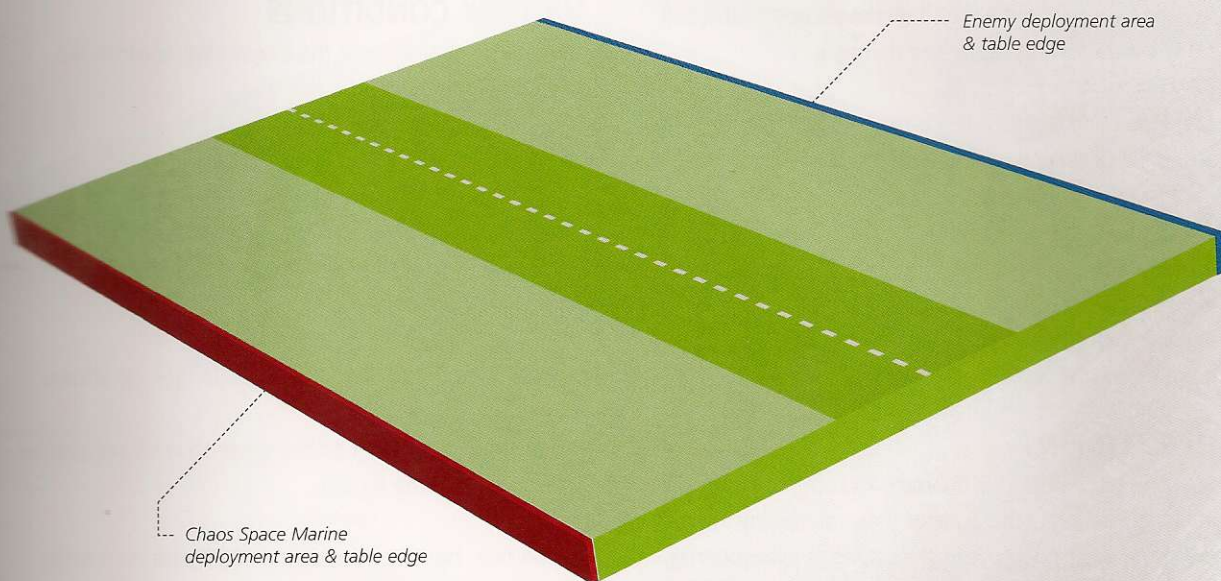


Enemy deployment area & table edge

Chaos Space Marine deployment area & table edge

## Set-up Summary

- Roll-off for deployment areas.
- The Chaos Space Marines deploy first more than 9" from the centre line.
- The enemy deploy second more than 9" from the centre line.
- Both sides may place any number of units in reserve.

# SCORCHED EARTH

" Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn! Kill!
Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn! Kill!
Maim! Burn! "

– Khârn the Betrayer

Fighting against the Chaos Space Marine followers of the Chaos 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 such a battlefield 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 rearguard action, determined to make their hated foe 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.

## OBJECTIVES

Setup D3+2 objective markers before either side deploys or rolls for their deployment area. The Chaos Space Marine player sets up the first objective, then the enemy player, and so on until the requisite number of markers has been placed. Objectives may be set up anywhere on the table more than 12" from a table edge or another objective.

## DEPLOYMENT

Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in. The opposing player deploys in the opposite table quarter.

The Chaos Space Marines player deploys first. He may deploy any number of units anywhere in his deployment area that is more than 9" from the centre point of the table. The enemy player then does likewise.

## RESERVES

Both sides may place any number of units in reserve.

## FIRST TURN

The Chaos Space Marine player rolls a D6. On a 2 or more the Chaos Space Marines have the first turn. On a roll of 1 the enemy seize the initiative and go first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that controls the most objectives wins the battle.

## SPECIAL RULES

**Slash & Burn:** All pieces of area terrain are either on fire or a smoking ruin. Before either side deploys roll a D6 for each piece of area terrain and refer to the following table:

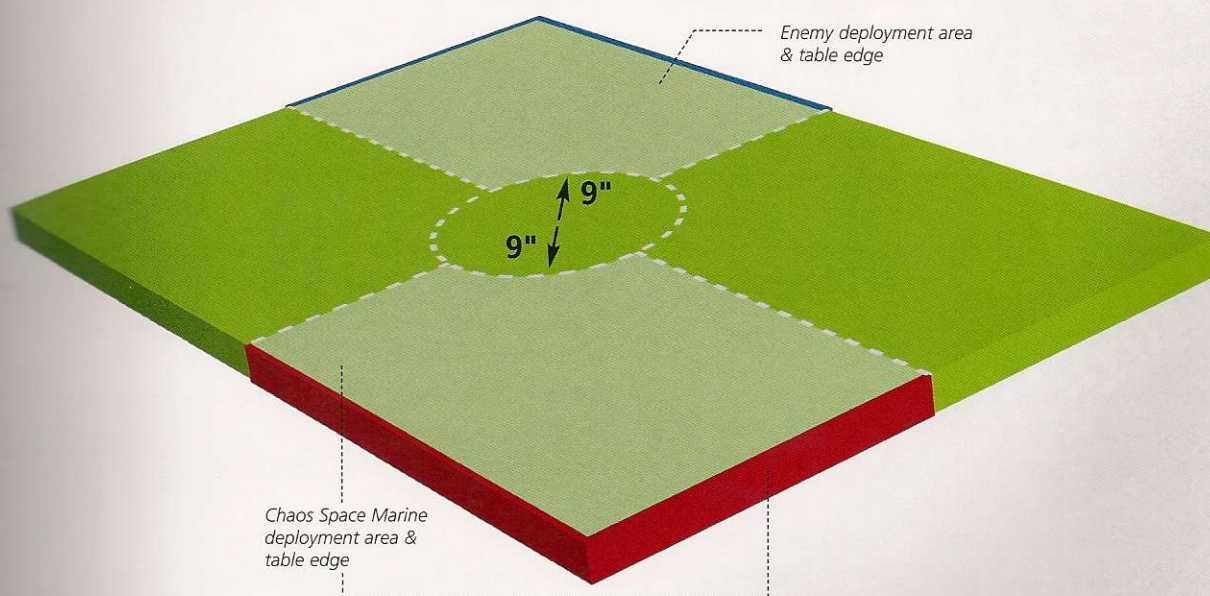**1-3 Burning:**  The area counts as dangerous terrain.

**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 and beyond them.

Chaos Space Marines battle Eldar Guardians across a devastated, war-torn landscape.

## SCORCHED EARTH DEPLOYMENT MAP



Enemy deployment area & table edge

9"

9"

Chaos Space Marine deployment area & table edge

## Set-up Summary

- Take it in turns, starting with the Chaos Space Marines, to set up D3+2 objective markers at least 12" from a table edge or another objective.

- Roll-off for deployment areas.

- Roll for burning & smoking terrain.

- The Chaos Space Marines deploy first more than 9" from the centre point.

- The enemy deploy second more than 9" from the centre point.

- Both sides may place any number of units in reserve.

# CHAOS DAEMONS

"And behold, a Daemon Lord comes in the full panoply of battle. At his passing, the trees gibber their rage and the stones shout their hate to the uncaring sky. He hunts the enemies of his Master, for his meat is mortal flesh and his wine mortal souls."

– Codex Daemonica

**All Daemons are the servants of one of the great Chaos Gods, but although they must always obey the dictates and whims of their creators, the mortal realm offers them an opportunity to pursue their own ignoble ends. Because of this they are constantly seeking ways to enter the material universe, to conquer, destroy, and to increase their own power as well as that of their infernal master.**

The only way that a Daemon can break through into the material universe is to find a Warp rift through which they can enter. Warp rifts can vary hugely in size, from the vast region of space known as the Eye of Terror that encompasses whole planetary systems, to a tiny thinning of the fabric of reality just large enough to allow a single Daemon to possess a mortal creature. Most Warp rifts fall somewhere between these two extremes, and many will allow a whole army of daemonic creatures to invade the material plane. Such rifts can take many forms, from a coruscating whirlpool of raw Chaos energy to a swirling metallic portal in the shape of a Chaos icon. Often they are centred on an altar built in honour of the Dark Gods by a cabal of Chaos cultists.

Hordes of Daemons will pour through the rift once it's been opened, bringing carnage and destruction to the world where it is located. The very air around the Warp rift will be suffused with the corrupting power of Chaos, transforming nearby locations into twisted caricatures of their normal form. Once unleashed, the Daemons howl and caper through this nightmare landscape, and then disperse across the world in search of victims to murder, terrorise and enslave.

The first surge of such an invasion is horrific to behold. Most of the inhabitants of the world will have no warning of the peril that they face before being engulfed in the daemonic tide that can appear and vanish at will. Others will be possessed by daemonic entities and will immediately turn on their former friends and loved ones, striking them down in a welter of blood and fury. Still others will welcome the Daemons as their saviours, but will soon learn that the Chaos Gods offer not hope and salvation but damnation and servitude. Finally there will be those that fight back, only to discover to their horror that their resistance only serves to attract yet more Daemons intent on slaughter and destruction.

The only hope for a world under attack by a Daemon horde is to close the Warp rift. Until this has been achieved more and more Daemons will continue to appear, and it will only be a matter of time before the world is overrun. Fortunately for the creatures that inhabit the material plane, it's not uncommon for a Warp rift to close as mysteriously and suddenly as it appeared, stranding the Daemons that have come through in the material world without any hope of further aid. It is also possible for a being possessed of powerful psychic abilities to close a Warp rift should they be able to get close enough, or for the rift to be destroyed in some other way; however such a course of action is fraught with risk, for anyone coming this close to a Warp rift risks being overcome by the insidious, corrupting powers of the Chaos Gods.

Should the rift be closed then the Daemons that remain can be hunted down and destroyed. This is a hateful and dangerous task, for the Daemons will fight back with vengeful fury, and will seek to cause as much destruction as they possibly can before they are slain and banished back to the Realm of Chaos. No quarter can be asked or given in such a war – the only victory lies in the total annihilation of the enemy.

Planetary Governor's Fortress
3

The Daemonic Pact
6

Skarbrand's Rampage
4

The Plague City
5

Agri-Complex
1

Destruction of The Devlan Rift
8

Imperial Battle Lines
2

Blood Mountains of Khorne
7

Warp Rifts

V  Vorpal Swords Landing Zone

1   Agri-Complex: site of initial incursion and location of primary Warp Rift.

2   Imperial Battlelines: Planetary Defence Forces aided by Adepta Sororitas struggle to contain the incursion.

3   Planetary Governor's Fortress: besieged by Daemonic forces led by the Ku'Gath The Plaguefather.

4   Skarbrand's Rampage: Vorpal Sword detachments attempting to relieve the Governor's Fortress are attacked by Skarbrand the Exiled One.

5   The Plague City: The population of Gheistos's capital city are struck down by the Black Pox and a host of even more virulent diseases. Plague Daemons and Nurglings cavort through the streets amongst the dead and the dying.

6   The Daemonic Pact: The arrival of a daemonic army of Fiends and Daemonettes led by the Greater Daemon N'Kari mark the reaching of an alliance between the Plague Father and Slaanesh.

7   Blood Mountains of Khorne: A once serene mountain range is shrouded in black clouds and starts to erupt. Skull-shaped boulders and boiling blood spew forth, destroying all life in a three hundred mile radius.

8   Destruction of the Devlan Rift: Daemonic forces are surrounded by a Vorpal Sword Drop Pod assault. The Space Marines battle through the Daemons and succeed in closing a major warp rift located at Devlan Space Port.

"Despite the heroism of the Astartes troops and the unrelenting fury of the daemonic host, neither side could gain the advantage..."

# NIGHT FIGHT

**"** 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 out of nowhere. Friend and foe will quickly find themselves hopelessly intermixed, and the battle will devolve into a patchwork 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.

## OBJECTIVES

Set-up D3+2 objective markers before either side deploys or rolls for their deployment area. The Chaos Daemon player sets up the first objective, then the

enemy player, and so on until the requisite number of markers has been placed. Objectives may be set up anywhere on the table more than 12" from a table edge or another objective.

## DEPLOYMENT

Split the table into four triangular quarters, as shown in the deployment map. The enemy deploy first. The Chaos Daemon army enters play using the special rules from its Codex.

Neither player has complete control over where their units will deploy. Before deploying a unit, either at the start of the battle or when it comes in from reserve, the player must first roll a D6. On a roll of 1-4 the whole unit must be placed in the table quarter with the corresponding number. On a roll of 5-6 the unit may be deployed anywhere.

## RESERVES

The enemy may not place units in reserve.

Units in the Chaos Daemon army enter play using the special rules from their Codex.

## FIRST TURN

The Chaos Daemon player always takes the first turn.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that has captured the most objectives is the winner.

## SPECIAL RULES

**Night Fight:** The mission special rules for Night Fighting apply throughout this mission.

**Other Armies:** If this mission is played with another army taking the place of the Chaos Daemons, then the following rule applies: Split the army into two halves, with as even a number of units in each half as possible. Randomly select one set of units; these units enter play on the first turn. The other set of units are placed in reserve and must be rolled for normally, starting with the second turn. Units arriving from reserve use the rules given earlier for Deployment.

# NIGHT FIGHT DEPLOYMENT MAP
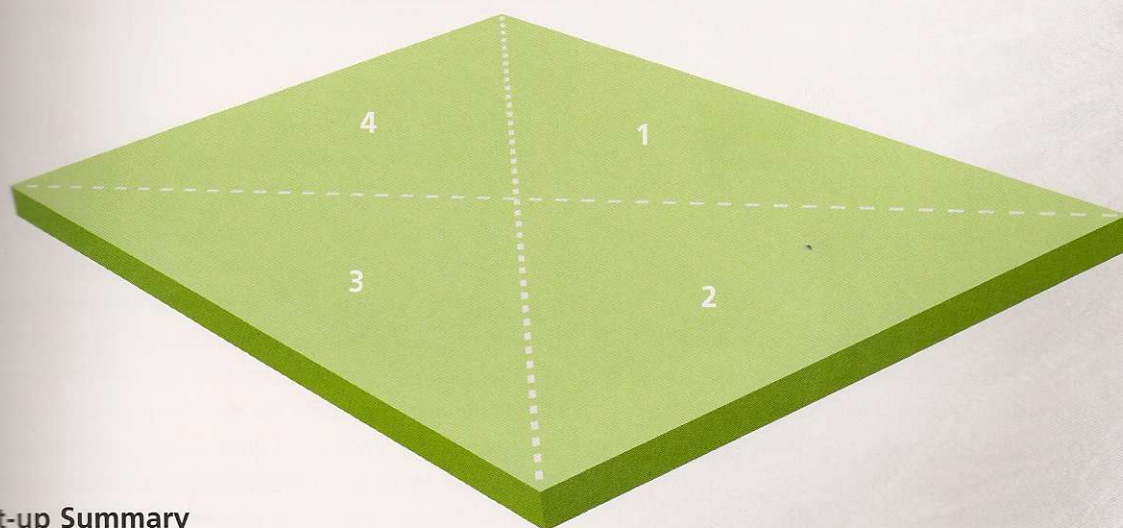


## Set-up Summary

- Take it in turns, starting with the Daemons, to set up D3+2 objective markers at least 12" from a table edge or another objective.

- See the deployment instructions for unit set-up.

- Chaos Daemons enter play using the special rules from their Codex.

- The enemy may not place units in reserve.

# 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 will be seized upon by Daemons still in the Warp as a way to enter the material plane, and a new daemonic army will pour fourth to embattle the beleaguered defenders. Because of this many of the most desperate battles that occur during a daemonic incursion take place around a newly opened rift. 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 to 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.

## OBJECTIVES

Place a Warp rift marker so that it touches the centre point of the table, and then place four objective markers halfway between the rift and each table edge, as shown in the deployment map.

The Warp rift can be represented by a marker or a suitable piece of terrain. Terrain features must not be more than 12" across.

## DEPLOYMENT

The enemy deploy first, anywhere on the table more than 12" from the Warp rift. All Chaos Daemon units start the battle in reserve. The Chaos Daemon army enters play using the special rules from its Codex.

## RESERVES

The enemy may place any number of units in reserve. Units in the Chaos Daemon army enter play using the special rules from their Codex.

## FIRST TURN

The Chaos Daemon player always takes the first turn.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that has captured the most objectives is the winner.

## SPECIAL RULES

**The Warp Rift:** When Chaos Daemon units deploy they can either Deep Strike onto the table or choose to enter through the Warp rift in the same manner as a reserve unit entering from the table edge.

**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.

**Which Way To Run?:** In this mission enemy units fall back towards the closest table edge.

**Other Armies:** If this mission is played with another army taking the place of the Chaos Daemons, then the following rule applies: Split the army into two halves, with as even a number of units in each half as possible. Randomly select one set of units; these units enter play on the first turn, using the rules for units entering from reserve. The other set of units are placed in reserve and must be rolled for normally, starting with the second turn. Reserves may enter play from any table edge or from the Warp Rift. All units will fall back towards the Warp Rift, and are destroyed if they fall back into contact with it.

Daemonic warriors pour forth from a Warp rift to attack a Tau defence force.

# INVASION DEPLOYMENT MAP



Enemy deployment area & table edge

Objectives

12"

Warp rift

## Set-up Summary

- Place a Warp rift at the centre of the table and an objective half way between it and each table edge.

- The enemy deploy first more than 12" from the Warp rift.

- Chaos Daemons enter play using the special rules from their Codex.

- The enemy may place any number of units in reserve.

# FIGHT TO THE DEATH

**"** Slay without pity; triumph without remorse. **"**

Some Warp rifts last for mere moments, while other may last for days or years, but in time all but the largest will vanish as suddenly as they appeared. Occasionally the defenders of a planet may be able to close or destroy a rift through their own actions. Once a 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.

## OBJECTIVES

The objective for this mission is to cause as much damage to the enemy as possible (see the mission Victory Conditions).
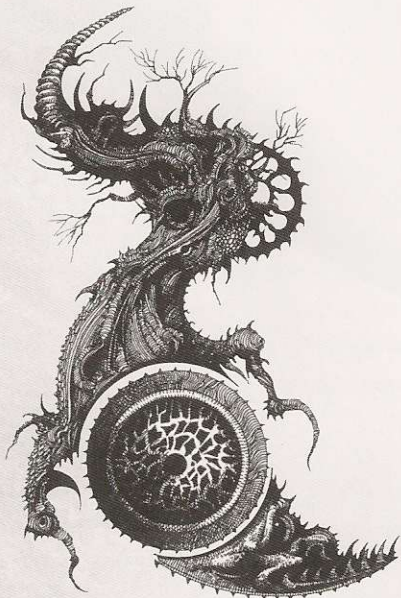
## DEPLOYMENT

Split the table into four quarters and roll-off to see which player picks the quarter the enemy will deploy in.

The enemy player deploys first. He may deploy any number of units anywhere in his deployment area. The Chaos Daemon army enters play using the special rules from its Codex.

## RESERVES

The enemy may place any number of units in reserve. Units in the Chaos Daemon army enter play using the special rules from their Codex.

## FIRST TURN

The Chaos Daemon player always takes the first turn.

## GAME LENGTH

The battle carries on until all of the units belonging to one side have been destroyed or have fled the table.

## VICTORY CONDITIONS

In order to win you must completely destroy the opposing army. If this becomes impossible for any reason, then the battle is a draw. Units that fall back off the table are considered destroyed.
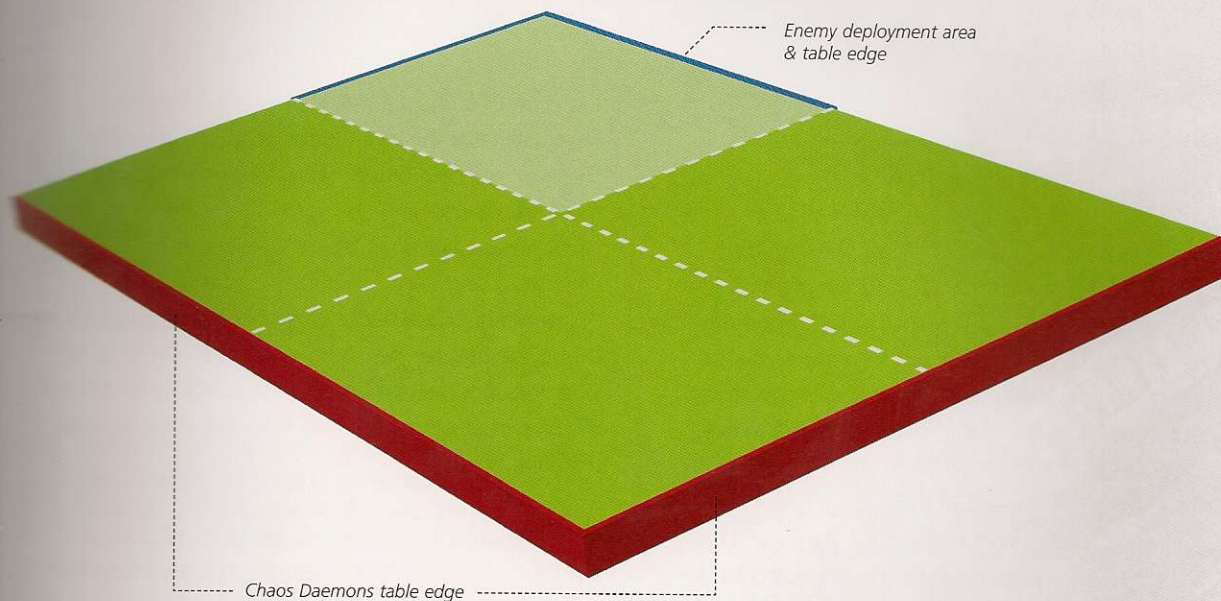
## SPECIAL RULES

**Fight To The Death:** All units belonging to both sides have the Stubborn universal special rule.

**Other Armies:** If this mission is played with another army taking the place of the Chaos Daemons, then the following rule applies: Split the army into two halves, with as even a number of units in each half as possible. Randomly select one set of units; these units enter play on the first turn, using the rules for units entering play from reserve. The other set of units are placed in reserve and must be rolled for normally, starting with the second turn. Reserves may enter play from any table edge.

Ultramarines struggle to destroy a Daemon legion that has become trapped on a ruined Imperial planet.

# FIGHT TO THE DEATH DEPLOYMENT MAP



Enemy deployment area & table edge

Chaos Daemons table edge

## Set-up Summary

- Roll-off for deployment areas.
- The enemy deploy first.
- Chaos Daemons enter play using the special rules from their Codex.
- The enemy may place any number of units in reserve.

# DARK ELDAR

"For many Imperial Commanders the form of warfare employed by the Dark Eldar is difficult to grasp and therefore to counter. Whereas the duty of the Imperial Commander is either to seize or defend territory, the Dark Eldar make war only to steal. If, as a by-product of this, they are able to indulge their vile passion for murder, torture and other decadent acts then they will joyfully do so, but this is not their primary goal. Dark Eldar tactics, therefore, revolve around the desire to seize that which they want, and then escape with it."

**Among the Eldar there are those who are bloodthirsty and war-hungry in the extreme. These are the Dark Eldar, the inhabitants of Commorragh, the dark city of the Eldar. Commorragh is a vile and twisted place and its rulers are no different. They are utterly ruthless and appear to take positive delight in the infliction of pain and misery.**
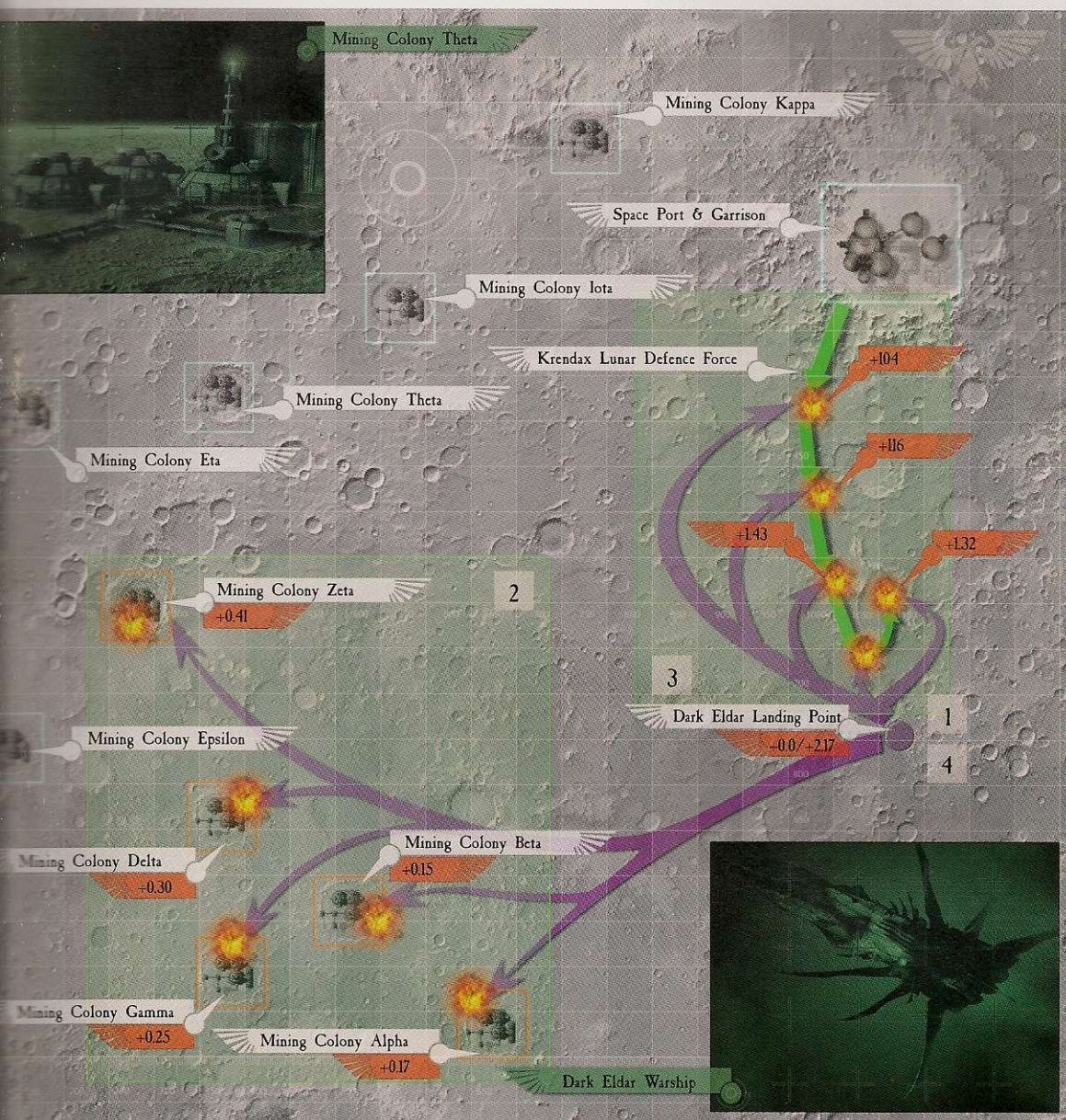
Dark Eldar society, such as it is, is divided into numerous Kabals and Cults, all of which vie with each other for political power. The leaders of these societies have little interest in empire building, only leaving Commorragh for two reasons – to raise their own prestige, or to bring suffering to others.

To this end Dark Eldar raiding fleets scour the galaxy, appearing without warning over any isolated or poorly protected planet they can find. They fall from orbit upon the surprised inhabitants, launching lightning fast attacks on settlements and outposts. The purpose of these raids is not to conquer, but to bring death, to pillage and steal, and to capture new slaves to take back to Commorragh. Dark Eldar troops and vehicles emphasise speed and firepower at the expense of heavy armour, so they avoid long firefights and frontal assault. Instead they scythe round the flanks and rear of the enemy, using their fast Raider transports to make slashing hit and run attacks to cut down the enemy's strength ready for the final killing blow. They use the same tactics on the defensive, harrying the attacker from cover, falling back when the enemy get too close, then launching a vicious counter-attack once the attackers have been bled dry.

The Dark Eldar rarely attack in large numbers, preferring to use surprise and swift action to achieve their ends. These tactics perfectly suit the weapons and vehicles used by the Dark Eldar, allowing them to fall upon the enemy and inflict crippling damage before their opponent has even had a chance to react. Should the enemy rally and start to fight back then the Dark Eldar will smoothly withdraw and go in search of a new, less pugnacious foe. This is not because they are afraid – they are supremely arrogant and sure of their own abilities – but rather that they see no benefit in taking part in a fight unless the odds are heavily stacked in their favour.

The Dark Eldar are willing to attack aggressively when they have to or the rewards are great enough. The Dark Eldar are, by their nature, avaricious and conceited, and these qualities mean that they will fight stubbornly to gain an especially desirable item of loot, or to capture a prestigious prisoner to take back in chains to Commorragh. Such things bring great prestige to the Dark Eldar that secures them, and the leader of a Dark Eldar Kabal or Cult will be more than willing to sacrifice the lives of any number of his followers if the rewards are great enough.

Once the objective of the raid has been secured and the Dark Eldar's Raider transports have been filled with loot and prisoners, the Dark Eldar will depart. Should the enemy mount a pursuit, then the Dark Eldar will take a vicious delight into luring them into traps and ambushes, feigning weakness to draw an unwary opponent on to their doom. Only once the last possible ounce of pain and suffering has been exacted will the Dark Eldar finally leave.

Map labels:

Mining Colony Theta
Mining Colony Kappa
Space Port & Garrison
Mining Colony Iota
Krendax Lunar Defence Force
+1.04
+1.16
Mining Colony Theta
Mining Colony Eta
+1.43
+1.32
Mining Colony Zeta
+0.41
2
3
Dark Eldar Landing Point
+0.0 / +2.17
1
4
Mining Colony Epsilon
Mining Colony Beta
+0.15
Mining Colony Delta
+0.30
Mining Colony Gamma
+0.25
Mining Colony Alpha
+0.17
Dark Eldar Warship

# RAID ON THE MOONS OF KRENDRAX, 988.M41

Dark Eldar make planetfall at 00.0 hours.

Dark Eldar Raiders attack numerous mining colonies. First attack occurs at 00.15 hours, and the last at 00.41 hours. No colonists survive the raids; 149 bodies are found amongst the ruins, and over 1,500 colonists are listed as missing.

[3] Elements of the Krendax Lunar Defence Force attempt to intercept the Dark Eldar before they escape. The column is subject to ambushes at 01.04 hours, 01.16 hours and 01.32 hours that reduces it in strength by over 27%. At 01.43 hours the column is attacked by a large Dark Eldar force, and after losing a further 47% of its starting strength is forced to withdraw. Dark Eldar casualties are minimal.

[4] At 02.17 hours the Dark Eldar withdraw. The hideously mutilated bodies of 150 colonists and captured Defence Force Troopers are found at the site. Amongst them is the commander of the relief column, captured during the final battle with the Dark Eldar.
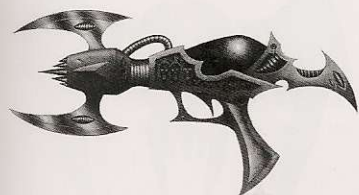
# DAWN RAID

**"** We are not creatures of Shadow but it serves us well. **"**

The Dark Eldar will often attack at dawn in order to maximise the element of surprise. The Dark Eldar space fleet will attempt to approach a planet undetected, off-loading the raiding force on the night side of the planet. The Dark Eldar will use the cover of darkness to move into positions as close as possible to the target of the raid.
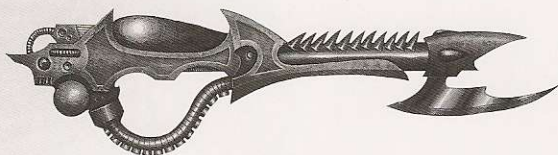
When the first rays of dawn streak the horizon the Dark Eldar will launch their attack, Jetbikes and Raider transports swooping suddenly upon the foe all guns blazing. As the enemy reel from this sudden onslaught, Dark Eldar assault troops will disembark and bound forward from their transport vehicles, cutting down the surprised foe with a hail of fire from their splinter rifles and cutting them apart with their vicious close combat weapons. Such is the ferocity of the attack that the battle will often be won before the sun has fully cleared the horizon.

## DEPLOYMENT

Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in. The opposing player deploys in the opposite table quarter.

The Dark Eldar player deploys first. He may deploy Fast Attack units and any Troops units mounted in dedicated transport vehicles in his deployment area, anywhere that is more 12" from the centre point of the table. Any remaining units must be placed in reserve.

The enemy player deploys second. He may deploy Troops units and Heavy Support units anywhere in his deployment area. Any remaining units must be placed in reserve.

## OBJECTIVES

Place one objective marker at the centre point of the table, and three more in the centre point of each table quarter except that being used by the Dark Eldar.

## RESERVES

Both sides may place any number of units in reserve.

## FIRST TURN

The Dark Eldar player rolls a D6. On a 2 or more the Dark Eldar have the first turn. On a roll of 1 the enemy seize the initiative and go first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that has captured the most objectives wins the battle.

## SPECIAL RULES

**The Sun's Red Rays:** The battle starts at night and the Night Fighting rules from the Warhammer 40,000 rulebook apply. Roll a D6 at the end of each player's turn. On a roll of 6 the sun rises and the Night Fighting rules are no longer used.

As the sun rises Orks find themselves under attack from Dark Eldar raiders.

# DAWN RAID DEPLOYMENT MAP



*Objectives*

*Enemy deployment area & table edge*

*Objective*

12"

*Dark Eldar deployment area & table edge*
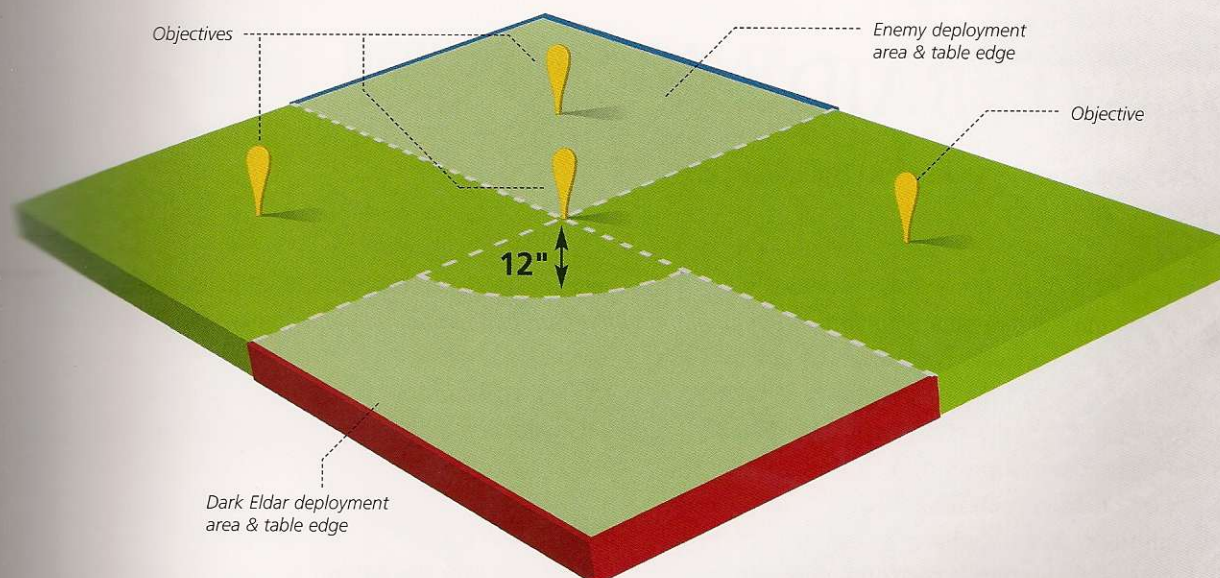
## Set-up Summary

- Roll-off for deployment areas.

- The Dark Eldar deploys first more than 12" from the centre of the table. The Dark Eldar may only deploy Fast Attack units and Troops units with dedicated transports.

- The enemy player deploys second. He may only deploy Troops and Heavy Support units.

- Place an objective in the centre of the table and at the centre of each table quarter apart from that occupied by the Dark Eldar.

- Both sides may place any number of units in reserve.

# SLAVE RAID

**" No one dies quickly in the dark city. "**

The main reason the Dark Eldar launch their raids is the capture of slaves to take back to Commorragh. The most prized slaves are those that are captured in the bloody heat of battle and the Dark Eldar that takes such a prisoner can win great prestige. Doing this is not without risk, however, for the Dark Eldar risks capture themselves, and any Kabal or Cult that loses more slaves than it captures will lose prestige and may be overthrown.

The fate of the prisoners taken by the Dark Eldar is almost too terrible to think of. The luckiest will be consigned to the blood-drenched arenas that dominate the social life of the Dark Eldar, where slaves fight each other or Dark Eldar gladiators. But at least the death that inevitably awaits a slave in the arena is a swift one – those prisoners that are taken as the personal slaves of the Dark Eldar nobility can expect a far worse fate, where death is a longed for escape from depravity and torture.

## OBJECTIVES

The objective for this mission is to capture prisoners. See the Special Rules for prisoners to the right.

## DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half.

The Dark Eldar deploy first, anywhere they desire in their half of the table more than 9" away from their long table edge. The enemy player then does likewise.

## RESERVES

Both sides may place any number of units in reserve.

## FIRST TURN

The Dark Eldar player rolls a D6. On a 2 or more the Dark Eldar have the first turn. On a roll of 1 the enemy seize the initiative and go first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

The objective for both sides is to capture prisoners (see the Special Rules below). The side that captures the most prisoners wins the battle.

## SPECIAL RULES

**Prisoners:** You capture a prisoner whenever you win an assault (even if the enemy do not fall back), or if an enemy unit is completely destroyed for any reason and one of your units was within 18" of the last enemy model to be removed. Note that if you win an assault and wipe out one or more enemy units at the same time, then you will get one prisoner for winning and one for each enemy unit that was completely destroyed. Also note that you receive prisoners for all units, including vehicles and any other type of unit it may seem strange to be able to capture (just assume you capture one of the crew or salvage a vital component from the wreckage, and so on).

You can keep track of the number of prisoners you've captured on a piece of scrap paper, but it's more fun to capture a 'dead' enemy model for each prisoner you take.

**The Brains of the Operation:** Make a special note of each prisoner you receive for completely destroying an HQ unit. At the end of the battle each of these prisoners add D6 to your prisoner total rather than 1.

# SLAVE RAID DEPLOYMENT MAP



Enemy table edge

Enemy deployment area

9"

Dark Eldar deployment area

Dark Eldar table edge

9"
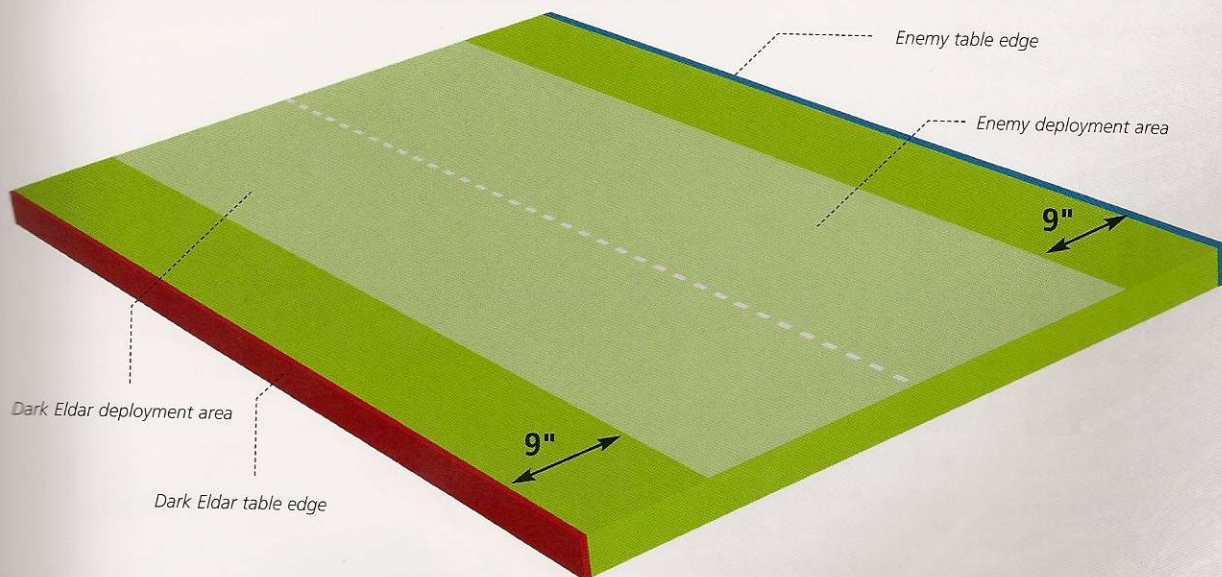
## Set-up Summary

- Roll-off for deployment areas.
- The Dark Eldar deploy first more than 9" from their table edge.
- The enemy deploy second more than 9" from their table edge.
- Both sides may place any number of units in reserve.

# FEIGNED RETREAT

**❝ We are the carrion lords feeding on the terror of our victims. ❞**

The Dark Eldar are the masters of deception, and take a perverse pleasure in tricking an opponent and leading them to their deaths. Should an enemy manage to gather themselves and launch an attack on a Dark Eldar raiding force, then the Dark Eldar will rarely stand and fight. Instead they will fire a flurry of shots and then fall back as if in panic.

The Dark Eldar's flight, however, will be nothing more than a ruse, the aim of which will be to draw the attackers into a position where cunningly hidden Dark Eldar reserves can unleash an ambush or launch a devastating counter-attack. The Dark Eldar will fall back just quickly enough to keep themselves safe from any serious danger, but slowly enough that the enemy can keep up and be led to the site of the ambush. When the trap is sprung the attackers will quickly find themselves fighting for their lives against a foe that had appeared to be already defeated.

## OBJECTIVES

The objective for this mission is to cause as much damage to the enemy as possible.

## DEPLOYMENT

Split the table into thirds as shown in the deployment map and roll off to see who picks the third of the table the enemy will deploy in (it may not be the central third off the table). The Dark Eldar player must then deploy two units (no more, no less) in the central area. Heavy Support units may not be selected. Dedicated transports must be deployed with their associated unit embarked, and the unit and its transport count as the

two units that must be deployed. Next the enemy deploy anywhere in their table segment. Finally, any remaining Dark Eldar units may be deployed in the Dark Eldar's 2nd deployment area. Any Dark Eldar units that are not deployed are placed in reserve.

## RESERVES

The enemy may place any number of units in reserve. The Dark Eldar may place any number of units in reserve as long as two units are deployed in the central deployment area (see deployment opposite).

## FIRST TURN

Roll a D6. On a roll of 4 or more the Dark Eldar receive the first turn. On a roll of 1-3 the enemy go first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game each player receives 1 kill point for each enemy unit that has been completely destroyed. The player with the most kill points wins.
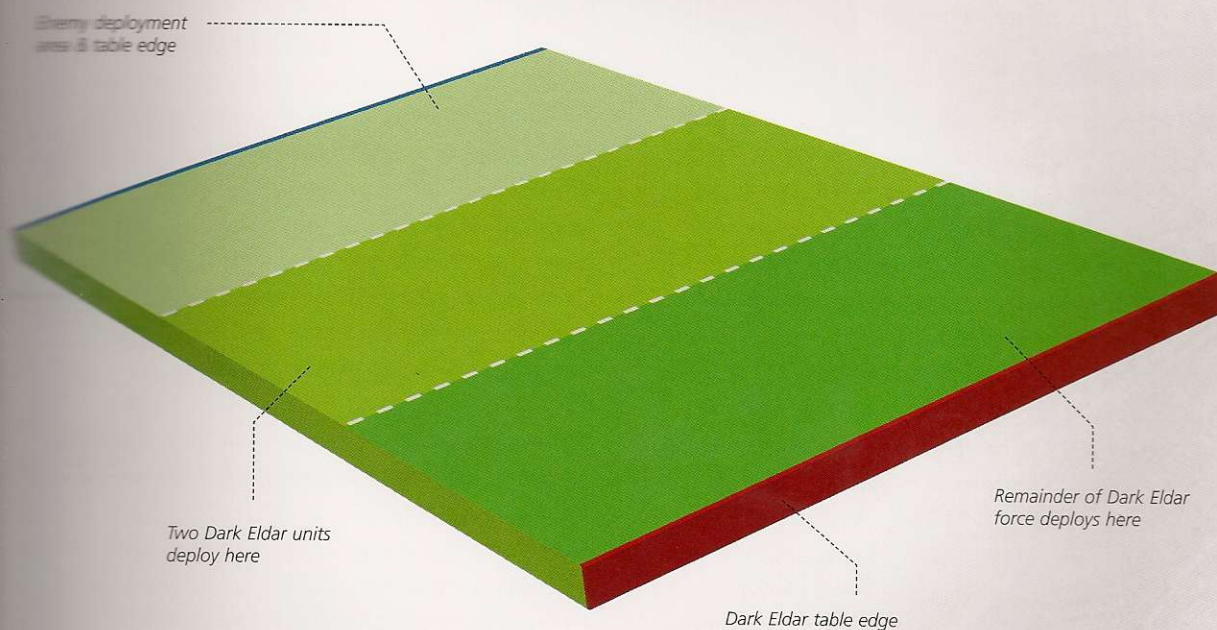
## SPECIAL RULES

**Follow Me, Suckers!:** The Dark Eldar units deployed in the central table area have the Hit & Run universal special rule.

Dark Eldar warriors lure a squad of Khorne Berzerkers into a deadly trap.

# FEIGNED RETREAT DEPLOYMENT MAP



Enemy deployment
area & table edge

Two Dark Eldar units
deploy here

Dark Eldar table edge

Remainder of Dark Eldar
force deploys here

## Set-up Summary

- Roll-off for deployment areas.
- See deployment instructions for unit set-up.

- Both sides may place any number of units in reserve, as long as at least two Dark Eldar units deploy in the central area.

# ELDAR

*" The stars themselves once lived and died at our command, and yet you still dare oppose our will. "*

– Farseer Mirehn Biellan

**"There is no doubt in my mind that the Eldar of the craftworlds show a great diversity in culture, traditions and military structure. If we are to defeat these enemies we must learn everything we can about their ways, so that we may in time properly combat the threats posed to our endeavours by them. Make no mistake, the Eldar still wield sufficient power to seriously contest the right and proper expansion of the Emperor's servants to the goal of utter dominance of the galaxy. It is only by concerted will and faith in the immortal Emperor that we shall overcome them."**

The Eldar are the most ancient of the dominant races of the galaxy. Their civilisation spans countless millennia and their technology is the most sophisticated and evolved. However, they are a dwindling race, scattered throughout the galaxy and battling against the eternal threat of their own extinction.

The Eldar travel the galaxy in massive ships known as craftworlds. Lost in the vastness of space the craftworlds float in utter isolation like scattered jewels upon a pall of velvet. Their exact locations are not known by other races, and the Eldar themselves do not consider their physical positions to be of much importance. Instead Eldar spacecraft travel between the different craftworlds and planets in the galaxy by using a network that passes through the Warp, which is known as the webway. When the Eldar go to war they travel through the tunnels of the webway. Such journeys are relatively fast, enabling the Eldar spacefleets to move easily between the network's major gateways.
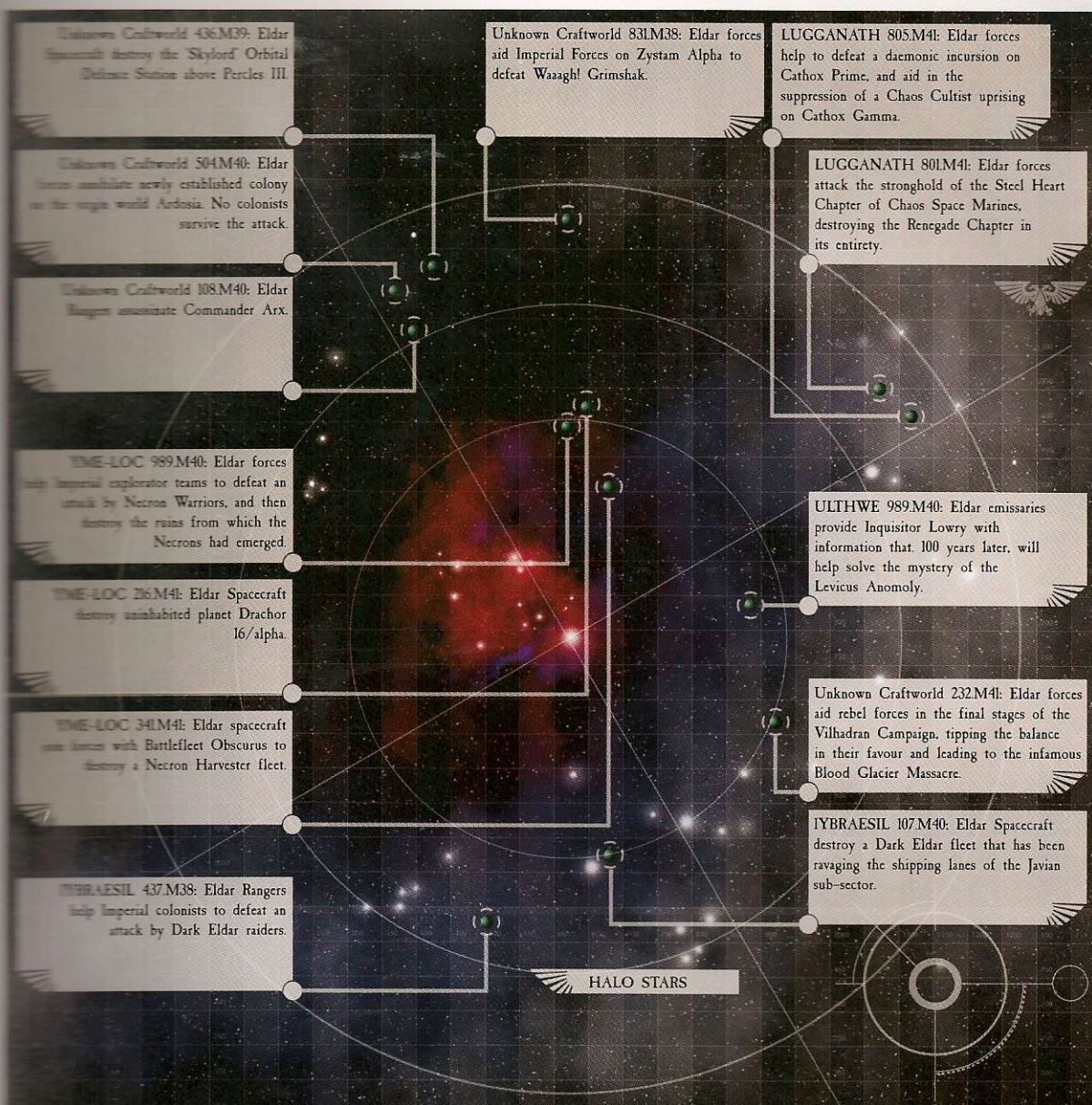
The battle tactics used by the Eldar are informed by the nature of the webway and the Eldar's lack of numbers compared to the other races in the galaxy. The Eldar usually strike swiftly and without warning, aiming to annihilate their enemy quickly and avoiding long,

drawn out battles. Such an attack takes maximum advantage of the immense fighting skills of the Eldar's Aspect Warriors, and the highly mobile nature of their armoured fighting vehicles.

The Eldar are not interested in fighting protracted battles, and will usually attempt to annihilate their enemy in one swift blow. They are aided in this by their Farseers, who are able to utilise their extraordinary psychic abilities to pin-point exactly the right time and place to strike against the enemy. There have been many times when this uncanny ability has allowed the Eldar to win a war with a single, deadly attack that so demoralises and disrupts the enemy that they have no choice but to retreat immediately.

Once battle is joined the Eldar will rarely attack the enemy head-on. Instead they will attempt to pin down the enemy with Rangers and Guardians, whilst using Falcons and Wave Serpents to move round the enemy's flanks. Once in position Aspect Warriors will pour forth from transport vehicles in a devastating all-out attack, smashing into the enemy and giving them no chance to recover. If the foe is able to resist this strike, then the Eldar will usually fall back, rather than get drawn into a bloody, drawn-out fight. Once they have managed to disengage, the Eldar will either attack anew from a completely different direction, or return to their craftworld in order to plan a new assault.

If the enemy counter-attack, they will find the Eldar are an elusive foe. The Eldar are not interested in holding ground, and will fall back in the face of a determined enemy assault, mounting swift hit and run attacks that wear the enemy down over time. Only when the enemy offensive finally starts to lose momentum will the Eldar start to hold their ground, before calling up mobile reserves and launching a furious counter-attack intended to hurl the exhausted enemy back to their starting positions.

Unknown Craftworld 436.M39: Eldar Spacecraft destroy the 'Skylord' Orbital Defence Station above Percles III.

Unknown Craftworld 831.M38: Eldar forces aid Imperial Forces on Zystam Alpha to defeat Waaagh! Grimshak.

LUGGANATH 805.M41: Eldar forces help to defeat a daemonic incursion on Cathox Prime, and aid in the suppression of a Chaos Cultist uprising on Cathox Gamma.

Unknown Craftworld 504.M40: Eldar forces annihilate newly established colony on the virgin world Ardosia. No colonists survive the attack.

LUGGANATH 801.M41: Eldar forces attack the stronghold of the Steel Heart Chapter of Chaos Space Marines, destroying the Renegade Chapter in its entirety.

Unknown Craftworld 108.M40: Eldar Rangers assassinate Commander Arx.

YME-LOC 989.M40: Eldar forces help Imperial explorator teams to defeat an attack by Necron Warriors, and then destroy the ruins from which the Necrons had emerged.

ULTHWE 989.M40: Eldar emissaries provide Inquisitor Lowry with information that, 100 years later, will help solve the mystery of the Levicus Anomoly.

YME-LOC 216.M41: Eldar Spacecraft destroy uninhabited planet Drachor 16/alpha.

YME-LOC 341.M41: Eldar spacecraft join forces with Battlefleet Obscurus to destroy a Necron Harvester fleet.

Unknown Craftworld 232.M41: Eldar forces aid rebel forces in the final stages of the Vilhadran Campaign, tipping the balance in their favour and leading to the infamous Blood Glacier Massacre.

IYBRAESIL 107.M40: Eldar Spacecraft destroy a Dark Eldar fleet that has been ravaging the shipping lanes of the Javian sub-sector.

IYBRAESIL 437.M38: Eldar Rangers help Imperial colonists to defeat an attack by Dark Eldar raiders.

HALO STARS

# Study of the displacement of the Eldar in Segmentum Obscurus, Western Quadrant.

By the hand of Lord Captain Morley
attaché to the Fleet Insturum of Alien Studies,
docking complex Heracles, Cypra Mundi

By the very nature of space, it is only with extreme difficulty that one can locate and record the positions of enemy installations. When one is dealing with the slippery Eldar, the problem is increased. Firstly, they are ill-disposed to the rightful presence of Imperial ships in the vicinity. Secondly, the deceitful Eldar are highly adept at evasion and stealth. Their ability to move their vessels more rapidly from system to system than any other known race also makes hunting them down difficult in the extreme. Despite these factors we can collate a rough picture of their whereabouts in the area of this study.

The schematic above shows the approximate locations of several craftworlds (and years of discovery) that have been detected in the study region. Annotations (including names) are derived from information released by the Inquisition.

The purpose and reason for the actions carried out by the Eldar are very difficult to ascertain. On the face of it they seem to be the capricious acts of a decadent race. However, study may reveal a deeper guiding pattern to these apparently random actions.

# PRE-EMPTIVE 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 assault, and to attempt to drive the Eldar off by inflicting such heavy casualties upon them so that they fall back rather than press home their attack.

## OBJECTIVES

The objective for both sides is to destroy as many enemy units as possible (see the mission Victory Conditions below).

## DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half.

The Eldar deploy first, anywhere in their half more than 9" away from the centre line of the table. The enemy deploy second anywhere in their half of the table at least 9" from the centre line. All of their HQ units must be deployed on the table, within 6" of the centre point of their deployment area.

## RESERVES

The Eldar may place any number of units in reserve. The enemy may place any units apart from HQ units in reserve.

## FIRST TURN

The Eldar player rolls a D6. On a roll of 2 or more the Eldar go first. On a roll of 1 the enemy steals the initiative and goes first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

The enemy scores 2 kill points for each Eldar unit they completely destroy, regardless of type. The Eldar score 3 kills points for each HQ unit they completely destroy, 1 kill point for each Troops or dedicated transport unit they completely destroy, and 2 points for each other type of unit they completely destroy. The side that scores the most kill points wins the battle.

## SPECIAL RULES

**Dawn Attack:** The Night Fighting mission special rule applies for the first turn of this mission.

# PRE-EMPTIVE STRIKE DEPLOYMENT MAP
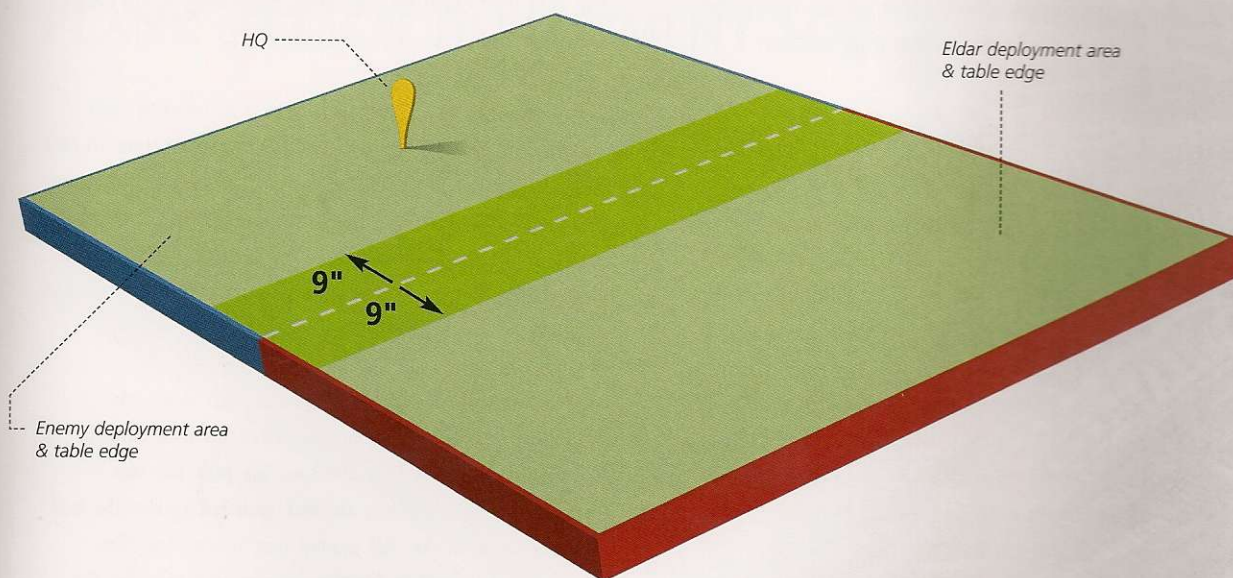


HQ

Eldar deployment area & table edge

9"

9"

Enemy deployment area & table edge

## Set-up Summary

- Roll-off for deployment areas.
- The Eldar deploy first at least 9" away from the centre line.
- The enemy deploy second at least 9" away from the centre line.

- Enemy HQ units must deploy with 6" of the centre of their deployment area.

- The Eldar may place any units in reserve. The enemy may place any units apart from HQ units in reserve.

# FLANK ATTACK

**"** 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 pin 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 Eldar Falcons, Wave Serpents and 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.

## DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half. The Eldar deploy first, anywhere in their half of the table more than 9" away from the centre line of the table. The enemy deploy second anywhere in their half of the table at least 9" from the centre line.

## OBJECTIVES

Place one objective marker on the centre point of the Eldar deployment area, and two more each 12" in from the centre of the enemy's narrow table edge (see deployment map).

## RESERVES

Both sides may place any number of units in reserve.

## FIRST TURN

The Eldar player rolls a D6. On a roll of 2 or more the Eldar go first. On a roll of 1 the enemy steals the initiative and goes first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

The side that captures the most objectives is the winner.

## SPECIAL RULES

**Flank March:** Any Eldar unit that is in reserve may outflank as described in the mission special rules in the Warhammer 40,000 rulebook, even if they don't have the Scout or Infiltrater special rule. In addition the Eldar player does not have to roll to see which narrow table edge outflanking units will enter from; they will always enter from the edge of the Eldar player's choice.

As the last of the Dire Avengers was cut down, the Autarch signaled the retreat. He sliced his own curved blade at a human soldier blocking his path and was rewarded with a crimson arc that spattered against the hull of his sleek jetbike. All around him the warhost was falling back, shuriken fire dancing overhead to cover the retreat. It was a feint of course, a deception planned with meticulous care, and one that came at a terrible cost. The sacrifice was necessary, the Autarch reminded himself. Without the brave act the Aspect Warriors had performed, their true target might never reveal himself, but it still irked the Eldar commander that any of his noble-kin should have to die because of some human whelp.

Fast-moving Saim-Hann Eldar attack the flank of an Ork battleforce.

# FLANK ATTACK DEPLOYMENT MAP
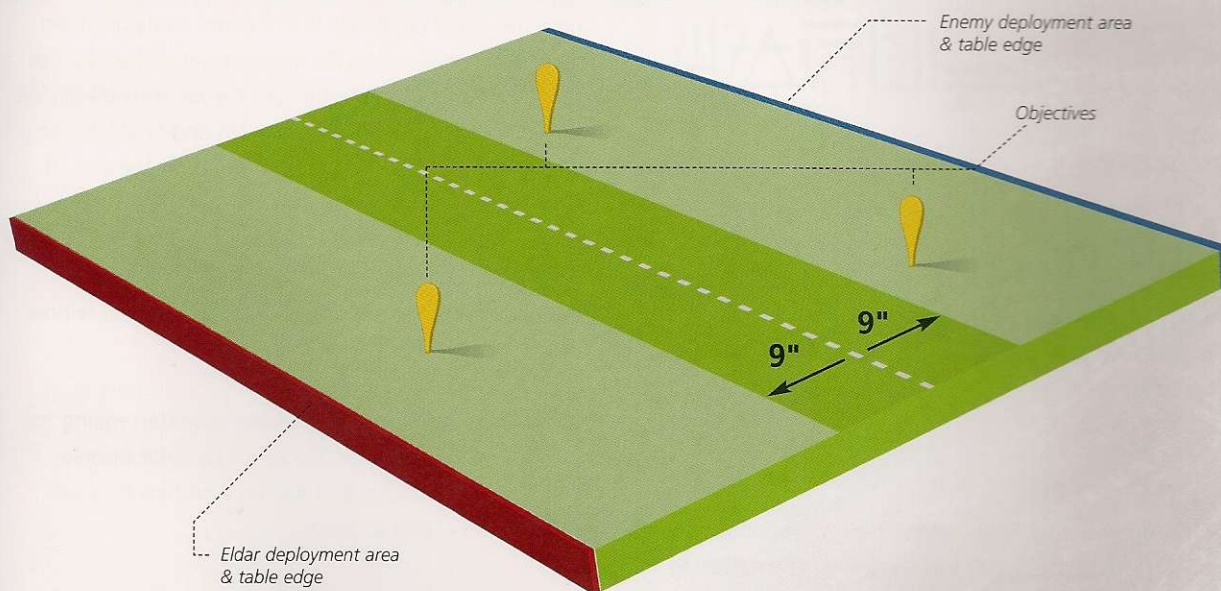


Enemy deployment area
& table edge

Objectives

9"

9"

Eldar deployment area
& table edge

## Set-up Summary

- Roll-off for deployment areas.

- The Eldar deploy first at least 9" away from the centre line.

- The enemy deploy second, at least 9" away from the centre line.

- Place one objective in the centre of the Eldar deployment area, and one 12" in from each of the narrow table edges in the enemy half of the table.

- Both sides may place any number of units in reserve.

# MOBILE DEFENCE

**"** 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 rarely have enough forces to try 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 using a screen of light troops such as Rangers, War Walkers and Guardians, who will have orders to warn of the approach of any enemy forces.

This thin defence line will engage and slow down the enemy attack, buying time for the Eldar to rush mobile reserves up to the front line. These reserves consist of infantry units with dedicated transport vehicles, supported by Eldar 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.
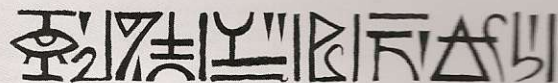
## OBJECTIVES

Set-up D3+2 objective markers before either side deploys or rolls for their deployment area. The Eldar player sets up the first objective, then the enemy player, and so on until the requisite number of markers has been placed. Objectives may be set up anywhere on the table more than 12" from a table edge or another objective.

## DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half. 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. Any units not in the first part go into the second part of the Eldar army.

The Eldar deploy first, and may place all of the units in the first part of their army anywhere they desire in their half of the table. The enemy may then set up any units they desire in their half of the table at least 18" from any Eldar unit. All other units are placed in reserve.

## RESERVES

The enemy may place any number of units in reserve. The Eldar may not place any units from the first part of the army in reserve, and must place all of the units in the second part of their army in reserve.

## FIRST TURN

The Eldar player rolls a D6. On a roll of 4 or more the Eldar go first. On a roll of 1-3 the enemy steals the initiative and goes first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

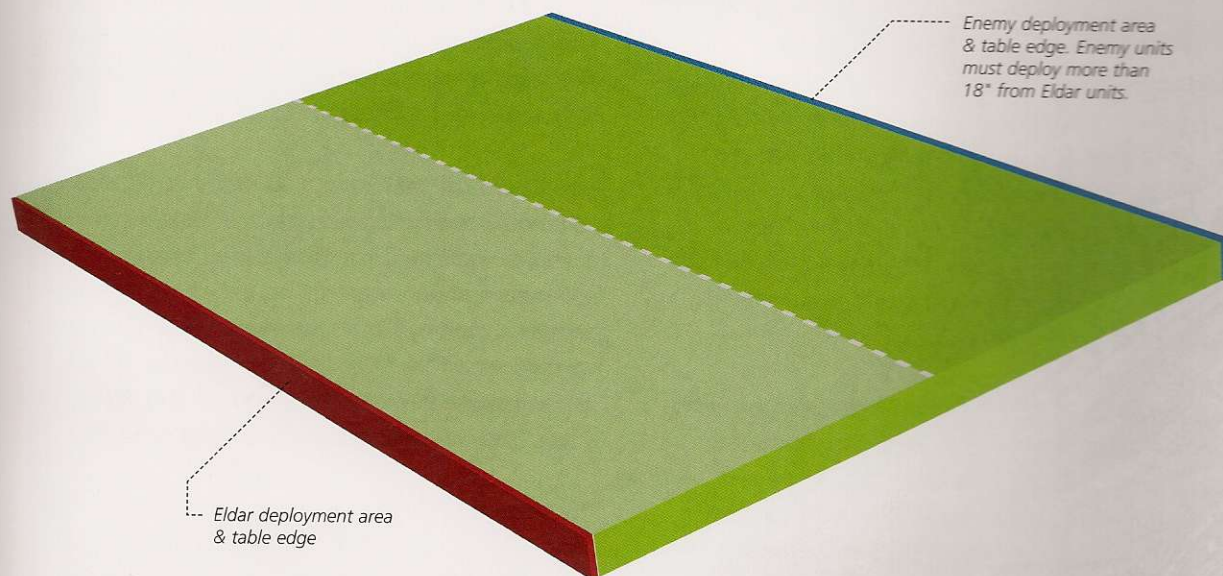The side that captures the most objectives is the winner.

## SPECIAL RULES

**Rapid Response:** The Eldar player may start rolling for reserves on the first turn. On turn one Eldar reserve units will arrive on a roll of 4+, on turn two they will arrive on a 3+, and so forth.

Reserves belonging to Biel-Tan Craftworld launch a counter-attack.

# MOBILE DEFENCE DEPLOYMENT MAP



Enemy deployment area
& table edge. Enemy units
must deploy more than
18" from Eldar units.

Eldar deployment area
& table edge

## Set-up Summary

- Take it in turn, starting with the Eldar, to set-up D3+2 objective markers at least 12" from a table edge or another objective.

- Roll-off for deployment areas.

- See deployment instructions for unit set-up.

- The enemy may place any number of units in reserve.

- The Eldar must place certain units in reserve (see deployment instructions).

# IMPERIAL GUARD

" Imperial Guardsmen, you are the last line of defence against the alien hordes that threaten our Imperium. Each of you brave warriors is part of a vast fighting force that will be called upon to serve in the eternal war. You will fight on countless battlefields on a thousand different worlds across the galaxy. And whether you fight in our great crusading armies or serve with the smallest garrison, you must be proud to sacrifice your life to save humanity from its enemies. "

– Commissar Yarrick

**The Imperial Guard is the largest and most diverse military organisation the galaxy has ever known. Numbering in the billions and equipped with armoured vehicles, artillery and all the other adjuncts of mechanised warfare, the Imperial Guard is the most powerful element of the Imperium's military might. However, vast as the Imperial Guard may be, the galaxy is larger still, and even the Guard's vast resources are stretched to breaking point as it attempts to protect the Imperium from its enemies.**

At any one time, the Imperial Guard will be fighting battles on hundreds of thousands of different battlefields. These conflicts can range from small policing actions on a backwater planet, to vast military campaigns involving tens of millions of troops, and everything in between. Such is the colossal nature of this unending war that no-one has any real idea of how many troops are under arms. It is not uncommon for the toll of casualties and influx of new recruits to run into millions in a single day.

The Imperial Guard is often likened to a sledgehammer – a huge and brutal weapon used to crush the enemies of the Imperium. The Imperial Guard is not a swift, decisive force like the Space Marines of the Adeptus Astartes. Instead the Guard is used to bludgeon a foe into oblivion in bloody campaigns taking months, years or even centuries.

The might of the Imperial Guard can be turned to many tasks, from huge armoured thrusts by whole regiments of tanks, to large commando raids or vast sieges involving trench lines that stretch over hundreds of miles of battlefront. Although one Imperial Guardsman can never be the equal of a Space Marine, there are millions of Guardsmen for each Space Marine, supported by untold numbers of tanks and artillery pieces, and it is in the huge mass of men and material that the true strength of the Imperial Guard lies.

In battle the Imperial Guard will attempt to utilise these strengths to the maximum. They will rarely be able to inflict a swift knockout blow, a task for which they are poorly suited, and will instead attempt to swamp the enemy by sheer weight of numbers. If this strategy doesn't work, the Guard will dig in, constructing huge siege lines made up of trenches supported by bunkers and bastions, in an attempt to tie the enemy down in a long, drawn-out campaign.

Any attacks that the Guard make will, if at all possible, be carefully and meticulously planned. Reserves will be quietly moved into position just behind the front line, and massed artillery batteries located where they can provide supporting fire. At a pre-arranged signal the enemy lines will be hit by a hurricane barrage. Once this has suppressed the defenders the Imperial Guard's main attack force will lumber forward to overrun the position.

This pattern of attack will be repeated again and again, while across the rest of the battlefront the enemy will be subjected to daily raids and assaults. This constant grinding war of attrition will slowly wear down the enemy's ability to carry on fighting, while the huge reserves of troops the Imperial Guard can call on means that they will be able to sustain the fight no matter how many casualties they suffer.

# THE RAGNAROK CAMPAIGN
## XIIth IMPERIAL GUARD ARMY OPERATIONS DIARY

**DAYS**

**396–524**

**SIGNIFICANT EVENTS**

[cross-ref w/ Operations Map 6c]

**A** 116th ARMAGEDDON STEEL LEGION

On day 459 the 116th launches a carefully prepared assault to recapture Ragnarok Space Port. Although initially successful, counter-attacks by Warlord Gitdakka's Speed Freekz stall the attack before it reached its target.
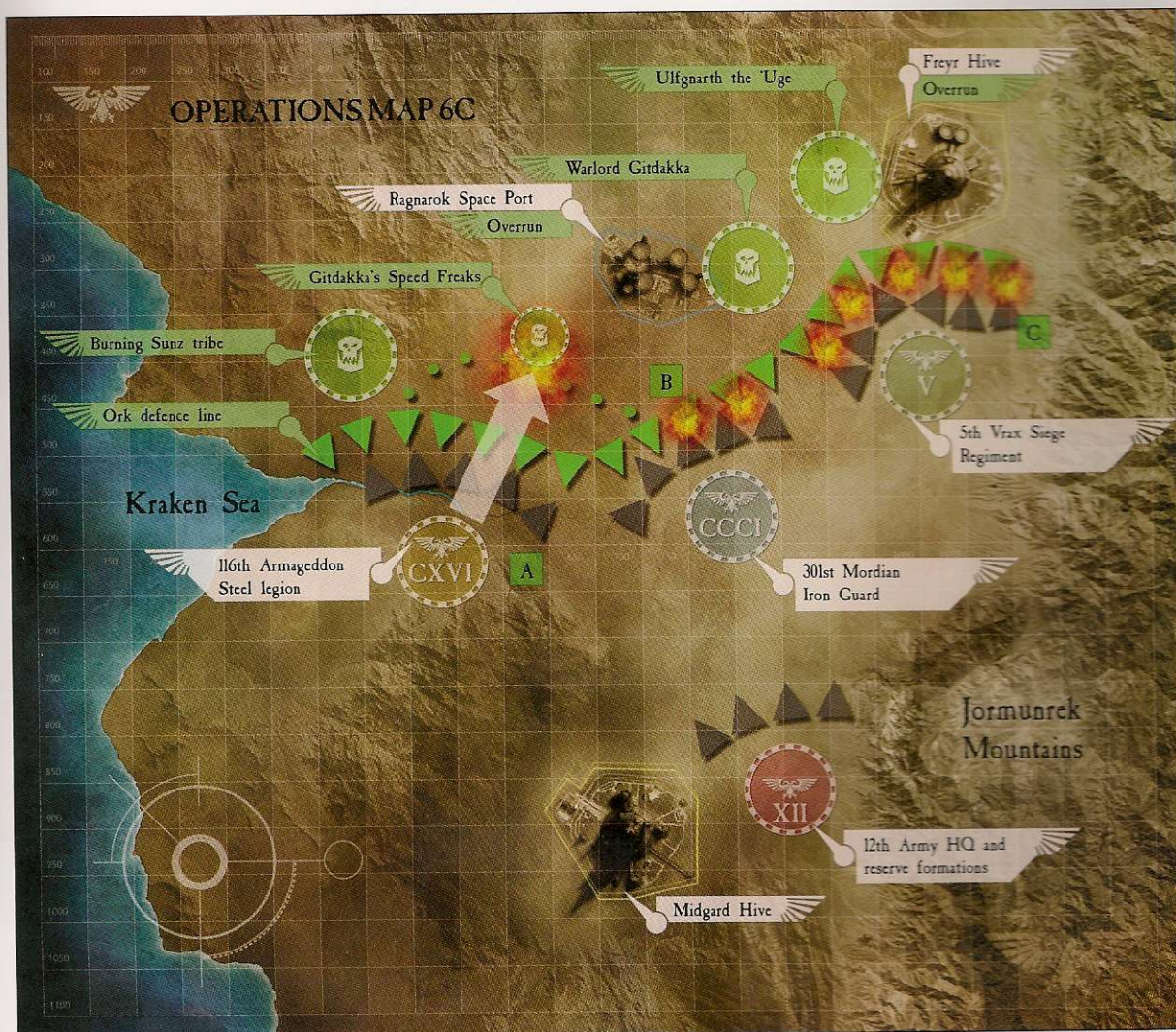
**B** 301st MORDIAN IRON GUARD

Although severely depleted in earlier fighting, the 301st are easily able to repel minor Ork attacks over this period, thanks in no small part to the strong fortified positions they occupied.

**C** 5th VRAX SIEGE REGIMENT

Arrived on the line on day 399. After repelling daily Ork attacks the regiment was replaced by the 6th Vrax Siege Regiment on day 501, having by then suffered casualties in excess of 93%.



OPERATIONS MAP 6C

Ulfgnarth the 'Uge

Freyr Hive
Overrun

Warlord Gitdakka

Ragnarok Space Port
Overrun

Gitdakka's Speed Freaks

Burning Sunz tribe

Ork defence line

5th Vrax Siege Regiment

Kraken Sea

116th Armageddon Steel legion

301st Mordian Iron Guard

Jormunrek Mountains

12th Army HQ and reserve formations

Midgard Hive

# PREPARED ASSAULT

"Do not strike until you are ready to crush the enemy utterly, and then attack without mercy..."

**The Imperial Guard is a massive but unwieldy force, and because of this it takes careful preparation to launch an effective attack. Most attacks are meticulously planned by staff officers in the regimental and army headquarters bunkers behind the front line.**

If possible the attacking troops will be moved into position secretly, so that the enemy receives no warning of the impending onslaught. Further behind the front-line huge batteries of artillery and supporting formations of armoured vehicles will be moved into position, and all of the supplies required for the attack will be stock-piled at huge supply dumps. When the appointed hour arrives this vast force will be unleashed upon the foe in a hurricane of destruction. Few opponents can resist such a sledgehammer blow.

## DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half. The enemy deploy first, anywhere they desire in their half of the table. The Imperial Guard deploy second, anywhere in their half of the table that is more than 18" from an enemy unit.

## OBJECTIVES

Place one objective marker on the centre point of the table, and a second objective marker on the centre of the enemy deployment zone, as shown in the deployment map. After deployment, the Imperial Guard player must set up a third objective anywhere in the enemy deployment area that is more than 12" away from another objective.

## RESERVES

Neither side may place any units in reserve.

## FIRST TURN

The Imperial Guard player rolls a D6. On a roll of 2-6 they receive the first turn, and on a roll of 1 their opponent siezes the initiative and goes first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that has captured the most objectives wins the battle.

## SPECIAL RULES

**Stray Rounds**: The assault is part of a massive offensive, and artillery belonging to both sides is saturating the battlefield with high explosive fire. To reflect this, the players receive three 'stray round markers' that are represented by squares of thin paper about 1/2" across. We've included a set of the markers below, and permission is granted to copy them to use in the battles you fight.

The Imperial Guard player takes two of the markers, and the enemy player receives the third. During each of their Shooting phases, each player may 'shoot' their stray round markers. Do this by taking the piece of paper and holding it anywhere above the table about 36" from the surface. Then drop the marker so it flutters down to the table below. The place where the marker lands is hit by a stray shell, which explodes with the profile given below:
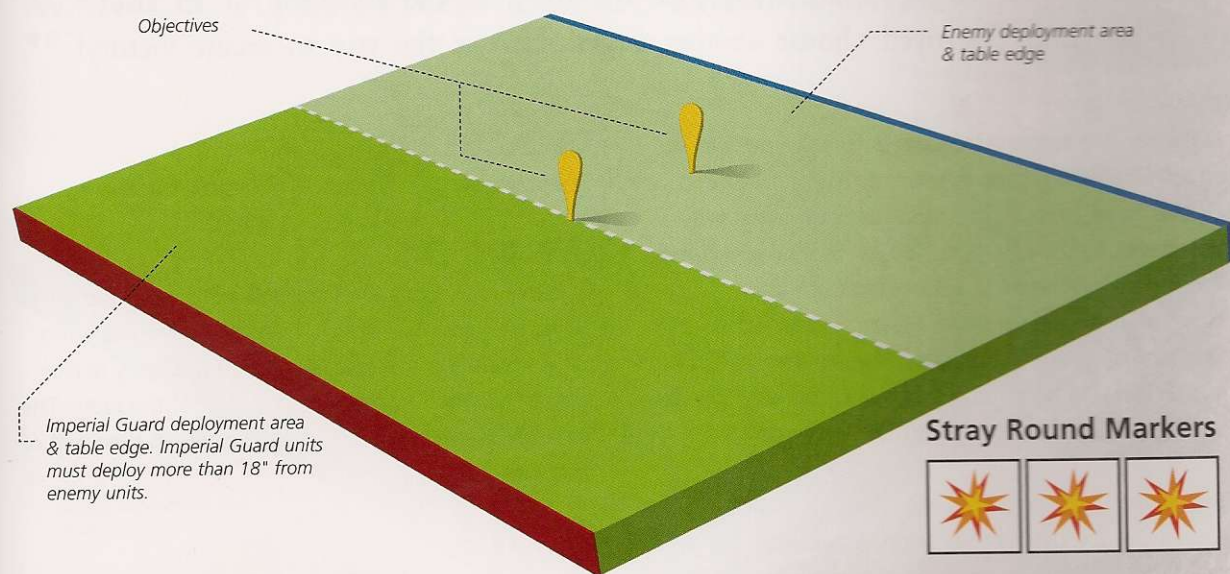
Stray Round: S8, AP3, Large Blast, Ordnance Barrage.

If the marker flutters off the table then the round misses completely. It almost goes without saying that blowing the piece of paper or wafting it in any way as it falls is strictly against the rules. The Imperial Guard player may drop his two markers together or separately, as he prefers.

Cadian troops march grimly toward the battlefront as part of a carefully planned attack.

# PREPARED ASSAULT DEPLOYMENT MAP



Objectives

Enemy deployment area & table edge

Imperial Guard deployment area & table edge. Imperial Guard units must deploy more than 18" from enemy units.

**Stray Round Markers**



## Set-up Summary

- Roll-off for deployment areas.
- The enemy deploy first.
- The Imperial Guard deploy second, more than 18" from an enemy unit.

- Place one objective at the centre of the table and another on the centre of the enemy deployment area.
- After deployment the Imperial Guard player sets up a third objective in the enemy deployment area 12" from any other objective.
- Neither side may place units in reserve.

# WAR OF ATTRITION

**" Identify your target. Concentrate your fire on it to the exclusion of all else. When it is destroyed choose another target. That is the way to secure victory! "**

Fighting the Imperial Guard is to take part in a constant, never-ending war of attrition. The Guard have almost limitless reserves, and will use these to slowly grind down the enemy until it is only the Imperial Guard that are left standing. The means the Guard use to achieve this strategy are numerous. The enemy will be subjected to almost continuous harassing fire by Imperial Guard artillery and Navy aircraft.

The steady toll of casualties this fire exacts will be exacerbated by constant raids and assaults by Imperial Guard front-line troops. If the enemy respond aggressively to one of these incursions then the Imperial Guard high command will feed more troops into the fight in an attempt to escalate it to a full-scale battle. That such a strategy will cost the lives of countless numbers of Guardsmen is of little concern as long as final victory goes to the Imperium.

## OBJECTIVES

The objective for each side is to destroy the enemy.

## DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half. The enemy deploy first, anywhere they desire in their half of the table. The Imperial Guard deploy second, anywhere in their half of the table.

## RESERVES

Neither side may place Troops units in reserve. Any number of other units may be placed in reserve.

## FIRST TURN

The Imperial Guard player rolls a D6. On a roll of 2-6 they receive the first turn, and on a roll of 1 their opponent seizes the initiative and goes first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.
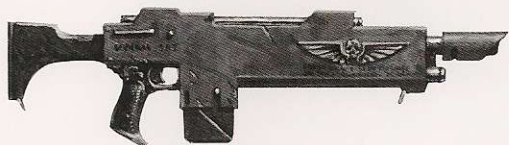
## VICTORY CONDITIONS

Each player adds up the points value of all opposing unit that have been completely destroyed. The player with the higher total wins.

## SPECIAL RULES

**Unlimited Reserves:** Each side has unlimited reserves of their Troops units which they are willing to feed into the battle. If a Troops unit is completely destroyed then it is returned to full strength and placed in reserve. Replacement units do not receive any dedicated transport vehicles, even if the original unit did.

Replacement units count as having the same points value as the original unit for purposes of determining who wins the game. So if a unit was destroyed, replaced, and then destroyed again, then the opposing player would score points equal to twice its original points value!

Replacement units can enter from anywhere on any table edge in their deployment zone, right up to the half-way line if desired. Note that units which can normally Deep Strike or outflank are not allowed to use this abilities if they re-enter play as replacement units.

# WAR OF ATTRITION DEPLOYMENT MAP
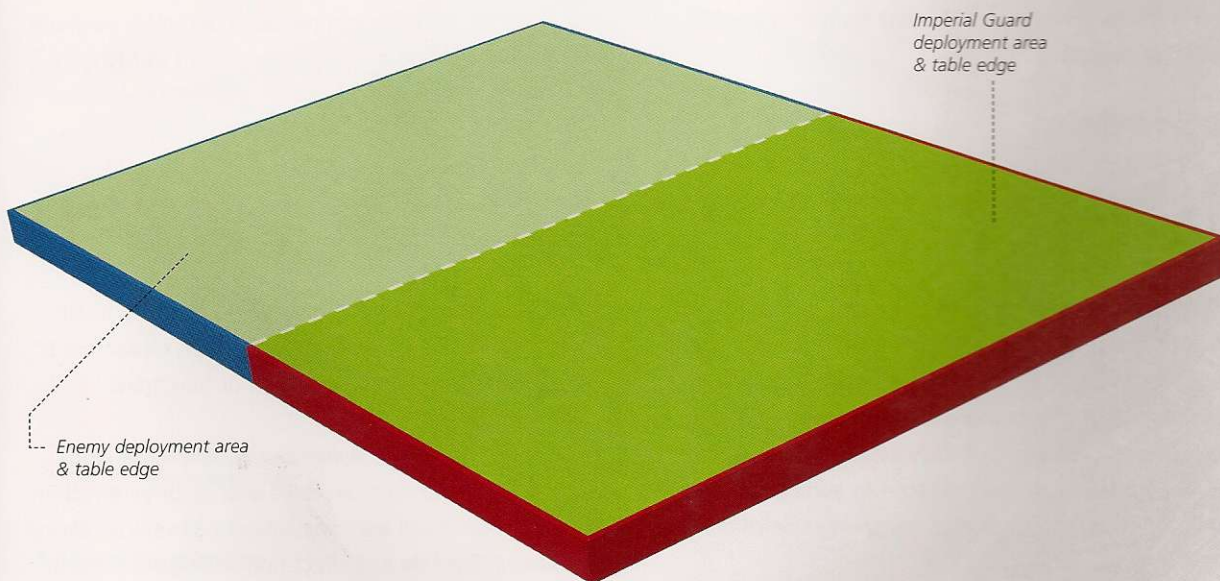
*Imperial Guard deployment area & table edge*

*Enemy deployment area & table edge*

## Set-up Summary

- Roll-off for deployment areas.
- The enemy deploy first.
- The Imperial Guard deploy second.
- Any units other than Troops may be placed in reserve.

# TRENCH WARFARE

**"** The wise commander knows when to push on for a swift victory, and when to halt their advance and dig in to ensure they gain victory in the longer term. **"**

The Imperial Guard may be called the Imperium's sledgehammer, but sometimes even it runs into an opponent that is too tough to break with a single blow. When this happens the campaign can develop into a bloody stalemate, with neither side able to achieve the break-through needed to achieve a decisive victory.

The troops manning these positions are not expected to take part in wars of manoeuvre. Instead it is there task to hold the line against any enemy attack, in order to allow mobile and reserve formations the time needed to launch a devastating counter-attack.

## OBJECTIVES

Set-up D3+2 objective markers before either side deploys or rolls for their deployment area. The Imperial Guard player sets up the first objective, then the enemy player, and so on until the requisite number of markers has been placed. Objectives may be set up anywhere on the table more than 12" away from a table edge or another objective.

## DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half.

The enemy deploy first, anywhere they desire in their half of the table more than 12" away from the centre line. The Imperial Guard deploy second, anywhere in their half of the table more than 12" away from the centre line. Each side may only deploy Troops and Heavy Support units on the table. In addition vehicle units or units with dedicated transport vehicles may not be deployed.

## RESERVES

Both sides may place any number of units in reserve. HQ, Elite, Fast Attack, and any units with a dedicated transport vehicle must start in reserve.

## FIRST TURN

The Imperial Guard player rolls a D6. On a roll of 2-6 they receive the first turn, and on a roll of 1 their opponent siezes the initiative and goes first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that holds the most objective markers wins the battle.

## SPECIAL RULES

**Dug-In:** The units that start deployed in the open are assumed to be occupying prepared defensive positions. As long as they do not move they count as being in area terrain that provides them with a 4+ cover save.

As soon as the unit moves this defensive benefit is lost for the rest of the battle, even if the original positions are returned to.

**Obstacles:** Each player is allowed to place up to D6 obstacles in their deployment area. Each obstacle is 6" long and can be either razor-wire or tank traps.

Razor-wire is difficult, dangerous terrain for all non-vehicle units. Vehicles can drive over razor-wire with no penalty. Tank Traps are impassable to all vehicles except skimmers. They do not affect non-vehicle movement, but provide a 5+ cover save.

The obstacles can be represented by strips of paper, but appropriate terrain pieces from the Citadel Terrain range are much more satisfactory!
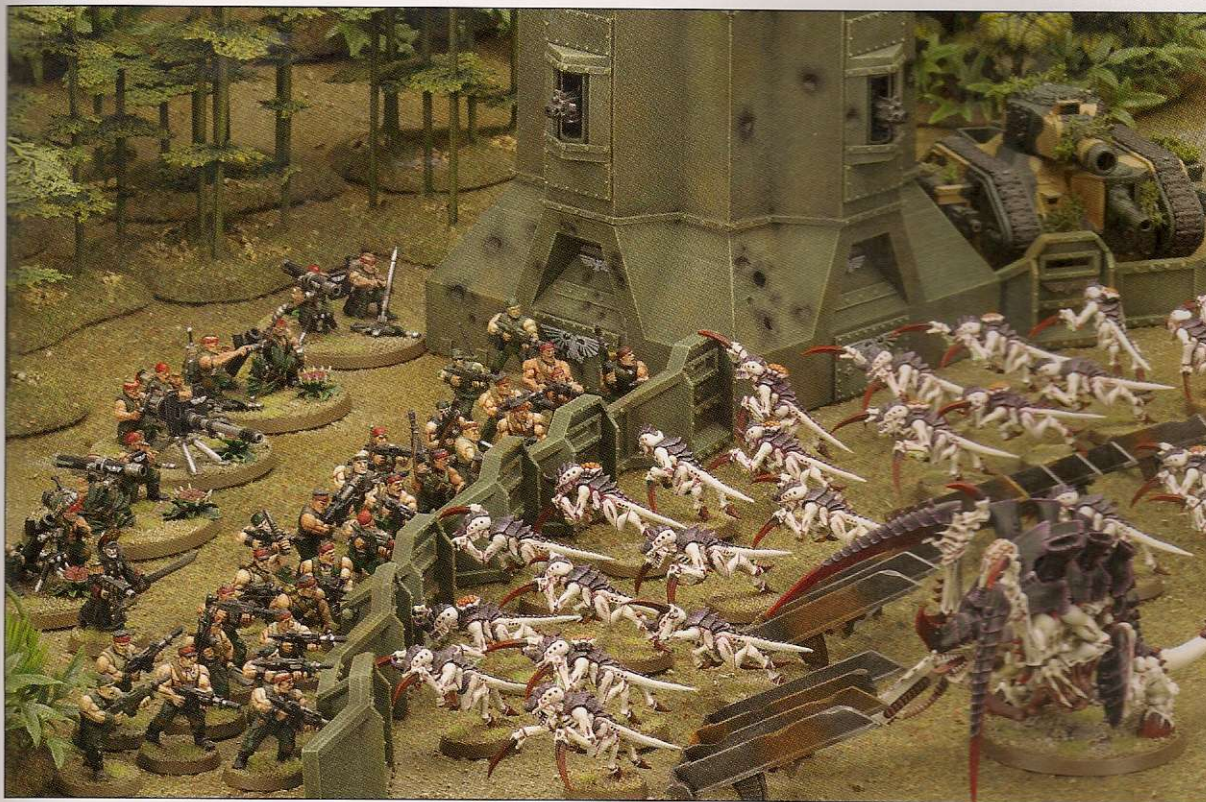
Catachan Jungle Fighters defend a base-camp against a ferocious Tyranid assault.

# TRENCH WARFARE DEPLOYMENT MAP



Enemy deployment area
& table edge

12"

12"

Imperial Guard deployment
area & table edge
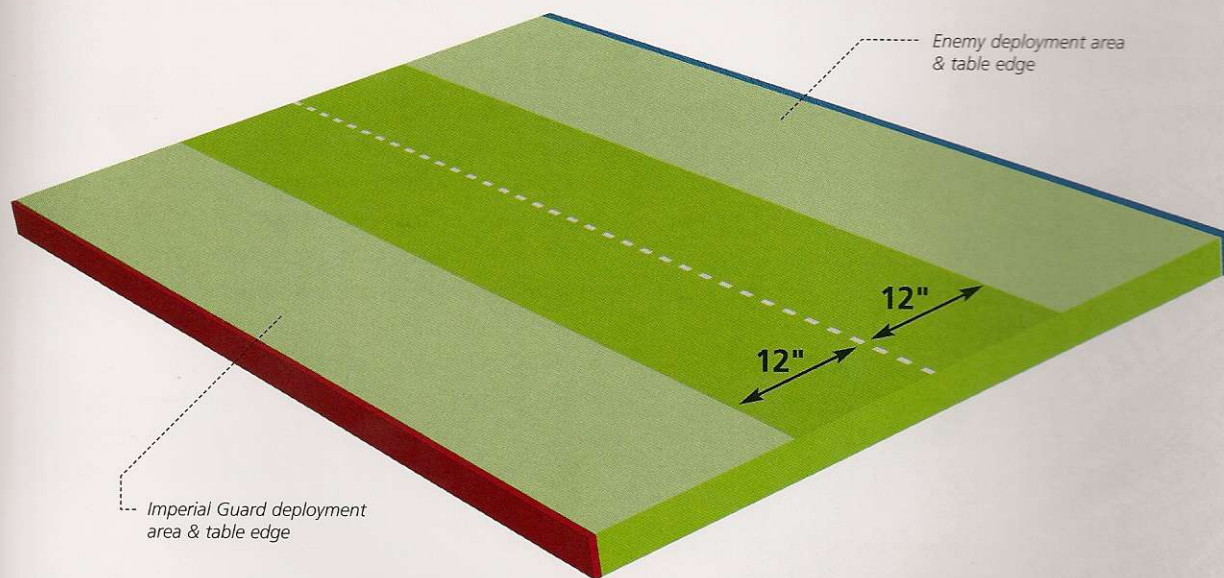
## Set-up Summary

- Take it in turns, starting with the Imperial Guard, to set up D3+2 objective markers at least 12" from a table edge or another objective.

- Roll off for deployment areas.

- The enemy deploy first, at least 12" from the centre line.

- The Imperial Guard deploy second, 12" from the centre line.

- Both sides may place any number of units in reserve.

- HQ, Elite, and Fast Attack units and any unit with a dedicated transport must start in reserve.

# NECRONS

**" That man is beset at all quarters by traitors, mutants and fiends is self-evident. But in truth none of these evils shall be our undoing. When the end comes it will not be at the hand of any mortal being of this or any other realm: death will come at the hands of the Ancients, those who determined our fate aeons before we stood erect upon the holy ground of Terra and gazed up into the starry night. "**

**The Necrons are an ancient race whose origins date back millions of years before the birth of mankind. Indeed, there are those that say the evidence points to the Necrons having a hand in the creation of the human race, for reasons almost too horrible to contemplate. If these heretical scholars are to be believed then we are nothing but cattle, bred for one purpose: to feed the abominable appetites of the C'tan, the inhuman rulers of the Necron race.**

It is only recently that the Necrons have started to awaken from their millennia long sleep and to prey upon humanity and the other living races of the galaxy. Until then our only contact with these ancient beings was when evidence of their long-lost civilisation was discovered. These incredibly old artefacts hint at a powerful race that ruled the galaxy long before any of its current inhabitants had crawled from the primordial soup that gave them birth. Most terrifying of these artefacts are the tomb worlds that have been discovered across the galaxy. Until recently these structures were thought to be nothing other than the abandoned buildings of a long-dead race, but now it is becoming clear that deep within them are hidden stasis-chambers in which lie ageless creatures that have simply been waiting for the moment to strike. Countless numbers of Imperial survey teams have been lost investigating these tomb worlds, and ironically their investigations may have done little other than to awaken what may be the greatest threat the galaxy has ever known.

Most battles with the Necrons are triggered when unwary explorers disturb the Necrons in their tombs and awaken them from their millennia-long slumber. The Necrons will attack with terrifying precision and speed, usually catching the enemy completely by surprise. The Necrons fall on their foe from all sides, their aim being to encircle the enemy and make sure that no one escapes the trap alive to tell the tale. Such is the ruthless efficiency of the Necrons that they usually succeed in this goal, and leave no trace either of themselves or the victims of their attack.

Recently, however, the Necrons have been making attacks much further afield. Necron spacecraft have started to appear across the galaxy, and large Necron armies have descended upon planets to prey upon the creatures that live there. The exact reasons for these raids is unknown but it would appear that the C'tan feed upon the living energy of mortal creatures and therefore do not regard their attacks so much as warfare but as a harvest of lesser beings.

The first warning of such an attack will be when a Necron fleet appears in orbit above the planet. Any planetary defences are swiftly dealt with by the Necron space fleet, and then Necron warriors and other troops will start to materialise on the surface of the planet. As panic ensues the Necrons will determine the location of vital installations and population centres. They seem to care little for the casualties they suffer at this stage and even less for engaging the enemy in a conventional battle. Their aim appears to be purely to learn as much as they can about the planet before unleashing their main attack.

Once their reconnaissance is complete the Necrons will strike in force. Their aim is rarely to conquer the planet, but rather to surround and capture large groups of inhabitants. Any military units defending the population are brutally and efficiently dealt with, and then the Necrons will reap their sinister harvest before vanishing once again into the dark depths of space.

# MAJOR INCIDENT JOURNAL

**89.986.M41:** Base Camp established on newly discovered desert planet designated Santos 9. Orbital auguries indicate deposits of valuable minerals.

**120.986.M41:** Survey team discovers ruined remains of Ork Kill Kroozer that was abandoned many centuries ago after a destructive and prolonged battle. There are no indications of what happened to the Orks that arrived in the craft, but we remain on our guard.

**123.986.M41:** Low-altitude survey drones locate two sets of ancient structures several hundred miles to the north-east of base camp. One appears to be a set of massive standing stones set in a circular pattern, the other a set of ancient buildings based on a pyramid design.

**129.986.M41:** Temporary camp is established close to ancient structures. Survey teams begin investigations.

**138.986.M41:** Initial investigations indicate the ruins are extraordinarily ancient, predating man's existence by countless millennia. Survey team alpha will continue to investigate the strange markings and hieroglyphs found on the standing stones, while survey team beta will attempt entry into the ancient buildings.

**140.986.M41:** Survey team beta reports that an entrance has been located and breached. C.A.T. reconnaissance drones are entering the structure.

**141.986.M41:** Contact lost with survey team beta.

**142.986.M41:** Contact lost with survey team alpha. Expedition placed on maximum alert.

**143.986.M41:** Garbled transmissions are received from temporary camp reporting that they are under attack by monstrous alien creatures. Contact is lost shortly thereafter. Base camp is placed on 24-hour guard, and a request is sent for immediate extraction with utmost urgency.

**146.986.M41:** We are under attack. They burst upon us, raising up from the sands, a monstrous fusion of death and metal. Our weapons cannot stop them. Already most of us are dead. Emperor save us, they are attacking again...

+++ JOURNAL ENDS +++

XC 49.110
PO 6673.0032

Santos Mountains

Ancient standing stones
129.986.M41

Ancient ruins
129.986.M41

Temporary camp
123.986.M41

Scorched Plains

Survey Drones

333 90 33682
7377982 01_9

Survey Team

Survey Team

Base camp
89.986.M41

100 km

0 km

Ork Kill Kroozer remains
120.986.M41
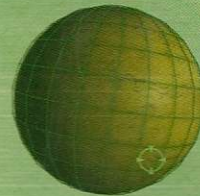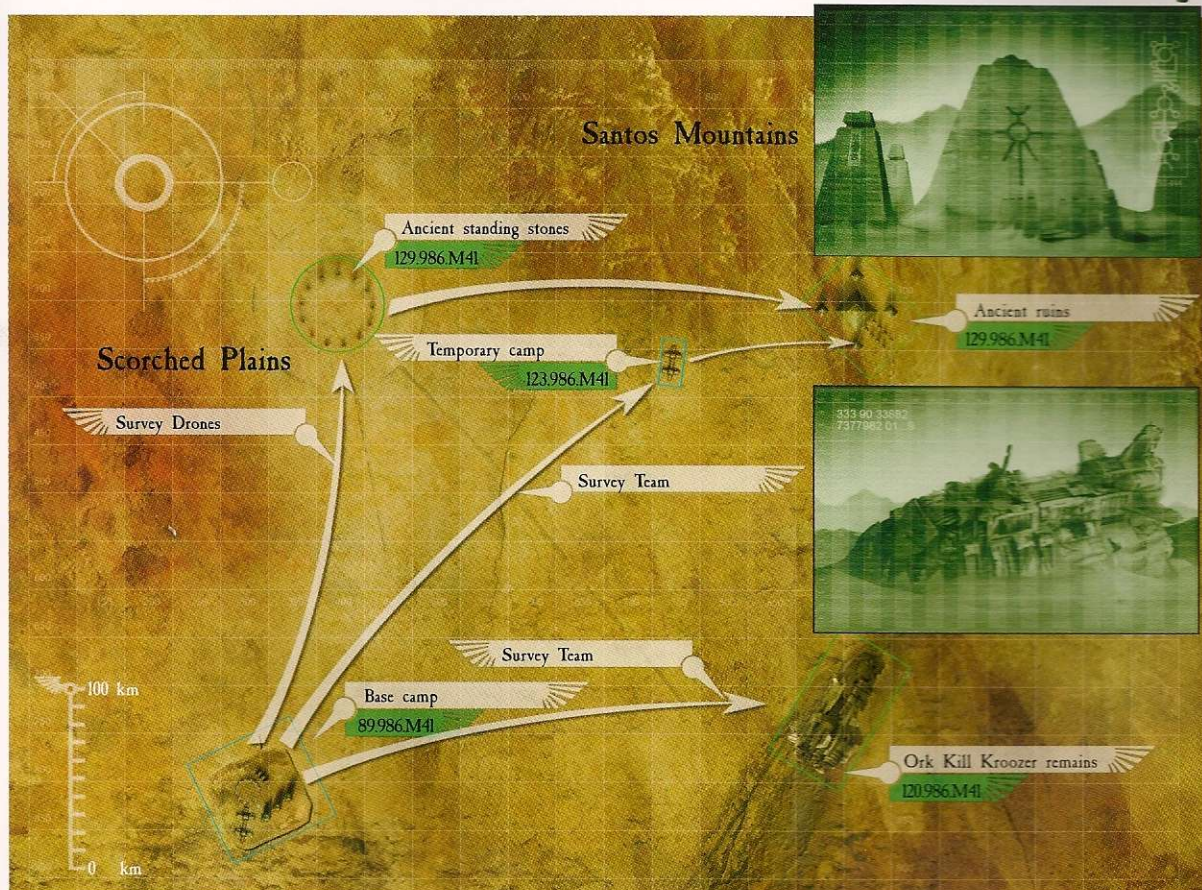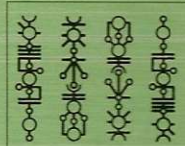
# AMBUSH

**" It was as silent as the void, and to look upon it was to know terror. "**

The majority of Necron attacks take the form of ambushes on unwary investigative teams or explorers that have ventured too close to an ancient Necron tomb. What exactly it is that triggers these attacks is unknown; sometimes the intruders will be ambushed as soon as they venture close to the tomb, while at others they will be left alone for days, weeks or even years before they are attacked.

Whatever it is that causes the ambush, the outcome is invariably the same. As the intruders march towards the Necron tomb they will suddenly find themselves attacked from all sides by a terrifying enemy that has seemingly appeared from nowhere. As panic and confusion grips their foe the Necrons will fight with deadly, silent efficiency, cutting down any that attempt to escape while drawing the noose tighter and tighter around those that survive. Finally silence will descend upon the battlefield, and no sign will be left of either the intruders or their inhuman adversaries.

## OBJECTIVES

The objective for this mission is to cause as much damage to the enemy as possible (see the Victory Conditions below).

## DEPLOYMENT

All enemy units must deploy with all of their models within 6" of the centre line of the table and more than 12" away from either short table edge. Once complete you should have a column of units stretching across the table. If for any reason it's impossible to deploy an enemy unit then it must go in reserve, and will enter play from either short table edge. Next the Necron player deploys his army anywhere on the table that is more than 12" from the centre line of the table. The Necron player may divide his units as he desires between his two deployment areas.

## RESERVES

The Necrons may place any number of units in reserve. Necron units that are placed in reserve may enter anywhere along either long table edge. No enemy units may be placed in reserve voluntarily (see below).

## FIRST TURN

Roll a D6. On a roll of 4 or more the Necrons receive the first turn. On a roll of 1-3 the enemy manage to steal the initiative and they go first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game each player receives 1 kill point for each enemy unit that has been completely destroyed. The player with the highest total kill points wins.

## SPECIAL RULES

**Head For The Hills:** Enemy units may move off the table along either narrow table edge. Units that voluntarily leave may not return, but do not count as destroyed for the purposes of kill points.

Cadians are ambushed by Necron Warriors that seem to have appeared from out of nowhere.

# AMBUSH DEPLOYMENT MAP



Enemy table edge

Necron table edge and deployment area

12"

Necron table edge and deployment area
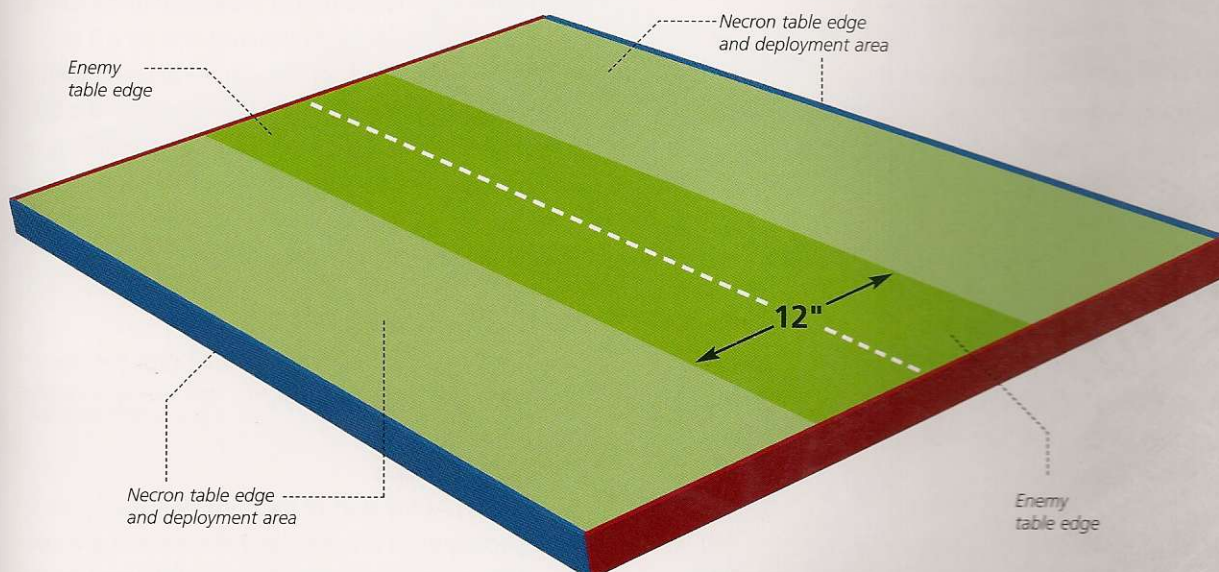
Enemy table edge

## Set-up Summary

- The enemy deploy first, within 6" of the centre line and more than 12" from a table edge.

- The Necrons deploy second, more than 12" from the centre line.

- The Necrons may place any number of units in reserve.

- The enemy may only place units in reserve if they cannot deploy on the table.

# RECONNAISSANCE IN FORCE

**" They will seek to harvest us at first, for they will be hungry after their long sleep... "**

Recently fleets of Necron spacecraft have returned to plague the galaxy. These ships will appear suddenly in orbit above an inhabited planet, and rapidly proceed to destroy any orbital defences. Necron ground forces will then start to materialise all over the planet, usually catching the defenders by surprise and sending the civilian population into a blind panic. The purpose of these incursions is to determine where the main troop and population centres are on the planet, in preparation for the harvesting of the planet's inhabitants that will invariably follow.

Necron forces will deploy rapidly, moving to engage enemy troop concentrations to determine their strength and disposition. The Necrons will attack determinedly, forcing their (often bewildered) opponents to mobilise all of their reserves and reveal the full strength of their defences.

Once this has been determined the Necrons will suddenly disengage and phase out from the battlefield, in preparation for the next stage of the assault.

## OBJECTIVES

Set-up D3+2 objective markers before either side deploys or rolls for their deployment area. The Necron player sets up the first objective, then the enemy player, and so on until the requisite number of markers has been placed. Objectives may be set up anywhere on the table more than 12" from a table edge or another objective.

## DEPLOYMENT

The enemy deploy first, but before they do so, the Necron player must secretly write down which table edge his units will enter from. The enemy then deploys anywhere on the table that is more than 12" away from a table edge. Necron units will enter play from the pre-selected table edge on the Necron player's first turn, and will fall back towards this edge.

## RESERVES

The Necrons may place any number of units in reserve. The Necron reserves enter from their nominated table edge. The enemy may not place any units in reserve.

## FIRST TURN

The Necrons have the first turn. Any of their units may move onto the table from the chosen table edge on the first turn. Any Necron units that do not enter play on the first turn are placed in reserve.
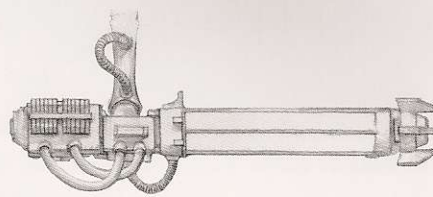
## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that captures the most objectives wins the battle.

## SPECIAL RULES

**Fog of War:** At the start of the battle the enemy are not expecting to be attacked, and the Necrons are not sure of the enemy's positions. This is represented by the deployment instructions for this mission. In addition, on the first game turn units may only shoot or assault if they first pass a Leadership test in order to do so. If the test is failed then the unit may not shoot or assault that turn. Units that failed the roll and therefore cannot shoot may not choose to run instead (nice try though!).
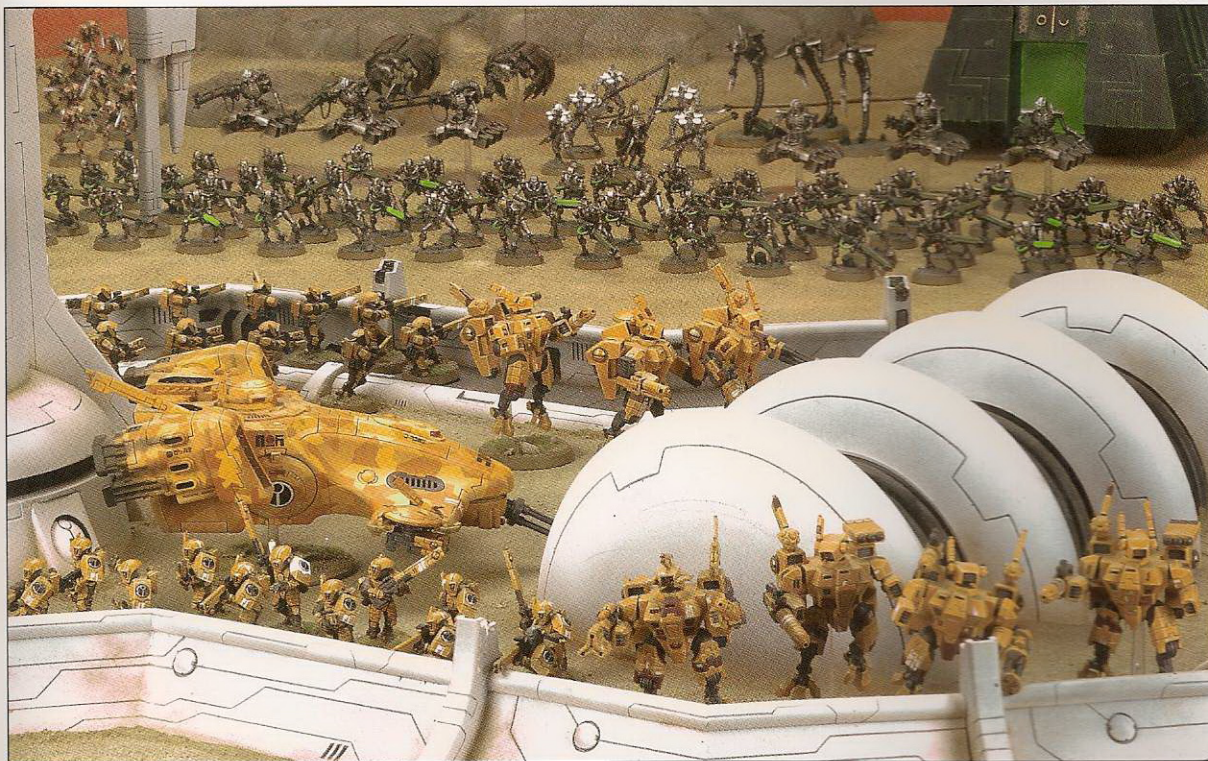
A violent firefight erupts on the edge of a Tau settlement.

# RECONNAISSANCE IN FORCE DEPLOYMENT MAP



Enemy deployment area

12"
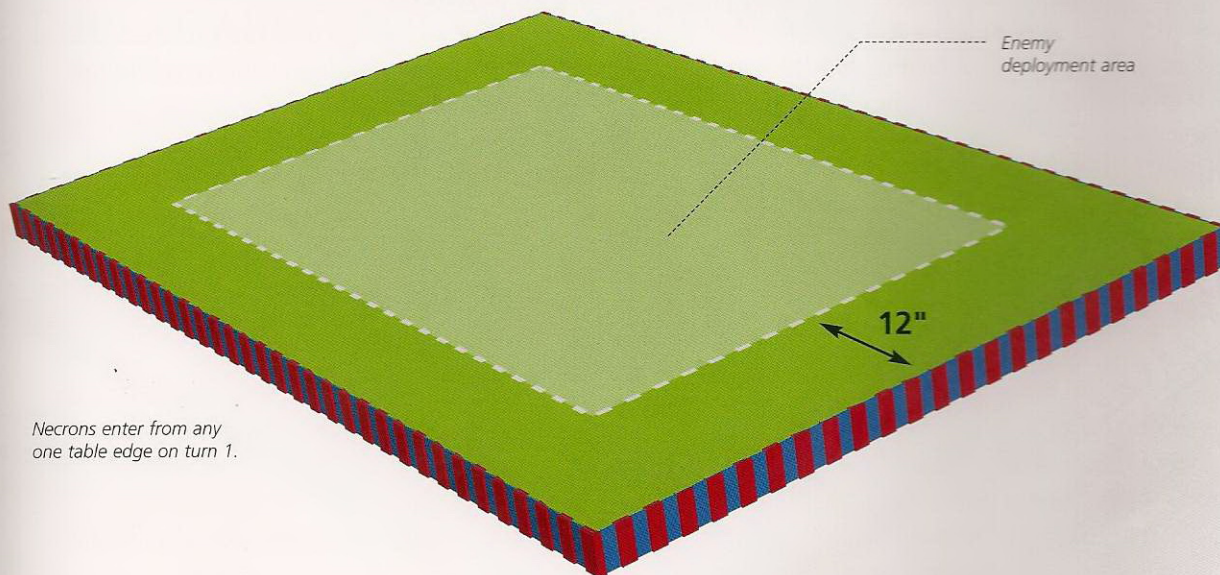
Necrons enter from any one table edge on turn 1.

## Set-up Summary

- Take it in turns, starting with the Necrons, to set up D3+2 objective markers at least 12" from a table edge or another objective.

- The Necrons write down the edge they will enter from.

- The enemy then set up more than 12" from a table edge.

- Necron units enter play on their first turn from the nominated edge.

- The Necrons may place any number of units in reserve.

- The enemy may not place units in reserve.

# IMPLACABLE ADVANCE

**" Any hopes, dreams or promises of salvation are naught but dust in the wind. "**

Once the extent of a planet's defences have been determined the Necrons will launch their main assault. This attack is cold and calculating, its purpose to harvest as many of the living creatures from the planet as possible. Wherever possible the Necrons will attack where there are few or no military units to defend the civilian population; any resistance will be quickly crushed, and the unprotected citizens of the planet will simply disappear, never to be heard of again.

When such tactics are impossible the Necrons will attack the defenders head-on, materialising in front of enemy positions and advancing implacably on the foe. Their aim is to mercilessly crush all resistance, leaving the shattered defenders unable to protect the planet's helpless population. The only hope the defenders have is to meet fire with fire, hurling themselves at the Necrons in an attempt to annihilate the invaders first. There will be no second chance for either side, no opportunity to regroup and fight again – the fate of the planet will rest on the outcome of the battle.

## OBJECTIVES

Place one objective marker on the centre point of each of third of the table.

## DEPLOYMENT

Split the table into thirds, as shown in the deployment map, and roll-off to see which player picks the Necron deployment area. The Necron player deploys first, anywhere in their deployment area. The enemy deploys second in the opposite third of the table. The middle third of the table should separate the two armies.

## RESERVES

Both sides may place any number of units in reserve.

## FIRST TURN

Roll a D6. On a 2 or more the Necron player has the first turn. On a roll of 1 the enemy player seizes the initiative and goes first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that has captured the most objectives wins the battle.

## SPECIAL RULES

**Stubborn:** All non-fearless units on both sides are treated as having the Stubborn universal special rule when fighting this mission.

**Objective Secured:** If either player has a scoring unit within 3" of an uncontested objective at the end of their turn, then the objective is said to have been 'secured'. A secured objective counts as being controlled even if the unit that secured it moves off.

The only way the objective can change hands is for an enemy scoring unit to secure it themselves (just as described above).
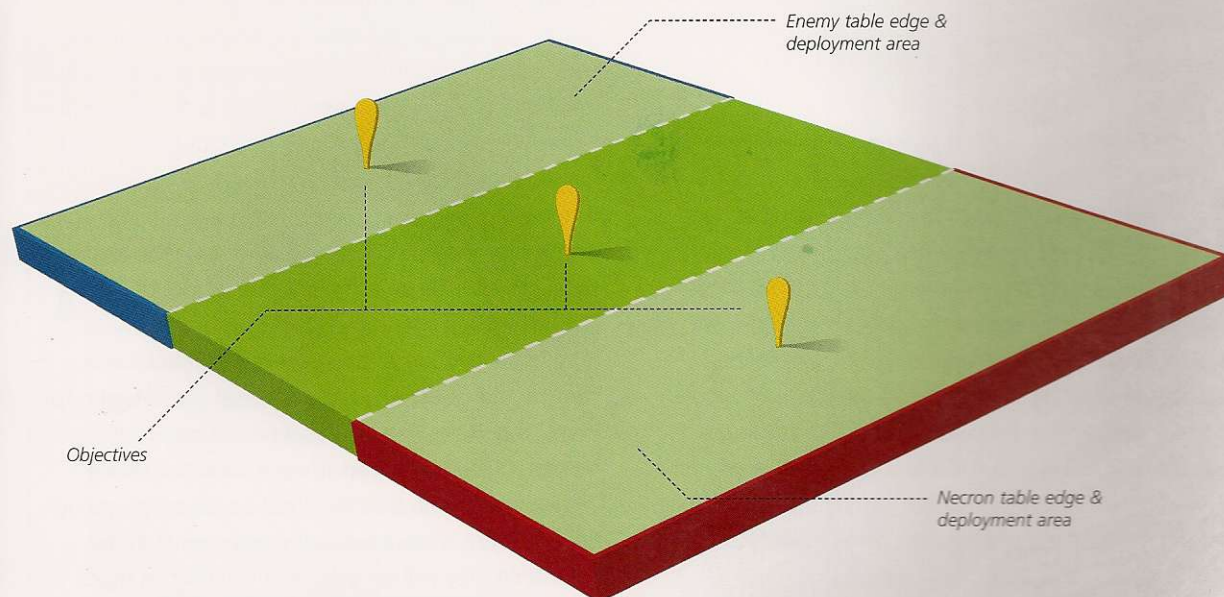
**Straight Up The Middle:** Neither side may outflank in this mission.
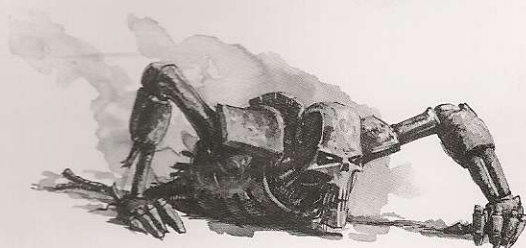
A Necron warhost advances in deathly silence towards the foe.

# IMPLACABLE ADVANCE DEPLOYMENT MAP



Enemy table edge & deployment area

Objectives

Necron table edge & deployment area

## Set-up Summary

- Set up one objective at the centre of each third of the table.

- Roll-off for deployment areas.

- The Necrons deploy first.

- The enemy deploy second.

- Both sides may place any number of units in reserve.

# ORKS

*" The Orks plague the galaxy from end to end with their ceaseless warring and strife. They are a race rooted so deeply in war that peace is utterly incomprehensible to them. They cannot be bargained with or bought save with weapons which they will inevitably turn against those who tried to bribe them. I pray with all my faith that some great catastrophe will annihilate them but I fear that ultimately it is they, not we, who will rule the galaxy. "*

**The Orks are the most savage and warlike race in the whole galaxy. Their huge empire is divided amongst thousands of warlords. The Orks live for war and are constantly striving to defeat their neighbours whether they are human, Eldar or even other Orks!**

Although this gives the impression that Orks are disorganised and rebellious, they are actually capable of a high degree of co-operation. As a particular Ork Warlord grows in power, other Orks are attracted to his armies and clamour to fight under his command. This process is controlled in some way by the Ork psyche; when Orks congregate together in an army, it gives rise to a collective frenzy that the Orks call a Waaagh! The Waaagh! takes hold in the minds of the Orks, uniting them in a collective desire to find new foes to fight and new lands to conquer.

This means that Ork armies can grow very quickly into a massive horde, appearing out of nowhere and attacking like a green tide of destruction. Whole planets are razed, millions of captives are taken and put to work in crude factories producing more weapons and vehicles for the Orks to use. These things serve to fuel the Orks' insatiable desire for domination, which can only be stopped by meeting the Orks head-on with even greater force. Some say that this is exactly what the Orks really wanted all along and that Ork Waaaghs! are simply the best way the Orks have found of getting involved in the biggest, noisiest and most violent battle possible.

Once the Orks find an enemy to fight they use a range of battle tactics that are as simple as they are effective. The main Ork army will be preceded by a swarm of Orks riding vehicles like Warbuggies, Trukks and Warbikes, all of whom have but one main aim: to find the enemy and attack them as quickly as possible, preferably before any of the other Boyz get stuck in and have all the fun. This rampaging horde will fall on the foe like a lightning bolt, and more often than not will annihilate the enemy before the main army arrives.

If the initial Ork blitzkrieg proves insufficient to overwhelm the foe, then it will be followed up by a full-strength attack by the main Ork horde. Vast mobs of Boyz will quickly move into position, supported by a plethora of heavily armoured vehicles and artillery pieces. As soon as the attacking forces are in position they will hurl themselves at the enemy positions while heavy weapons will unleash a storm of fire intended to disrupt the enemy and keep their heads down. If the initial assault doesn't crush the enemy, then the Orks will regroup and attack again... and again... and again, until either they are all but wiped out, or the enemy defences crumble and the Orks are victorious.

Should the Orks find they have got a little bit too carried away and engaged a foe that is too tough for them to defeat, then they feel no shame in calling discretion the better part of valour and retreating. They know that in time they will be joined by enough Boyz to crush even the stoutest opponent! In the meantime they will do their best to inflict as much damage on the enemy as possible before making good their escape. Often the enemy will be too shattered and worn down by the successive Ork attacks to mount a close pursuit and the Orks will get away and live to fight another day...

Map labels:

- 26th Ash Waste Militia — XXVI
- Companies A & E, 9th Vorgan Light Infantry — IX
- 2nd Minervan Tank Legion — II
- Warlord Skabsnik's Blitz Brigade
- Great Fiend Gorsnik — Magash's War Horde
- Black Cloud Speed Freaks
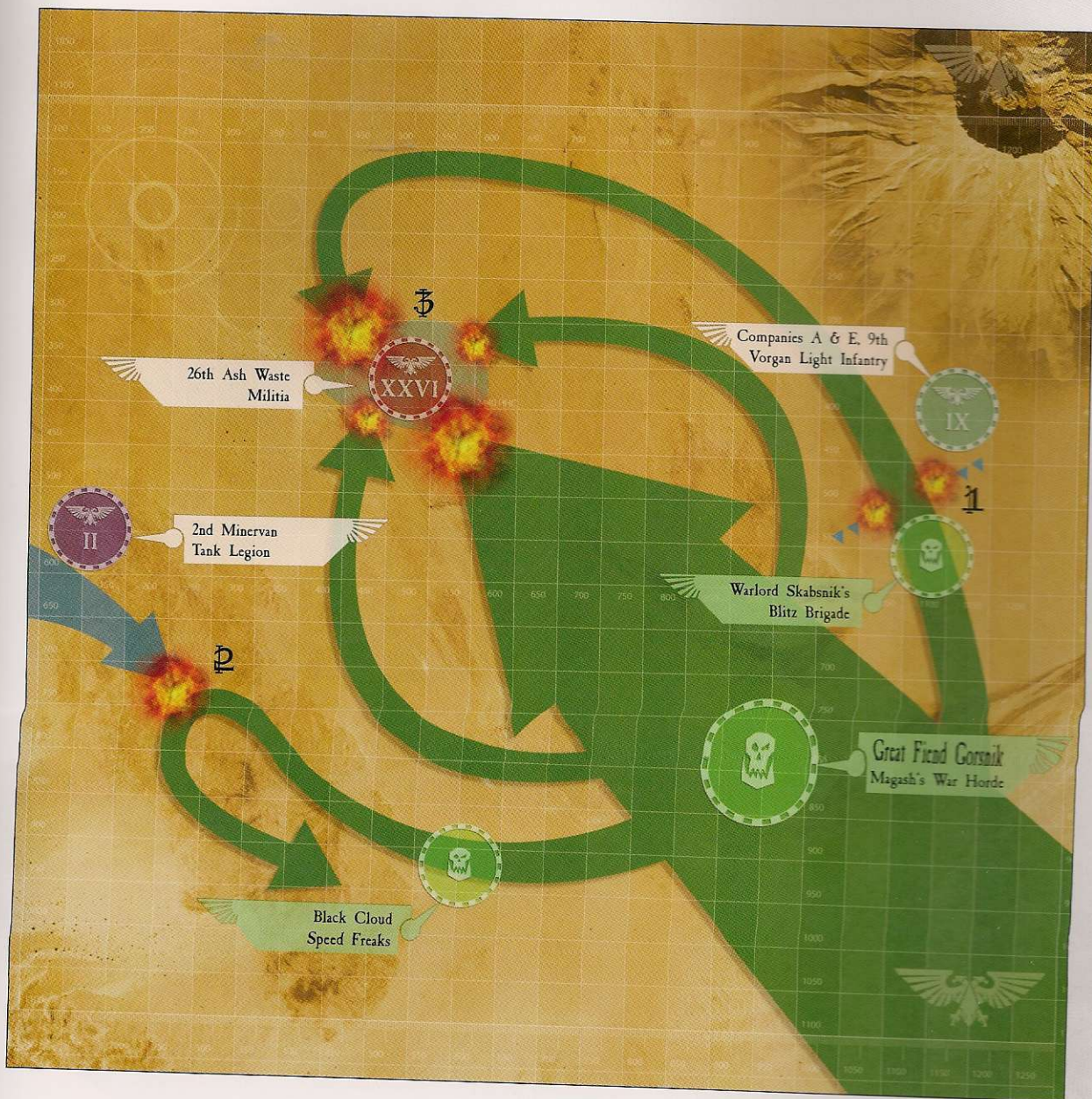
## 1 BLITZKRIEG

*Fast-moving Ork forces belonging to Warlord Skabsniks's Blitz Brigade smash into a detachment of Vorgan Light Infantry. Although the Vorgan's occupy prepared positions the speed of the Ork attack catches them unawares, and the heavily outnumbered detachment is quickly obverwhelmed. The Orks continue their advance, sweeping round the flank of the 26th Ash Waste Militia so they can attack it from the rear.*
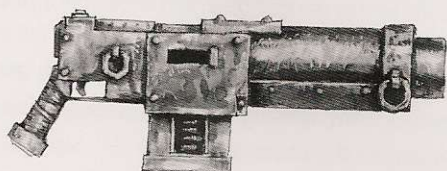


## 2 CUT & RUN

*The Black Cloud Speed Feeks bypass the 26th Ash Waste Militia, and engage the 2nd Minervan Tank Legion that is moving up in support. Although the Speed Freeks are too lightly equipped to defeat the Minervans, they slow them down enough to stop them helping the embattled 26th against the main Ork attack.*

## 3 WAAAGH!

*The 26th Ash Waste Militia are tied down by Skabsnik's Blitz Brigade and White Lightning Speed Freeks. The arrival of Skabsnik's Blitz Brigade cuts off any chance of retreat, and the regiment is then annihilated by the ferocious Waaagh! unleashed by Magash's War Horde. No-one from the 26th Ash Waste Militia survives.*

# BLITZKRIEG

" He was an avalanche from an unexpected quarter.
He was a thunderbolt from a clear sky. "

— Commissar Yarrick on Ghazghkull Thraka

Orks are naturally keen to get to grips with an enemy, and often the first inkling that a foe will have of an Ork attack is when a cloud of dust is seen on the horizon, swiftly followed by the approaching rumble of a large column of Ork vehicles drawing rapidly closer.

The Orks will not give their enemy time to prepare, swiftly closing to attack range and launching an all-out assault straight from their column of march. Ork buggies and Warbikes will harry the flanks of the enemy, while slower moving vehicles and Ork Boyz that are on foot will 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 Orks before they really know what's hit them. If the assault is successful, the Ork column will quickly press on, looking for new enemy formations to attack and overwhelm.

## DEPLOYMENT

Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in. The opposing player deploys in the opposite table quarter.

The Orks deploy first anywhere in their quarter of the table more than 9" away from the centre point, then the enemy deploy in the same manner.

Only Fast Attack units may be deployed at the start of the battle. All other units are in reserve.

## OBJECTIVES

Place one objective marker on the centre point of the table and one more objective marker on the centre point of each unoccupied quarter of the table, as shown in the deployment map.

## RESERVES

Both sides must place all units other than Fast Attack units in reserve. Fast Attack units may be placed in reserve or deployed on the table at the start of the battle, as desired.

## FIRST TURN

The Ork player rolls a D6. On a roll of 2 or more the Orks receive the first turn. On a roll of 1 the enemy manage to steal the initiative and they go first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that has captured the most objectives wins the battle.

## SPECIAL RULES

**Lightning War:** Fast 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 on a roll of 4+. Any that fail to arrive can be rolled for normally in the second and subsequent turns, arriving on a 4+ on the second turn, and 3+ on the third turn and so on.
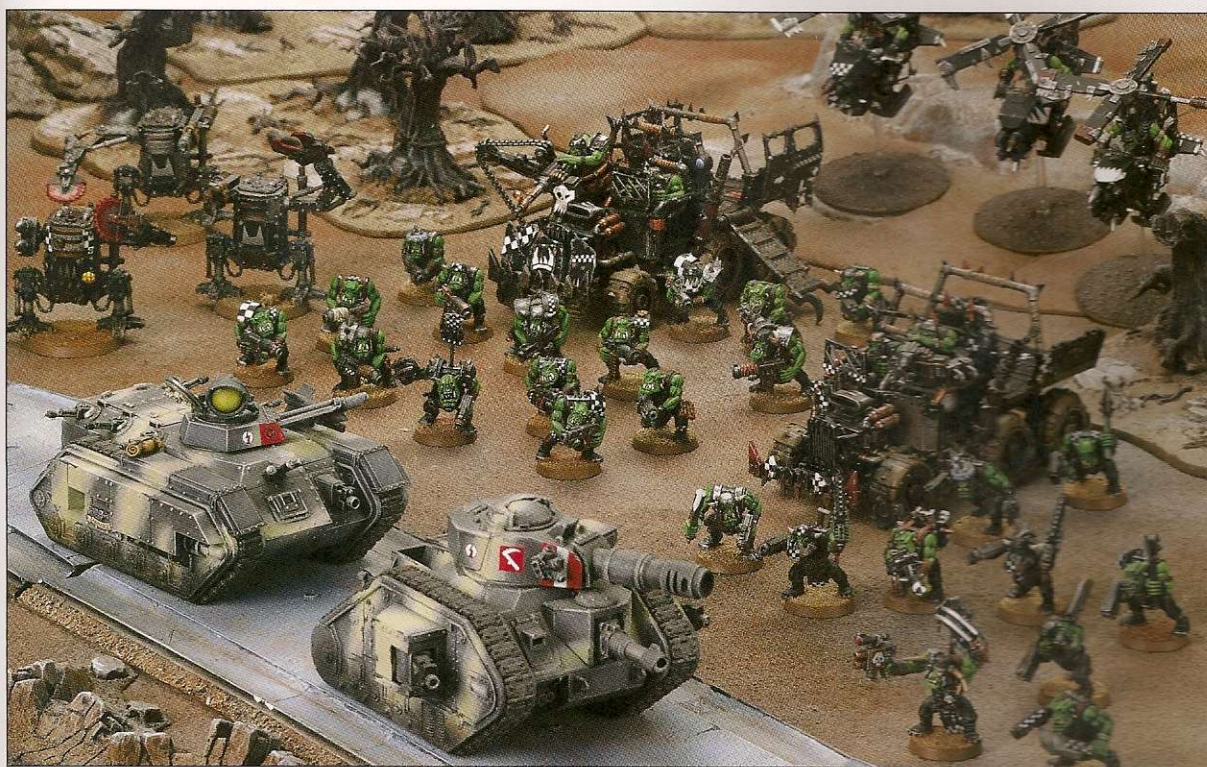
Fast-moving Orks mount an attack on a Steel Legion column during the 3rd Armageddon War.

# BLITZKRIEG DEPLOYMENT MAP
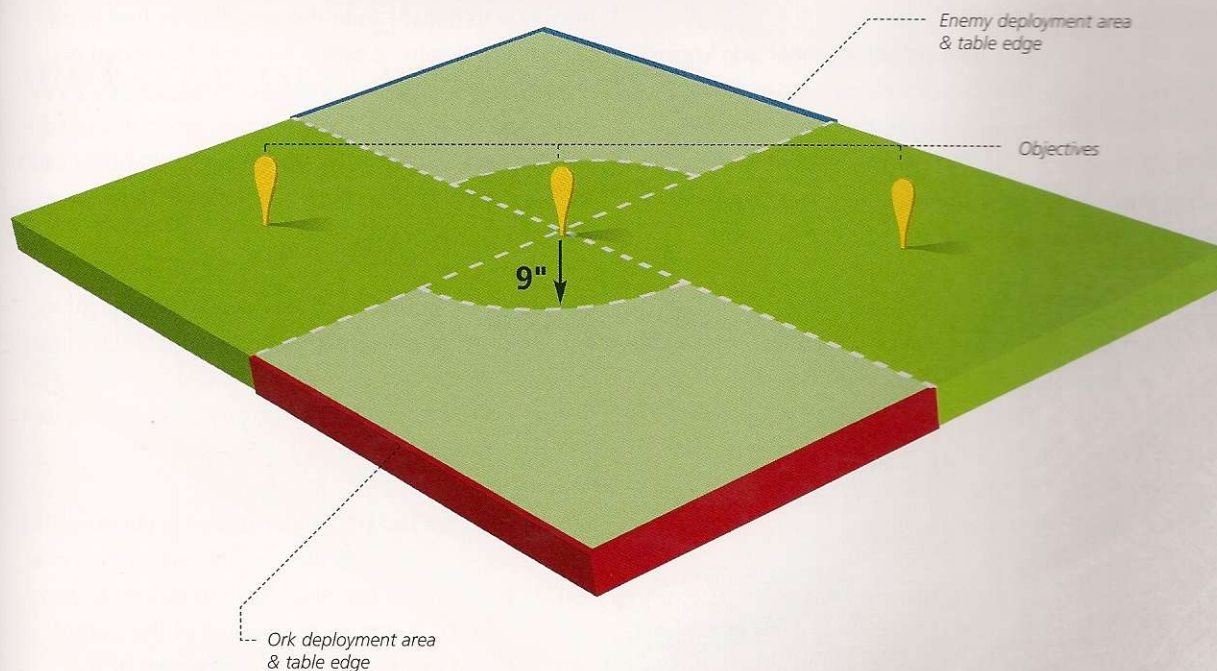


Enemy deployment area & table edge

Objectives

9"

Ork deployment area & table edge

## Set-up Summary

- Roll-off for deployment areas.

- Place one objective at the centre of the table and one in each unoccupied quarter of the table.

- The Orks may deploy their Fast Attack units first, more than 9" from the centre of the table. The enemy then do likewise.

- All units other than Fast Attack choices must be placed in reserve.

# WAAAGH!

**" Dis is it ladz. Now or never, charge da humies! WAAAGH!!! "**

Although Ork blitzkriegs are often successful, they can be defeated by a resolute or skillful defender. In such circumstances the Orks that took part in the initial assault will try to keep the enemy pinned down while the rest of the Ork army moves up in support. Shortly the enemy will be confronted by huge mobs of Ork Boyz backed up by massed squadrons of Ork vehicles and batteries of Ork artillery.

As soon as the Orks are in position the air will shake as the Orks bellow out a mighty 'Waaagh!!!' and hurl themselves at the enemy line. Missiles of all kinds will batter the enemy, allowing the Ork mobs to close and assault the enemy from close range. If the first assault is cut down then the survivors will regroup and attack again and again, until the enemy is overwhelmed or the Orks are forced to admit defeat.

## OBJECTIVES

Set-up D3+2 objective markers before either side knows their deployment area. The Ork player sets up the first objective, then the enemy player, and so on until the requisite number of markers have been placed. Objectives may be set up anywhere on the table more than 12" from a table edge or another objective.

## DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half. The Orks deploy first, anywhere in their half of the table more than 9" from the centre line of the table. The enemy deploy second, anywhere in their half of the table more than 9" from the centre line.

## RESERVES

Both sides may place any number of units in reserve.

## FIRST TURN

The Ork player rolls a D6. On a roll of 2 or more the Orks receive the first turn. On a roll of 1 the enemy manage to steal the initiative and they go first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

The player that captures the most objectives at the end of the battle is the winner.

## SPECIAL RULES

**Waaagh! Without End:** If the battle includes an Ork army on either or both sides, then the Orks may, if desired, carry on a Waaagh into a second or subsequent turn. If they do so, non-vehicle Ork units continue to benefit from the special rules that apply when a 'Waaagh!' is called, but from that point on may not take cover saves and don't receive any defensive benefits for being in cover when assaulted – the Orks are so excited by the Waaagh! that they can't help jumping up and down in a manner that exposes them to enemy fire!

Note that the enemy must still have a line of sight in order to fire, so any Ork units completely hidden from view cannot be shot at. The Ork player may choose to end the Waaagh! at the start of any of his subsequent shooting phases.

**Up and At 'Em Lads!!!:** If this mission is played with a different army taking the place of the Orks, then once per game that army can order its units to get Up and At 'Em Lads!!!. This must be declared at the start of any turn, and means that for the remainder of that turn all non-vehicle units in the army count as having the Furious Charge and Rage universal special rules. Note that an Ork army cannot use this rule and must stick with declaring a Waaagh instead!
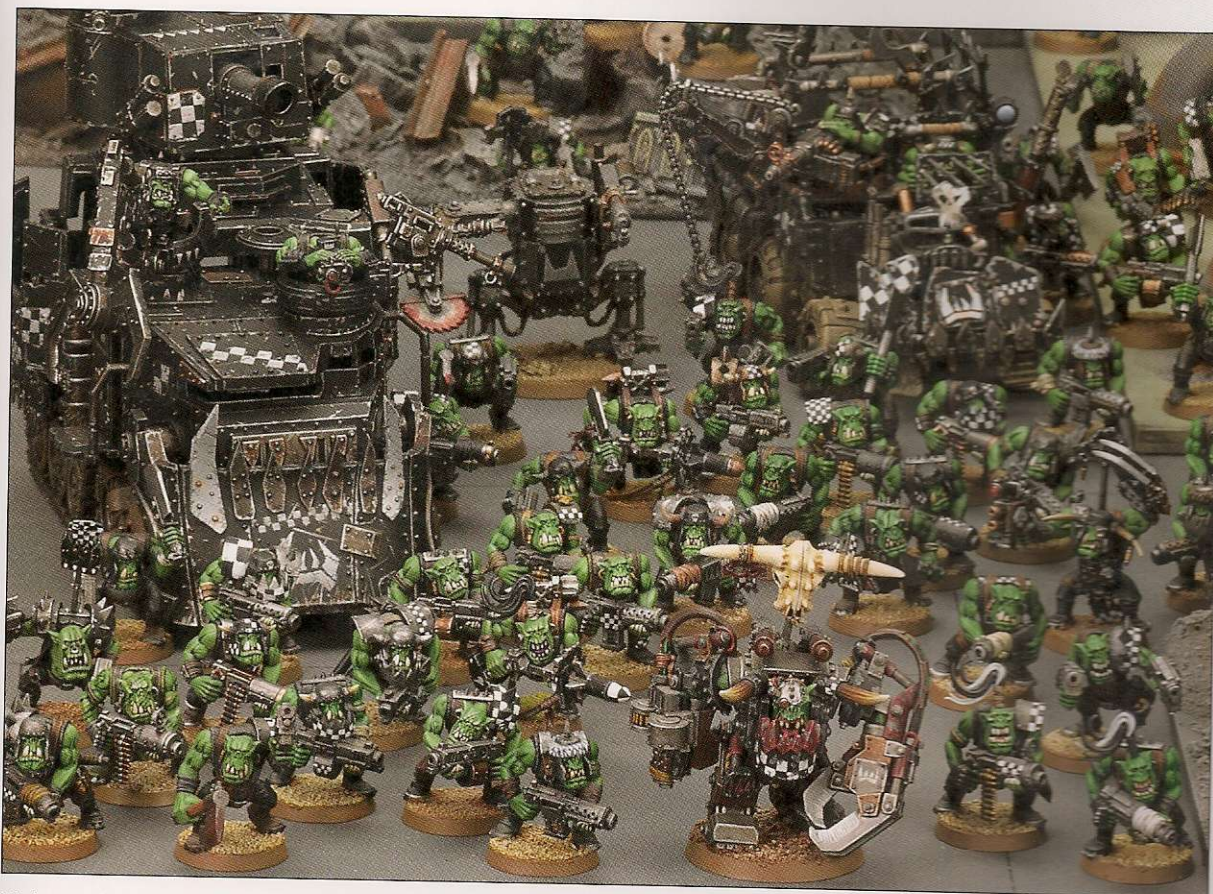
With a mighty "Waaagh!" a huge mob of Orks charges into battle.

# WAAAGH! DEPLOYMENT MAP



Enemy deployment area
& table edge

9"

Ork deployment area
& table edge
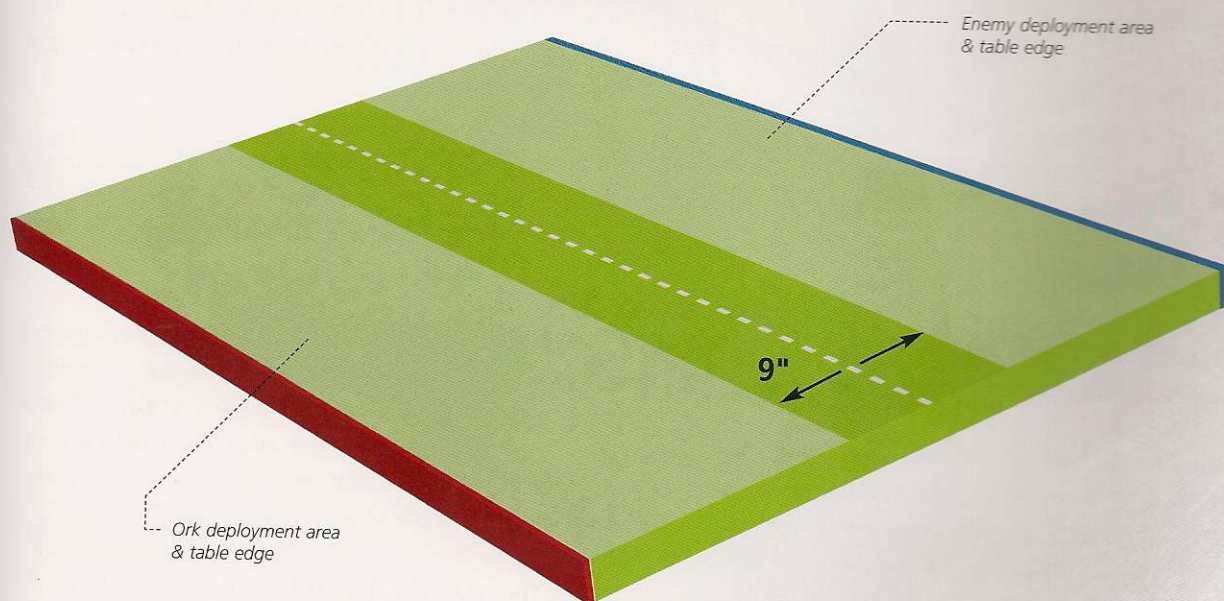
## Set-up Summary

- Take it in turns, starting with the Orks, to set up D3+2 objective markers at least 12" from a table edge or another objective.

- Roll-off for deployment areas.

- The Orks deploy first more than 9" from the centre line.

- The enemy deploy second more than 9" from the centre line.

- Both sides may place any number of units in reserve.

# CUT & RUN

" Orkses is never beaten in battle. If we win we win, if we die we die so it don't count as beat. If we runs for it we don't die neither, so we can always come back for annuver go, see! "

Although Ork attacks can be brutally effective, they don't always work out exactly as the Ork Warlord leading them may have hoped. Sometimes an especially worthy or cunning foe may actually choose to attack the Orks before the Orks have had the chance to gather their strength and attack first!

In such circumstances the Orks will put a brave face on things and do their best to inflict as much damage on the enemy as they can before retreating in order to fight another day. Orks can be stubborn and dangerous adversaries when forced onto the defensive like this. It's not unknown for an unwary or overconfident opponent to suffer such heavy losses that the Orks will change their minds and instead of retreating they will go back onto the offensive once more. Usually, though, they are happy to just get in a few last licks before they head for the hills, guffawing and joking about the fun they've had and how they will soon be back!

## OBJECTIVES

The objective for this mission is to cause as much damage to the enemy as possible (see the mission Victory Conditions below).

## DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half.

The Orks deploy first, anywhere they desire in their half of the table more than 12" away from their long table edge. The enemy deploy second, anywhere in their half more than 12" away from the centre line of the table.

## RESERVES

The enemy may place any number of units in reserve. No Ork units may be placed in reserve.

## FIRST TURN

The Ork player rolls a D6. On a roll of 4-6 the Orks receive the first turn. On a roll of 1-3 the enemy manage to steal the initiative and they go first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game each player receives 3 kill points for each enemy HQ unit that has been completely destroyed, 1 kill point for each Troops unit or dedicated transport that has been completely destroyed, and 2 kill points for each other unit that has been completely destroyed. The player with the highest total kill points wins.

## SPECIAL RULES

**We'll Be Back:** In this mission all Ork units have the Hit & Run universal special rule. In addition, starting with game turn three, Ork units are allowed to exit the table by moving off their own table edge. These units do not count as destroyed unless they were falling back when they moved off the table.

**Got Them On The Run:** The enemy know that the Orks are beaten and this bolsters their resolve. All enemy units have the Stubborn universal special rule for this battle mission.

Ork Boyz fight pursuing Dark Angels following the defeat of Waaagh! Gnarrdakka.

# CUT & RUN DEPLOYMENT MAP



Enemy deployment area & table edge

12"

12"

Ork table edge

Ork deployment area.
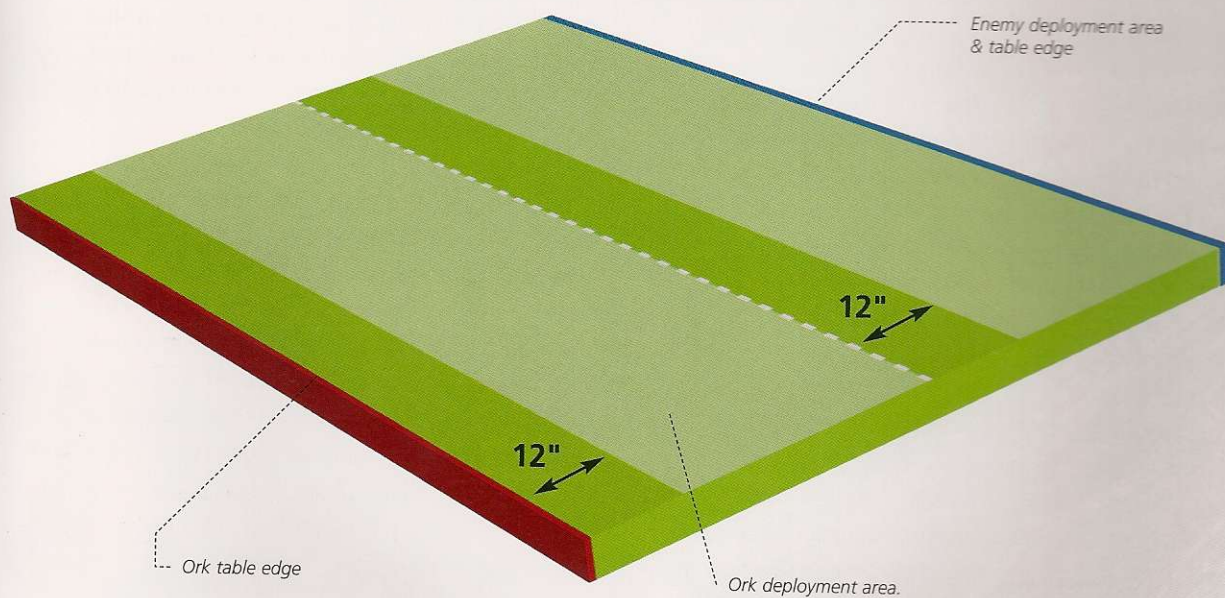
## Set-up Summary

- Roll-off for deployment areas.
- The Orks deploy first more than 12" away from their own table edge.
- The enemy deploy second more than 12" from the centre line.
- The enemy may place any number of units in reserve.
- The Orks may not place any units in reserve.

# SPACE MARINES

**"** There is less than one Space Marine for each world of the Imperium. Nevertheless they are number enough for the task in hand. **"**

**Across the Imperium there is no fighting force as revered or feared as the Space Marines of the Adeptus Astartes. Each Space Marine is a towering warrior, genetically enhanced to a level of fighting ability far in excess of that or a normal human being, encased in adamantium armour, equipped with the most deadly weapons humanity can produce, and extensively trained and indoctrinated to be unswervingly loyal to his Chapter and the Emperor. No matter what they encounter on the battlefield they will fight without fear, or doubt, or mercy. And it is well they do, for if the Adeptus Astartes are ever defeated, humanity will surely perish.**

Compared to humanity's teeming billions there are very few Space Marines indeed. They are divided into Chapters of about 1,000 warriors – each a small independent army with its own spacefleet and everything it needs to function. The Chapters are scattered throughout the Imperium so that wherever danger threatens there will always be Space Marines nearby by. Although they are far too few to form the sole fighting force of the Imperium, what the Space Marines lack in numbers they more than make up for in bravery and skill.

The Space Marines are the Imperium's elite fighting troops, a core of highly mobile shock troops trained to fight on land and in space. On the battlefield they are expected to take part in the most dangerous and important attacks, and to hold their positions no matter how hopeless the situation. Their extraordinary fighting qualities mean that Space Marines are often called upon to spearhead an attack, or to plug a vulnerable gap while the larger and less mobile formations of the Imperial Guard can be brought into action. Space Marine tanks and armoured fighting vehicles are geared towards this

role, with the Predator and hulking Land Raider battle tanks providing heavy support for the assaulting infantry. Even their artillery, the Whirlwind, is capable of rapid deployment, so that it can quickly move into position and provide supporting fire for the advancing Space Marines.

Space Marines are also entrusted with all sorts of dangerous special missions, such as lightning raids behind enemy lines, infiltration attacks to capture and hold vital positions, and tunnel fights in enemy held cities. They fight with surgical precision, using their swift Rhinos, Drop Pods and Thunderhawk Gunships to strike at the heart of the enemy, eradicating the opposition and carrying out the tasks they are called upon to perform with ruthless efficiency.

As well as being terrifying shock troops, Space Marines excel in defensive situations. Their heavy power armour and special training allows them to withstand attack after attack against seemingly overwhelming odds. On other occasions the Space Marines will fight alongside troops from the Imperial Guard, the armies of the Ecclesiarchy and the Titan Legions of the Adeptus Mechanicus, adding their considerable might to the vast combined forces of the Imperium.

In a major campaign all of these qualities will be called upon. Space Marine Battle Companies will be used to lead important assaults, while at the same time detachments will be dropped behind enemy lines to carry out special missions, or to capture important positions and hold them until relieved. It is not surprising that the presence of a small number of Space Marines can have an effect out of all proportion to their number.
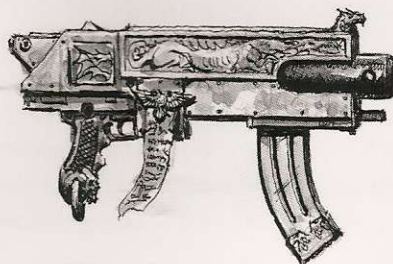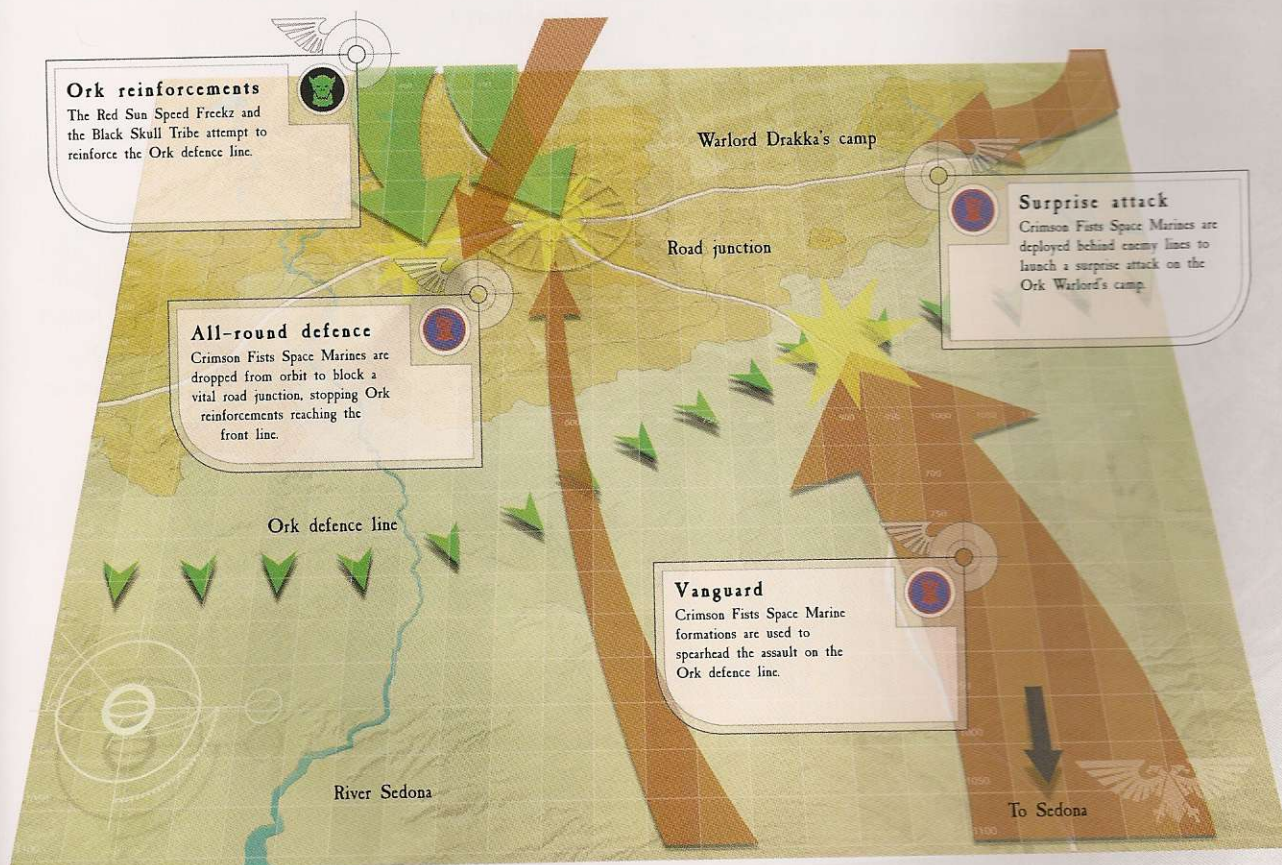
The Drop Pod slammed into the bloody ground like a furious angel fleeing heaven. Scarcely had it come to rest when its hatches blew and Squad Anvilan of the Crimson Fists 3rd Company emerged into the driving rain to the desperate battle that awaited. The Orks of Waaagh! Drakka had already fought their way through Sedona City's first line of defences. The surviving Imperial Guardsmen were desperately defending a second line of bunkers, but the situation was grim.

Bolters roaring, the Crimson Fists advanced through the ruined defences. The Ork Boyz, who only moments before had been on the brink of overrunning the Imperial Guard positions, now roared in dismay and turned to confront the new enemy on their flank. But the Ork fire proved no more effective against the Crimson Fists' armour than the driving rain. Of the three-score greenskins that attempted the charge, a scant dozen survived the maelstrom of bolter-fire to reach Squad Anvilan. Brother Sauras triggered his flamer, unleashing a cloud of burning promethium that engulfed the remaining Orks, but one of the brutes did not fall. Maddened with pain, the Ork barrelled forwards, his gnarled skin still alight from the flamer's discharge.

One sweep of the greenskin's power klaw knocked Sauras to the ground, but the Orks' victory was short-lived. With a crackle of energy, Sergeant Anvilan's power sword lanced out, severing its head from its shoulders.

A ragged cheer broke out amongst the ranks of the Guardsmen, yet the battle was not yet done. Lightning split the sky, revealing a far larger wave of Orks advancing through the ruins. The Imperial cheers faded as a Warboss clambered to the top of the Drop Pod and bellowed a challenge to the defenders. The Orks behind took up their leader's cry, bellowing with brutish joy as they crested the hill and charged towards the waiting Crimson Fists.

Sergeant Anvilan's lips twisted into a harsh smile as he commed the pre-arranged signal to the orbiting Battle Barge. Before the Orks could reach the Crimson Fists' lines, another sound could be heard, a noise growing to a terrible scream of tortured metal and straining retro-thrusters. The newly arrived Drop Pods disgorged squad after squad of implacable Crimson Fists into the ranks of doomed greenskins. The Battle of Sedona City was as good as won.



**Ork reinforcements**
The Red Sun Speed Freekz and the Black Skull Tribe attempt to reinforce the Ork defence line.

Warlord Drakka's camp

**Surprise attack**
Crimson Fists Space Marines are deployed behind enemy lines to launch a surprise attack on the Ork Warlord's camp.

**All-round defence**
Crimson Fists Space Marines are dropped from orbit to block a vital road junction, stopping Ork reinforcements reaching the front line.

Road junction

Ork defence line

**Vanguard**
Crimson Fists Space Marine formations are used to spearhead the assault on the Ork defence line.

River Sedona

To Sedona

# VANGUARD

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

Space Marine detachments are frequently called upon to spearhead an attack. The Space Marines training and expertise, combined with their excellent weaponry and powerful ceramite armour, makes 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 under their command.

Drop Pods and Thunderhawk Gunships will be used to land Space Marine squads right on top of the enemy. As the enemy struggle to deal with this attack, an armoured column made up of Space Marine infantry in Rhino transport vehicles, Predators 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 enemy is able to resist the hammer blows of such an assault.

## OBJECTIVES

Place one objective marker at the centre of the table, and a second on the centre of the enemy table edge, as shown in the deployment map. After the enemy has deployed, the Space Marine player must set up a third objective anywhere in the enemy deployment area that is more than 12" away from another objective.

## DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half.

The enemy deploy first anywhere they desire in their half of the table. The Space Marines do not set up on the table. Instead they receive the first turn and may enter from any point on their long table edge.

## FIRST TURN

The Space Marines always take the first turn.

## RESERVES

The enemy may place any number of units in reserve. Any Space Marine units that do not enter play on the first turn are assumed to be in reserve.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that controls the most objectives markers wins the battle.

## SPECIAL RULES

**Vanguard:** The Space Marines' role is to spearhead the attack and secure the objectives they capture. To reflect this any Space Marine infantry unit can be used to capture or contest an objective, not just Troops units as would normally be the case.

**Thunderhawk**: Space Marine players with the Apocalypse rulebook may choose to take a Thunderhawk Gunship as part of their army. The Thunderhawk costs 900 points and counts as an Elite, Fast Attack and Heavy Support choice (i.e. it uses up three choices rather than one). The Thunderhawk enters play on turn one (no roll is required), and must depart the table on turn three (it may exit off any table edge). If it is destroyed then the Space Marines lose the battle immediately.

Ultramarines spearhead an assault on an Iron Warriors fortified position.

# VANGUARD DEPLOYMENT MAP
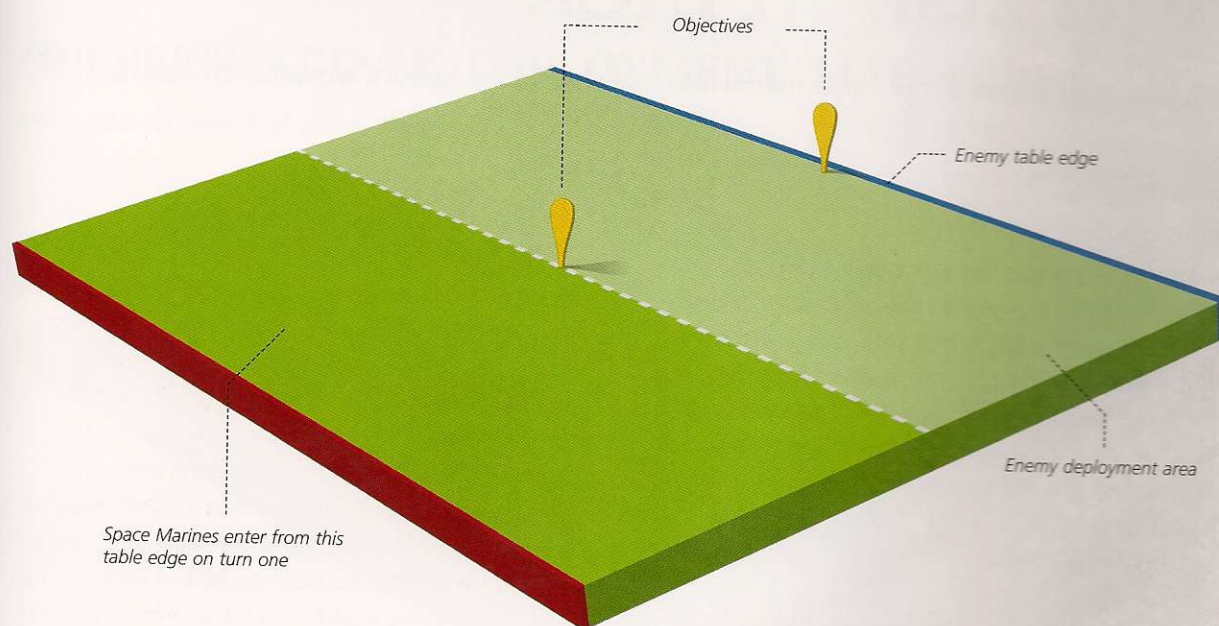


*Objectives*

*Enemy table edge*

*Enemy deployment area*

*Space Marines enter from this table edge on turn one*

## Set-up Summary

- Roll-off for deployment areas.

- Place one objective at the centre of the table and another on the centre of the enemy table edge.

- The Space Marine player sets up a third objective in the enemy deployment area 12" from any other objective after the enemy has deployed.

- The enemy deploy first. The Space Marines enter from their table edge on turn one.

- Both sides may place any number of units in reserve.

# SURPRISE ATTACK

66 Don't be stupid Fergit, you didn't hear nothing. Doze humies wouldn't try anyfin...! 99

– Last words spoken by Grizzit, Gretchin sentry.

One of the most effective ways to disrupt an army is to destroy its command centre. Space Marines are one of the most capable armies in the galaxy at this type of mission. Scouts will be dropped behind enemy lines, with orders to locate the enemy headquarters. The Scouts will spy on the enemy base for 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.

## OBJECTIVES

The objective for both sides in this mission is to destroy the enemy (see the mission Victory Conditions below).

## DEPLOYMENT

The enemy deploy first, anywhere on the table that is more than 12" away from a table edge. In addition, enemy units must be placed more than 6" away from any other enemy unit (the purpose of this rule is to force the defenders to spread out around the table. It will mean that large armies may be forced to cram their models together in order to fit them all into the deployment area).

The Space Marines will enter play on their first turn from any table edge. The Space Marines may enter from different table edges if desired.

In this mission all units fall back towards the closest table edge.

## RESERVES

No enemy units may be placed in reserve. Any Space Marine units that do not enter play on the first turn are assumed to be in reserve, and will enter play using the standard rules for reserves. Reserve units may enter from any table edge.

## FIRST TURN

The Space Marines always take the first turn.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game each player receives 3 kill points for each enemy HQ unit that has been completely destroyed, 1 kill point for each Troops unit and dedicated transport unit completely destroyed, and 2 kill points for each other unit that has been completely destroyed. The player with the highest total kill points wins.

## SPECIAL RULES

**Orbital Assault:** The Space Marines are making a carefully planned and prepared orbital assault. Any unit that can Deep Strike can enter play on the first turn of the game using the Deep Strike rules, rather than entering from the table edge. Alternatively, the unit may be left in reserve, and must then enter using the Deep Strike rules as normal.

**Home Ground:** Enemy units are defending an important base they have occupied for some time. To represent this, all enemy units have the Move Through Cover and Stubborn universal special rules.

# SURPRISE ATTACK DEPLOYMENT MAP



*Space Marines enter from any table edge on turn one.*

12"

*Enemy deployment area*
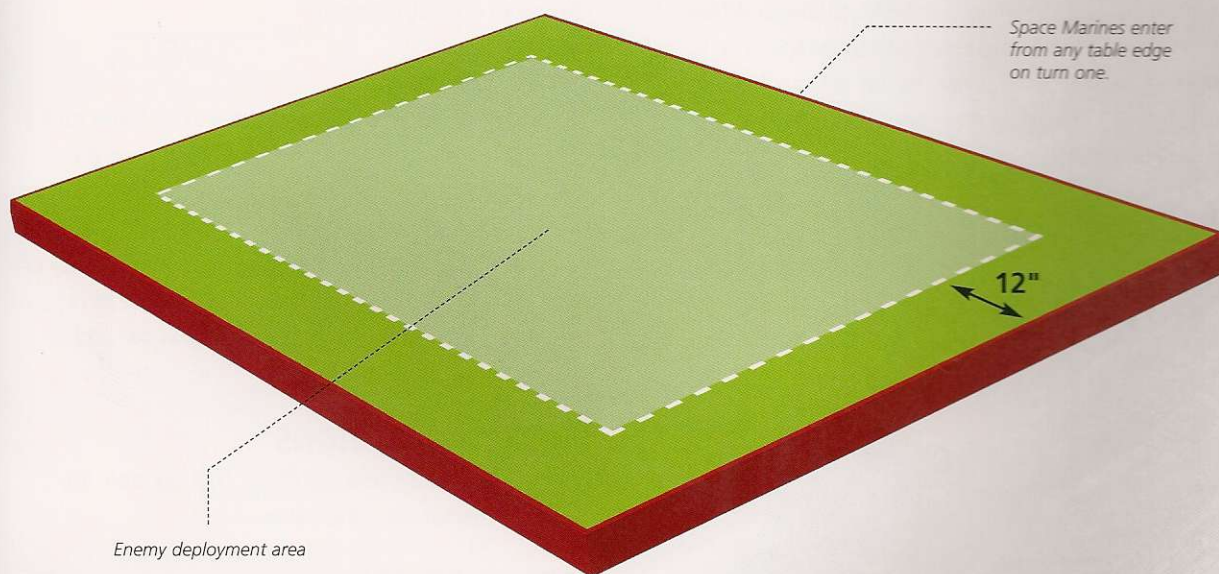
## Set-up Summary

- The enemy deploy first anywhere more than 12" from a table edge and more than 6" from any other unit.

- The Space Marines enter on turn one from any table edge.

- The enemy may not place units in reserve.
- The Space Marines can have any number of units in reserve.

# ALL-ROUND DEFENCE

**" Here I am and here I shall die. "**

Attributed to Leman Russ at the Battle of Rising Fell

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, while at other times the enemy will suddenly find themselves under attack when Space Marine Drop Pods slam to the ground all around.

Under these circumstances 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!

## OBJECTIVES

Set up one objective marker at the centre point of the table.

## DEPLOYMENT

The players take it in turn to deploy units, starting with the Space Marines. Each player takes it in turn to pick a unit and deploy it either on the table or place it in reserve. Space Marine units that are deployed on the table must be set up within 12" of the centre point of the table. Enemy units may deploy anywhere that is more than 18" away from the centre point of the table. In this mission all units will fall back towards the nearest table edge.

## RESERVES

The Space Marine player may only place Fast Attack units and units that can Deep Strike in reserve. The enemy player must place HQ and Heavy Support units in reserve, and may place any other units in reserve if they so desire. Reserves may enter from any table edge.

## FIRST TURN

Roll-off to see who gets the first turn. The winner may choose to go first or second.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that controls the objective marker wins the battle.

## SPECIAL RULES

**Hold The Flags:** Any unit with a model within 3" of the objective has the Fearless universal special rule.
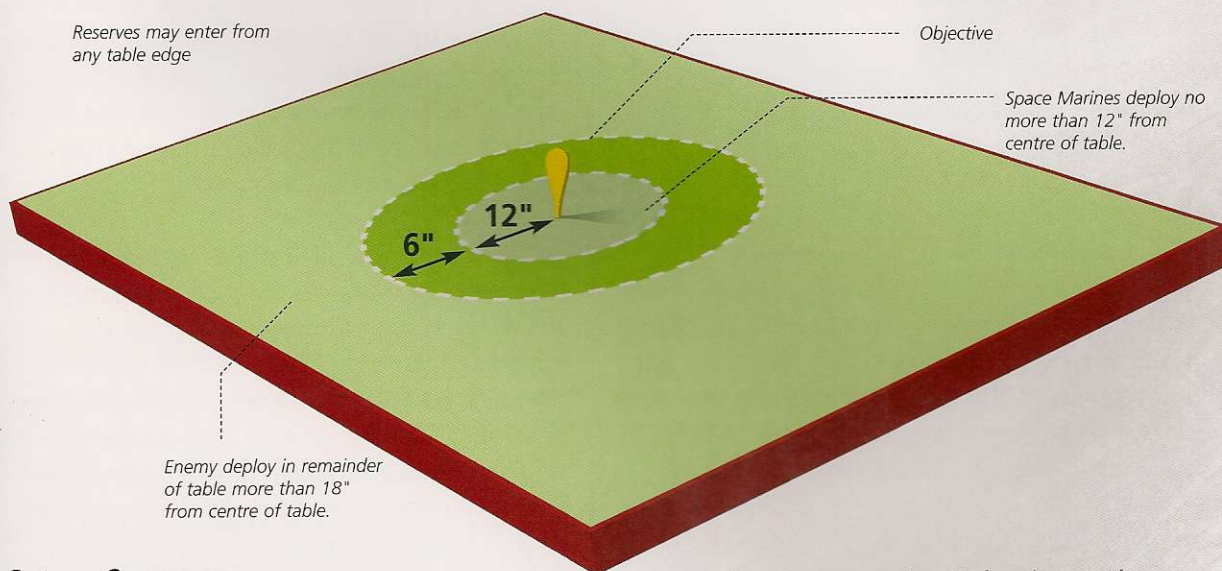
Black Templars Space Marines defend a fortified position from the Tyranid horde.

# ALL-ROUND DEFENCE DEPLOYMENT MAP



*Reserves may enter from any table edge*

*Objective*

*Space Marines deploy no more than 12" from centre of table.*

**12"**

**6"**

*Enemy deploy in remainder of table more than 18" from centre of table.*

## Set-up Summary

- Place one objective at the centre of the table.

- Take it in turns, starting with the Space Marines, to deploy units or place them in reserve.

- Space Marine units must set up within 12" of the centre of the table.

- Enemy units must set up more than 18" from the cente of the table.

- The Space Marines may only place Fast Attack and units with Deep Strike in reserve.

- The enemy must place HQs and Heavy Support choices in reserve, and may place any other units in reserve.

# TAU EMPIRE

*" It is not our technology that will enable us to prevail in this galaxy. It is our shared sense of honour and commonality of cause that unites us and will give us the power to defeat our enemies. "*

**The Tau are a young and dynamic race that inhabit a densely populated region of space on the eastern edge of the galaxy. The sector of the galaxy that they inhabit has many star systems, and their close proximity to each other has allowed the Tau to expand through space very quickly. Their empire now covers a region almost 300 light years across, with their home world at the centre.**

The cornerstone of Tau civilisation is the concept of 'working for the Greater Good'. Early in their history the Tau were divided into a number of castes that fought violently amongst themselves. The Tau teetered on the brink of destruction, until a religious caste known as the Ethereals united the entire race with a philosophy that stressed working together for the benefit of all. This has allowed the Tau to flourish and establish a vibrant and expanding empire in a remarkably short period of time. This philosophy has also allowed the Tau to integrate many alien races into their empire, so long as they too are willing to work for the Greater Good of all.

However, although the Tau philosophy is an inclusive one, this does not mean they are unwilling to fight when they have to. Within Tau society one of the most powerful castes are the Fire Warriors, and these fierce soldiers are more than willing to fight against any that would oppose the Tau empire. Unfettered by Mankind's superstition and fear of technology, the Fire Warriors go into battle carrying weapons of immense power, encased in battlesuits that can withstand the fiercest of attacks and supported by heavily armed and armoured vehicles.
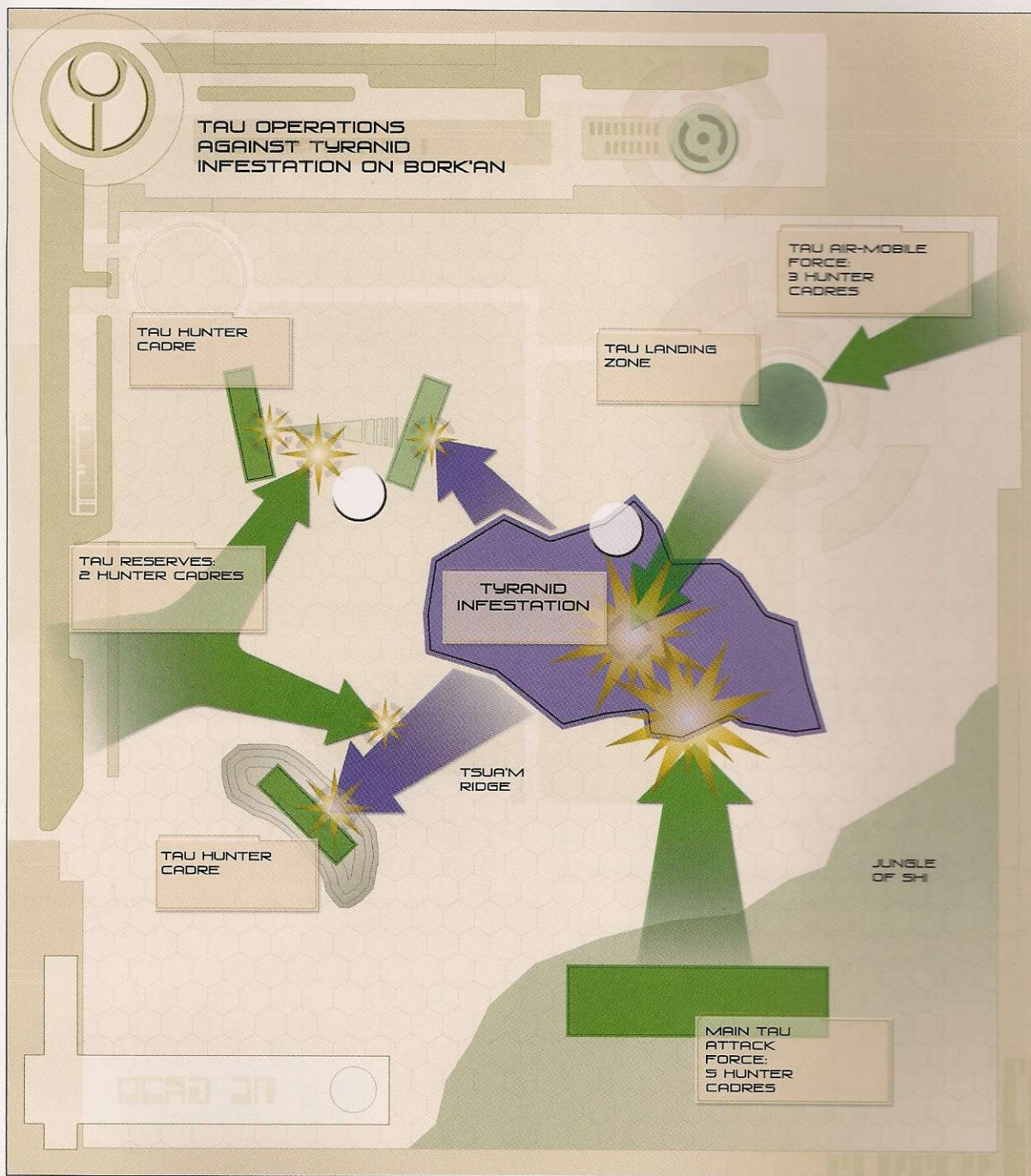
In addition to these formidable weapons, large numbers of alien auxiliaries fight alongside the Fire Warriors, the most common being the barbaric Kroot and insect-like Vespid.

The Tau do not enter battle lightly, and when they do so they will make sure that they have formulated a comprehensive battle plan and that all of the troops taking part know exactly what is expected of them. Tau battle strategy is based purely upon the destruction of the enemy's military formations, at the minimum cost in casualties to the Tau themselves. The capture of ground and strategic objectives is only important if it allows the Tau to achieve their primary goal of destroying their opponent's ability to fight.

Most Tau battle plans make use of one of two different strategies. The first of these is called 'Mont'ka', or 'the Killing Blow'. This strategy hinges on making a well planned and carefully co-ordinated attack on an enemy formation, with the aim of ensuring its complete destruction. The Tau's second main strategy is known as 'Kauyon', or 'the Patient Hunter'. This strategy is primarily defensive and involves waiting for the enemy to advance into a vulnerable position, then unleashing a violent counter-attack. The Tau will not usually close with the enemy, preferring to attack from afar where they can use their powerful weaponry and good defensive armour to maximum effect.

The third main strand of Tau battle strategy is the preservation of their army. Although vibrant, the Tau Empire is still small and does not have unlimited numbers of troops to call upon, so they will almost always do their best to minimise their own casualties. A Tau army will usually make a fighting withdrawal if it is confronted by a strong enemy attack and will wait for the offensive to lose momentum before making a carefully planned and executed counter-attack.

## TAU OPERATIONS AGAINST TYRANID INFESTATION ON BORK'AN

TAU AIR-MOBILE FORCE: 3 HUNTER CADRES

TAU HUNTER CADRE

TAU LANDING ZONE

TAU RESERVES: 2 HUNTER CADRES

TYRANID INFESTATION

TSUA'M RIDGE

TAU HUNTER CADRE

JUNGLE OF SHI

OCAD JN

MAIN TAU ATTACK FORCE: 5 HUNTER CADRES

# TAU BATTLE PLAN

## STAGE 1: KAUYON (PATIENT HUNTER)

Tau Hunter Cadres lure the Tyranids into making an attack. One Cadre makes a fighting withdrawal, while the second makes maximum use of a strong defensive position with excellent fields of fire. Once the Tyranid's have been weakened by the Tau's firepower, a powerful armoured reserve unleashes a devastating counter-attack which crushes the attacking Tyranid formations.

## STAGE 2: MONT'KA (KILLING BLOW)

Once the Tyranids are fully engaged dealing with stage 1 of the operation, the main Tau force unleases its attack. Hunter cadres previously hidden in dense jungle attack the Tyranids from one direction, while a second Tau force is air-landed behind the Tyranid infestation to launch a simultaneous attack from the opposite direction. The vertical envelopment of the Tyranid swarm is decisive, and leads to rapid victory for the Tau with minimal losses to their own side.

# 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 airlifting units to positions behind the main enemy line. The enemy position will be carefully reconnoitred before the attack is carried out, and 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 enemy will find themselves trapped between the two opposing Tau forces, as between a hammer and anvil.

## OBJECTIVES

The objective for both sides in this mission is to destroy the enemy.

## DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half.

The Tau deploy first, anywhere in their half at least 9" away from the centre line. The enemy deploy second anywhere in their half of the table at least 9" from the centre line.

## RESERVES

Only the Tau may place units in reserve.

## FIRST TURN

Roll a D6. On a roll of 2 or more the Tau go first. On a roll of 1 the enemy steals the initiative and goes first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

Both sides score one kill point for each opposing unit they completely destroy. The side that has scored the most kill points at the end of the battle is the winner.

## SPECIAL RULES

**Air-mobile:** Tau reserve units that are skimmers or which are transported in skimmers **must** enter from the enemy table edge instead of their own table edge.

"Pathfinders!" Savon called, his voice calm despite the urgency of the situation. "Take position. The Gue'la enter our sector any moment now." The Pathfinders of Savon's team halted. Each warrior melted into the scrubby undergrowth. Satisfied with his team's deployment, Savon settled into position.

Savon raised his pulse carbine, to his shoulder. He sighted through the viewfinder of the integrated markerlight. The landscape was magnified ten fold, every feature marked with a wealth of targeting data.

"Any moment..." Savon muttered to himself. "Any..." Savon became aware of the ground vibrating. The vibrations increased, a metallic grinding noise becoming audible. He adjusted the markerlight's magnification, zooming right out. Then he saw it. From behind a stand of trees, an ugly, armoured vehicle ground forward. Savon had never before seen such a crude construction. He was struck with the certainty of the Tau's inevitable ascendancy over any race that would build such a thing. With the flip of a switch, he activated the markerlight.

# VERTICAL ENVELOPMENT DEPLOYMENT MAP



Enemy deployment area & table edge

9"

9"

Tau deployment area & table edge
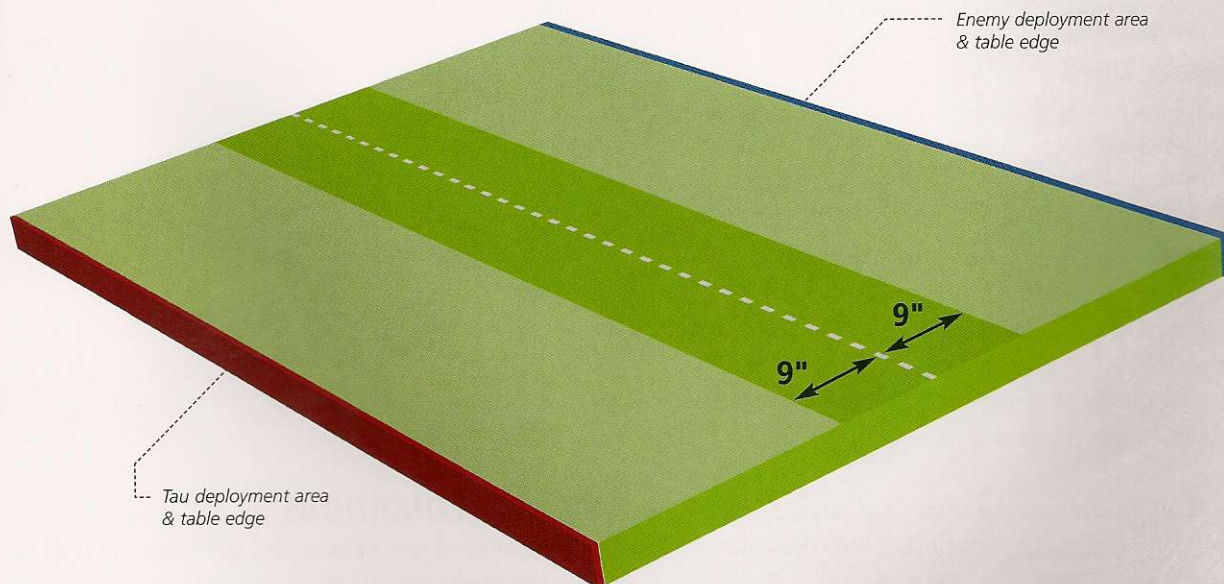
## Set-up Summary

- Roll-off for deployment areas.
- The Tau deploy first more than 9" from the centre line.
- The enemy deploy second more than 9" from the centre line.
- The Tau may place any number of units in reserve.
- The enemy may not place units in reserve.

# 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. Once the enemy are in this killing field the Tau launch 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 locations and will 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.

## OBJECTIVES

The objective for both sides in this mission is to destroy the enemy.

## DEPLOYMENT

Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in. The opposing player deploys in the opposite table quarter.

The Tau deploy first, anywhere in their quarter more than 9" away from the centre of the table.

The Tau may only deploy Troops and Heavy Support units at the start of the battle, but can choose to hold some of them back in reserve if desired.

The enemy deploy second anywhere in their quarter at least 9" from the centre of the table. The enemy may deploy any type of unit at the start of the battle.

## RESERVES

Only the Tau may place units in reserve. Tau HQ, Elite and Fast Attack units must be placed in reserve. Note that Tau reserves can enter from two different sides of the table. The Tau player can decide which edge to use for each unit when the unit becomes available, and units may enter from either or both edges as desired.

## FIRST TURN

Roll a D6. On a roll of 2 or more the Tau go first. On a roll of 1 the enemy steals the initiative and goes first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

Both sides score one kill point for each opposing unit they completely destroy. The side that has scored the most kill points at the end of the battle is the winner.
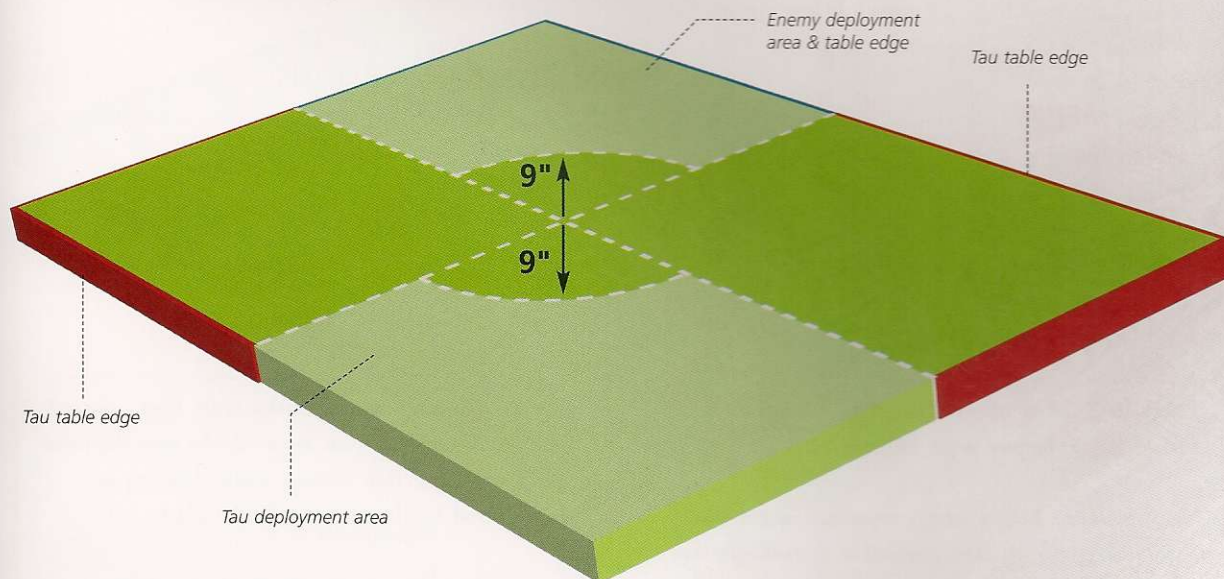
## SPECIAL RULES

**Camouflage:** Any Tau units that start on the table benefit from the Stealth universal special rule.

The Tau unleash a hail of fire on a Daemon horde trapped in a carefully prepared killing field.

# COUNTER-ATTACK DEPLOYMENT MAP



Enemy deployment area & table edge

Tau table edge

9"

9"

Tau table edge

Tau deployment area

## Set-up Summary

- Roll-off for deployment areas.
- The Tau deploy Troops and Heavy Support units more than 9" from the centre of the table.
- The enemy deploy second more than 9" from the centre of the table.
- The Tau may place any number of units in reserve.
- The enemy may not place units in reserve.

# 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 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 will withdraw with the same efficiency with which they launch an attack. Supporting units will 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 battle plan and before the enemy knows what has happened they will have lost any chance they might have had for a comprehensive victory.

## DEPLOYMENT

Divide the table into two halves as shown in the deployment map, and roll-off to see who picks the half they will deploy in. The Tau deploy first anywhere they desire in their half of the table. The enemy do not set up on the table. Instead they receive the first turn and may enter from any point on their table edge.

## OBJECTIVES

Set-up one objective marker at the centre of the table, and then place another in the corner of the table in the Tau's deployment zone. Finally, place a third objective marker exactly half way between the other two.

## RESERVES

The Tau may not place units in reserve. The enemy may place any number of units in reserve.

## FIRST TURN

The enemy always take the first turn in this mission.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

The side that captures the most objectives is the winner.

## SPECIAL RULES

**Fall back!** All Tau units have the Hit & Run universal special rule.

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"Pathfinders," Savon addressed his team. "Acquire targets, standard spread. Snipers target bail-outs."

From somewhere behind came a supersonic scream. The first seeker missile streaked overhead at a startlingly low altitude. At the last instant the missile rose, before diving upon the vehicle's top armour. It hit the vehicle's turret, penetrating the armour and detonating within. The turret was blown straight upwards and the ammunition stowed within exploded in a spectacular airburst.

Before the remaining enemy vehicles could react, a second salvo streaked overhead. Four more vehicles were destroyed in rapid succession, their burning wrecks blocking any hope of retreat by the surviving Gua'la vehicles.

Savon rose from his position, his Pathfinders falling in behind him. All around, he could see Tau units mounting their armoured carriers and battlesuit teams bounding forward. The Gua'la would regret their invasion. The Dal'yth Prime counter-attack was well underway.

Tau troops unleash a final volley of fire before making a tactical withdrawal.

# FIGHTING WITHDRAWAL DEPLOYMENT MAP



*Tau deployment area*

*Enemy table edge*

*Objectives*
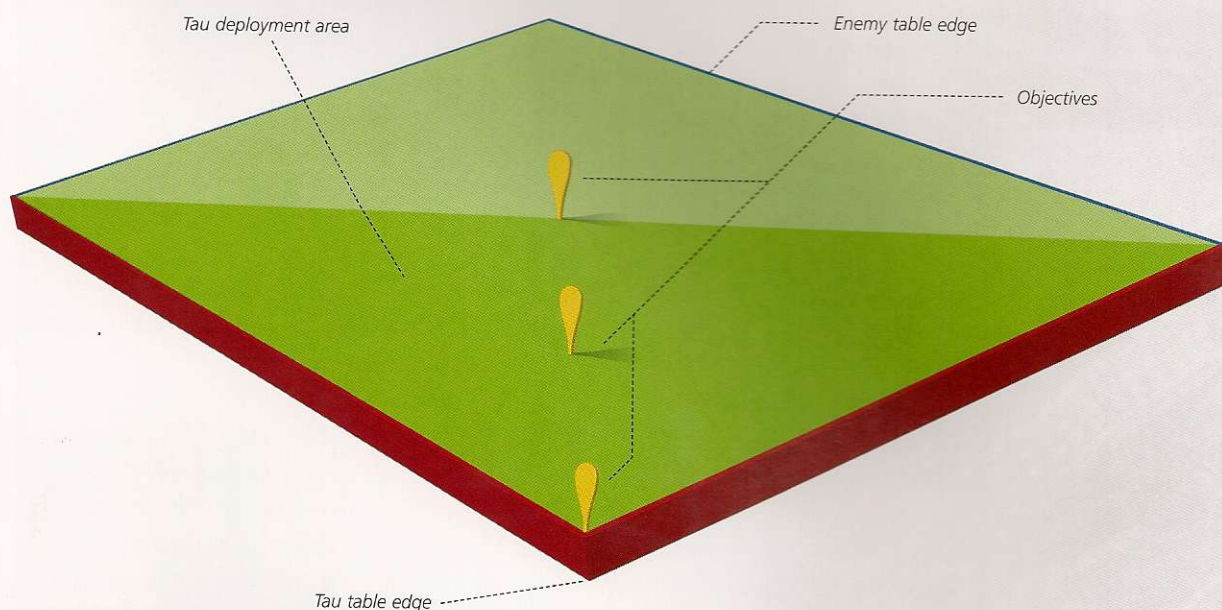
*Tau table edge*

## Set-up Summary

- Roll-off for deployment areas.
- Place one objective at the table centre of the table, a second in the corner of the Tau's deployment area, and a third halfway between the two.

- The Tau deploy first.
- The enemy enter from their table edge on the first turn.
- The Tau may not place units in reserve.
- The enemy may place any number of units in reserve.

# TYRANIDS

"There is a cancer eating at the Imperium. With each decade it advances deeper, leaving drained, dead worlds in its wake. This horror, this abomination, has thought and purpose which functions on an unimaginable, galactic scale and all we can do is try to stop the swarms of bio-engineered monsters it unleashes on us almost by instinct. We have given the horror a name to salve our fears: we call it the Tyranid race, but if it is aware of us at all it must know us only as Prey."

— Inquisitor Czevak

**Today the galaxy faces its greatest threat since the Horus Heresy. The terrifying Hive Fleets of the Tyranid race have come to our galaxy from the intergalactic void, hungering after fresh genetic material to fuel their race. Even now Tyranid Hive Fleets are slowly grinding through the Eastern Fringes and Segmentum Tempestus regions of the Imperium, attacking, assimilating and stripping whole worlds in an unstoppable tide. The threat of the Tyranids is so alien, so utterly apocalyptic, that nobody is safe, whether they are human, Ork, Eldar or any other race. The Tyranids make no distinctions, they have no loyalties, they unthinkingly destroy and absorb anything they come across.**

The Tyranids need this genetic material to evolve their technology. They do not use machines or equipment like other races. Instead every tool, every weapon and every member of their race is genetically engineered to perform a specific task, whether this is the mighty Hive Ships the Tyranids use to travel through space, or the lowly Hormagaunt warriors used to spearhead their attacks. The raw material used to create these creatures is the living biomass found on the planets that the Hive Fleet encounters. Every living thing, no matter how mighty or how small, is assimilated and digested and then used to create new Tyranid creatures. It is a never-ending cycle that could, in time, lead to the destruction of all non-Tyranid life in the galaxy.

Tyranid invasions are devastating events that occur without warning. Because of their low energy signature the Tyranid Hive Fleets are almost impossible to detect as they travel through the void. Often the first warning a system will have of an invasion is when it finds itself cut-off by what appears to be a localised warp storm. In fact this is a by-product of the turmoil created in the Warp by the arrival of the Hive Fleet, which inhibits communication and Warp travel out of the system. When they attack the Tyranid ships approach in successive waves, each assault building in intensity until resistance is eliminated or the Hive Fleet is destroyed.

As they approach an inhabited planet the Tyranids launch salvoes of mycetic spores ahead of the Hive Fleet. These carry shock troops such as Genestealers, Hormagaunts and other creatures to the surface of the planet in a similar manner to a Space Marine Drop Pod. These spores are often inaccurately reported as meteor showers, but experienced troops soon learn to dread the telltale fiery streaks of the spores dropping through the upper atmosphere. The first wave of mycetic spores will be dropped in a haphazard manner over the entire surface of the planet but succeeding waves will be targeted upon areas where the first wave has met the most determined resistance.

As the invasion proper begins, wave after wave of Tyranid creatures will assault the beleaguered defenders and the war will turn into a desperate battle for survival. Within days of the first mycetic spores arriving, the planet's surface will be overrun with Tyranid life-forms and microscopic alien spores will have perverted most of the native flora. Eventually the planet will be reduced to an alien wasteland, its air thick with poisonous gases and the landscape scoured of all signs of life. Only then will the Hive Fleet move on, driven by its never-ending hunger for fresh genetic material.

The Ymga Monolith

KREEL NEBULA

Radnar (Hive World) Infested

Delta Tao

Current Limit of The Astronomican

Ichar IV (Hive World) Cleansed

STRAITS OF HALK

Masali

Quintarn

Talassar

Tarentus

Calth

Macragge: Ultramarines Home World

Ultramar

Iax

Prandium

Talsa Prime: Inquisition Fortress

The Barassus Incident

Iyanden Craftworld

Course of Craftworld Iyanden

Miral (Death World)

Kinmeria (Feral Planet)

Triplex Phall (Forge World)

Graia (Factory World) Cleansed

Lamaro (Feral Planet) Infested

Veridian (Feral Planet)

Devlan

Moloch: Imperial Mining World

Sothc Scythes of the Emperor Home World

Salem: Ecclesiarchy Monastery World

Planet of The Dead

Thandros Imperial System Telepathica Matrix

HIVE FLEET KRAKEN
992. M41

Prior Limit of The Astronomican

Tyran: Adeptus Mechanicus Explorator base

HIVE FLEET BEHEMOTH
745. M41

Valos (Barren Planet)

Note: This sector map indicates only those worlds of strategic importance of sentient populations of 100,000,000 or more.

# FIRST CONTACT

*" All the warning we had was a sudden rustling in the long 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 mycetic 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.

Suspicions will first be aroused when increasing numbers of reports are received of livestock being mutilated or going missing. Then stories will start to circulate of people going missing and of isolated outposts failing to report in when they were expected to do so. It is only a matter of time before military and police 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.
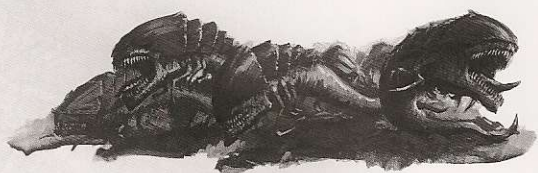
## DEPLOYMENT

Split the table into six areas, as shown on the deployment map. The enemy deploy first, by picking a unit, rolling a D6 for it, and deploying it anywhere in the area corresponding to the number rolled. The enemy player then rolls for the next unit and so on.

No Tyranid units are deployed on the table at the start of the battle. Instead the Tyranid player must designate which of his units will enter on his first turn and which (if any) will be kept in reserve.

## OBJECTIVES

Place one objective marker on the centre point of each of the six table areas.

## RESERVES

The Tyranids may have any number of units in reserve. No enemy units may be placed in reserve.

## FIRST TURN

The Tyranid player has the first turn.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that controls the most objectives markers wins the battle.

## SPECIAL RULES

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

**All or Nothing:** Any non-vehicle unit can capture an objective in this mission, not just Troops units as would normally be the case.

A Tau patrol is ambushed by Tyranid Genestealers and Lictors.

# FIRST CONTACT DEPLOYMENT MAP
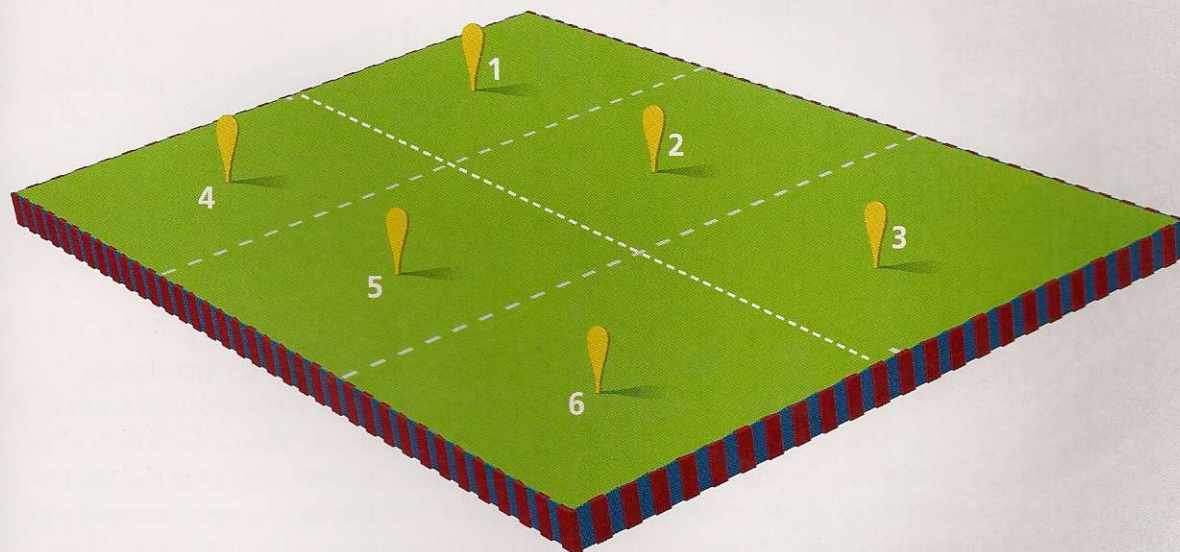


## Set-up Summary

- Place one objective marker in the centre of each table area.

- The enemy deploy first by rolling a D6 for each unit and placing it in the corresponding table area.

- Tyranid units enter play on the first turn using the 'They're All Around Us' special rule.

- Any number of Tyranid units may be placed in reserve.

- No enemy units may be placed in reserve.

# 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 coordinating will known as the Hive Mind, which allows them to think, perceive and act as a greater whole. Because of this, whatever happens on the surface of the planet becomes known to the whole of the Hive Fleet, and appropriate action can be taken to deal with anything that threatens to stop the Tyranids in assimilating the biomass of the planet.

If resistance is encountered then further waves of mycetic 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 filled with monstrous alien creatures and streaked with the fire-trails of descending mycetic spores, while all around them waves of Tyranid monsters attempt to rend them limb from limb.

## DEPLOYMENT

Roll-off to see who decides which of the long table edges will be the enemy table edge. The other three table edges all count as Tyranid table edges.

Before the enemy player deploys, the Tyranid player must split his army into three waves. Any number of units may be in each wave, as long as each wave has at least one unit.

The enemy then deploy anywhere on the table more than 12" away from one of the Tyranid table edges, as shown in the deployment map opposite.

## OBJECTIVES

Set up four objectives, one at the centre of the table, and three others, each 18" away from the centre of each Tyranid table edge (see the deployment map).

## RESERVES

The enemy may place any number of units in reserve. No Tyranid units may be placed in reserve.

## FIRST TURN

The Tyranid player has the first turn.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game the player that controls the most objective markers wins the battle.

## SPECIAL RULES

**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 reserve units, but 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 units 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.

Ultramarines are engulfed by a horde of Tyranids.

# WAVE ASSAULT DEPLOYMENT MAP



Objectives

Enemy deployment area & table edge

12"

12"

12"

Tyranid table edges
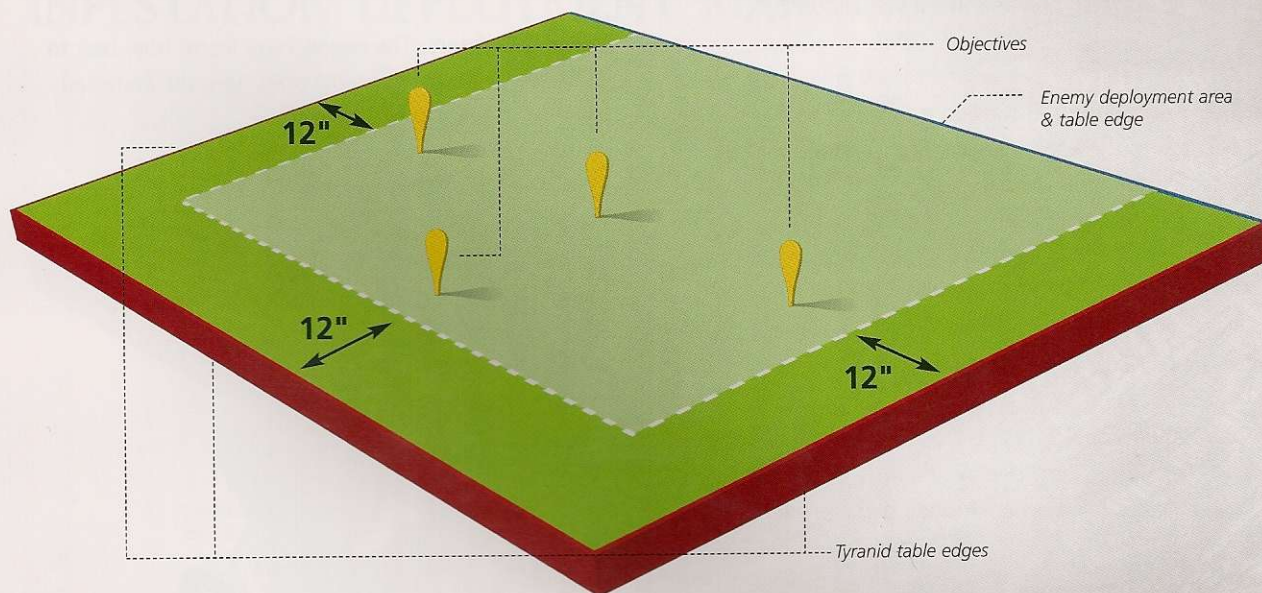
## Set-up Summary

- Roll-off to see who decides which long table edge will be the enemy's table edge.

- The Tyranids deploy using the Wave Attack special rule.

- The enemy deploy anywhere more than 12" from a Tyranid table edge.

- Set up four objectives, one in the centre of the table and one 18" away from the centre of each Tyranid table edge.

- Any number of enemy units may be placed in reserve.

- No Tyranid units may be placed in reserve.

# 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 defeat the alien invaders. It is battle at its most brutal and visceral – a struggle for survival in which only the fittest will endure.

## OBJECTIVES

The objective for this mission is to cause as much damage to the enemy as possible (see the mission Victory Conditions below).

## DEPLOYMENT

Roll-off to see who picks the table quarter that will be the enemy's deployment area. The Tyranids may deploy in the remaining three-quarters of the table.

The Tyranids deploy first, anywhere that is more than 12" from the enemy deployment area. The enemy deploy second, anywhere in their deployment area.

## RESERVES

Both sides may place any number of units in reserve.

## FIRST TURN

The Tyranid player rolls a D6. On a roll of 2 or more the Tyranids receive the first turn. On a roll of 1 the enemy manage to steal the initiative and they go first.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game each player receives 1 kill point for each enemy unit that has been completely destroyed. The player with the highest total kill points wins.

## SPECIAL RULES

**Adapt or Die:** The Tyranids have adapted themselves to the terrain on the planet. All Tyranid units have the Stealth universal special rule.

**Tyranid Fighters:** The enemy have learnt how best to fight the Tyranids. All enemy units have the Preferred Enemy universal special rule.
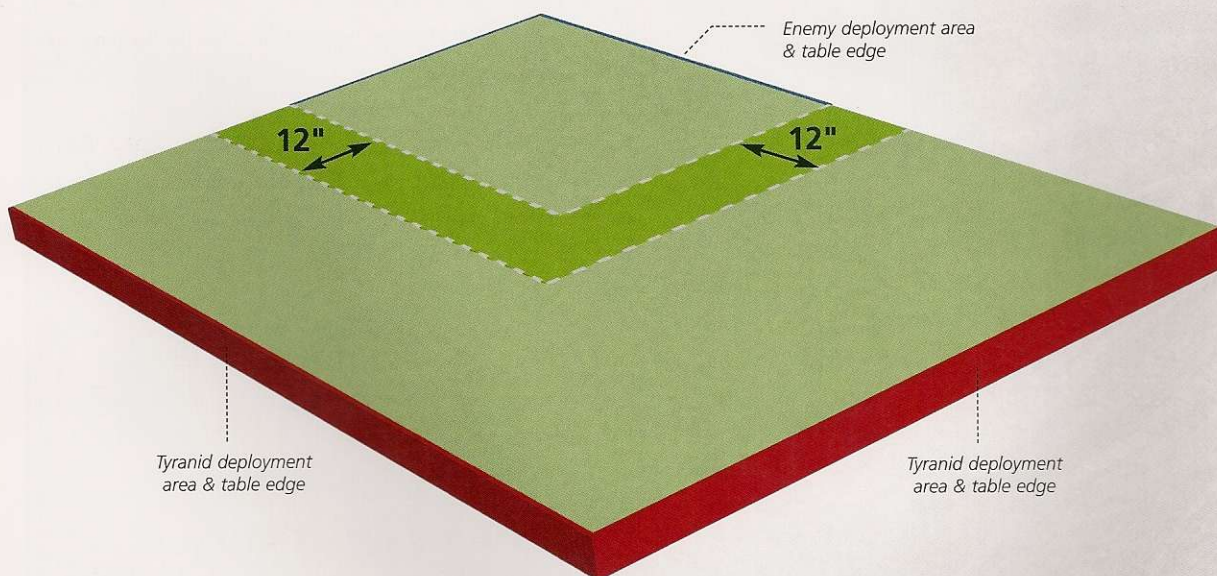
**Tremors:** The Tyranid attack is starting to destabilise the planet, causing tremors, cave-ins, and volcanic eruptions. Because of this all area terrain counts as being dangerous terrain in addition to the category it would normally be.
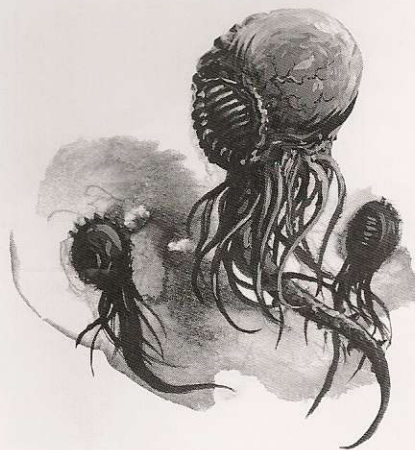
Ultramarine Tyranid Hunters fight a desperate rearguard action during the final stages of a Tyranid invasion.

# INFESTATION DEPLOYMENT MAP



Enemy deployment area & table edge

12"    12"

Tyranid deployment area & table edge

Tyranid deployment area & table edge

## Set-up Summary

- Roll-off for deployment areas.

- The Tyranids deploy first more than 12" from the enemy deployment area.

- The enemy deploy second.

- Both sides may place any number of units in reserve.

# SPECIAL MISSIONS

*" A wise general quickly learns to expect the unexpected... "*

When I started writing Battle Missions, I had only planned to include the thirty missions you have read about so far. However, it occurred to me that the two-page format we'd developed for the book would work for other types of scenario too. The results are the three special missions you will find on the following pages.

The special missions are rather different to the other ones you will find in this book. For a start, they won't work using an army picked for a typical 'pick up' game. Instead you'll need to pick one of the special missions in advance, and arrange to play it with your opponent. In addition, some of the special missions require that you have specific models in your collection. For example, you will each need a special character to fight 'Clash of Heroes', while you'll need to be able to field no less than three Baneblades in order to play the 'Linebreaker' mission. So, make sure that you have the right models at hand before you arrange to play a game!

Last but not least, you may find that some of the special missions are not as well balanced as the earlier missions in this book. This is mainly because the points values used in our army lists are designed for the missions found in the Warhammer 40,000 rulebook. The special missions drastically change these parameters, so you may find that certain armies are slightly – and I emphasise the word *slightly* – more or less effective than normal. But hey, no one said that war was going to be completely fair, did they?

What all this means is that you can re-create some very different battles. The special missions give you a chance to try out games that have radically different force organisations, and where the criteria for victory is rather different from either seizing objectives or gunning down the enemy. I also hope that the special missions will serve as inspiration for those budding designers out there who want to create their own battle missions. After all, as I said in the introduction, part of the reason for this book is to ensure that no

two games you play will be exactly the same, and what better way to do this than by making up different scenarios of your own every time you play!

## HOW TO USE THE SPECIAL MISSIONS

You will need to arrange to fight a special mission with your opponent, in advance of the game itself. This is because all the special missions either have their own force organisation chart, or have requirements that certain models are used. Once you have picked the mission to be played, read through it carefully to see what limitations and requirements apply to the forces you can use, and then arrange with your opponent what size of game you want to play, and when the battle will take place. These changes aside, the special missions are presented in the same way as the battle missions earlier on in this book.

> "The bastion was the last bulwark standing between the xenos-filth and Veron Hive; home to ten million souls and the last Imperial held starport on this war-torn world. If he failed here, the Colonel mused, the hive would surely fall and, with it, all hope for victory. His attention was drawn to the churned battlefield below, and the tide of Eldar warriors now advancing on his position. But he was an officer of the Imperial Guard, his duty was clear. The Colonel grabbed the vox-unit from his communications officer and switched the dial to broadcast on all frequencies.
>
> 'Men of the Imperial Guard, we have been charged with defending this fortress in the name of the Imperium and by the Emperor we shall hold it. All units, open fire. When the enemy reaches the trench-lines you will affix-bayonets and repel them. This bastion must not fall.'
>
> Commissar Xero gave a quiet nod of approval and holstered his sidearm; the Colonel hadn't even noticed the weapon had been drawn. The political officer reached into his black trench coat and pulled out a small, dog-eared book that opened to a well-read page. Speaking into the vox-unit he began to recite a liturgy of hate..."
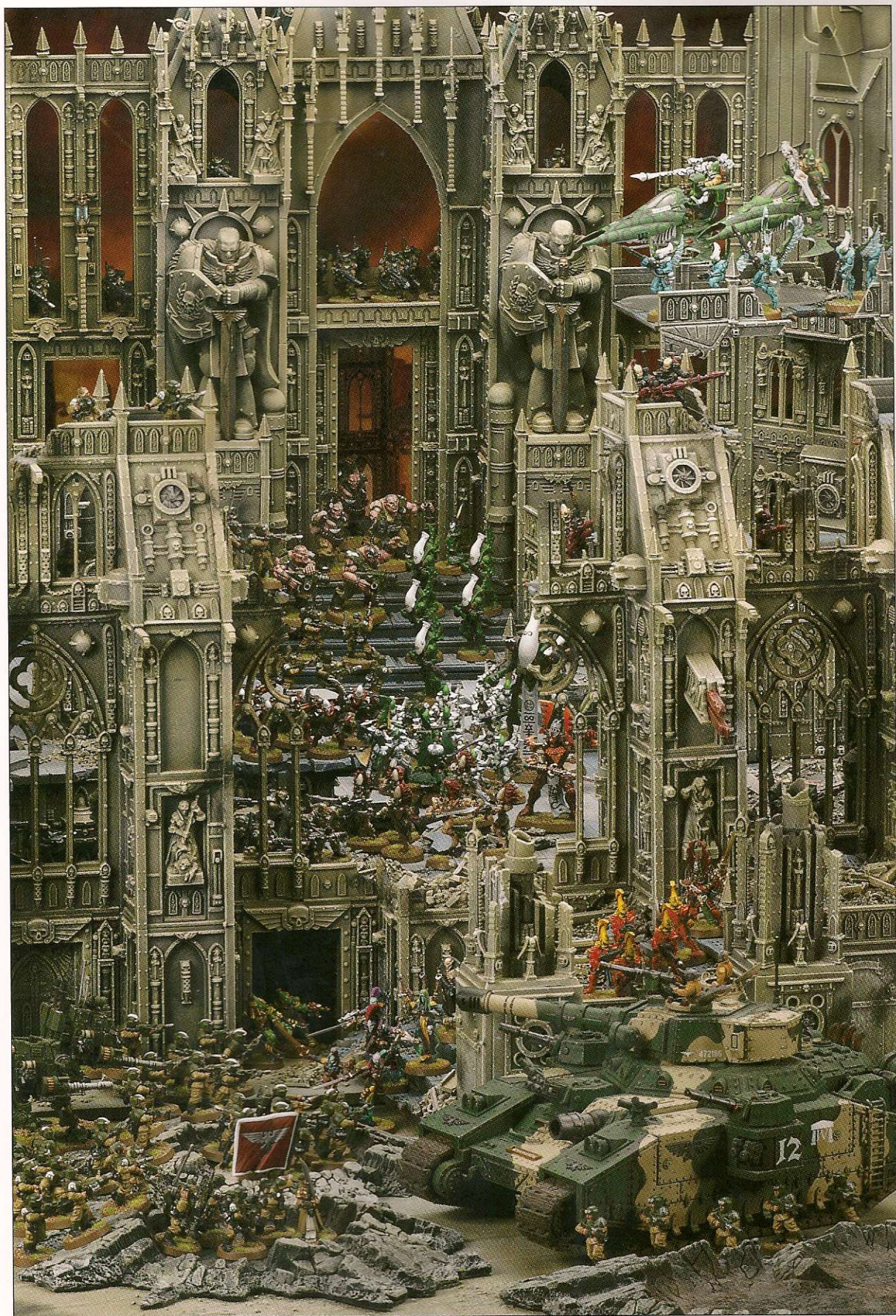
# KILL TEAM

**" For every battle honour, a thousand heroes die alone, unsung, and unremembered. "**

This special Warhammer 40,000 scenario allows players to recreate a deadly firefight between a crack team sent out on a deadly mission and the defending troops ordered to stop them. It could be a team of Ork Kommandos sneaking into a Necron tomb complex, a pack of Kroot Mercenaries sent to 'liberate' a priceless Dark Eldar artefact from its twisted shrine, or a squad of Space Marine Scouts avoiding patrolling Gun Drones as they make their way to assassinate a Tau Ethereal; the possibilities really are endless!

Kill Team is designed to be played with a small number of models, each of which is treated as an individual unit. This means that games will be quick: you'll easily finish a game in a lunchtime, and may even have time for a rematch. In addition we've included a special rule for 'specialist troopers' that is perfect for those players that like to convert the models in their armies. So click off the safety catch and ensure you brought along those extra ammo clips. It's a battle to the death, and only the most ruthless warriors will survive...

## ARMY SELECTION & FORCE ORGANISATION CHARTS

Each player picks an 'army' worth 200 points using the following force organisation chart:

    0-1 Elite
    0-2 Troops
    0-1 Fast Attack

## TABLE SET-UP & DEPLOYMENT

Kill Team is ideally played on a table that is three or four foot square. Much smaller than this and models will start right on top of each other, and much larger they may never find each other! Place as much terrain as you can on the table – in Kill Team, the more terrain the better.

Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in. The opposing player deploys in the opposite quarter. The player that won the roll-off deploys first. He must deploy all of his army in his deployment area, anywhere that is more than 9" from the centre of the table. His

opponent then does likewise. Neither side may place any units in reserve in this scenario.

## FIRST TURN

Roll a D6. On a 2 or more the player that deployed first has the first turn. On a roll of 1 the enemy seize the initiative and go first.

## GAME LENGTH & VICTORY CONDITIONS

The battle continues until one side has been reduced to half its starting number of models or less. Once a player's army has been reduced to half strength he must take a Leadership test at the start of each of his turns; if he fails the test then his army flees and the other player wins the battle. If the test is passed then the battle continues, but the player will have to take another test at the start of his next turn. Note that it is entirely possible for both player's to have to take Leadership tests at the start of their turns and that the first one to fail will lose the battle.

The Leadership test is always taken using the highest Leadership of any of the player's surviving models. Apply a -1 modifier to the second test that a player has to take, a -2 modifier to the third test, and so on.

## SPECIAL RULES

**Every Man For Himself:** All models operate as individual units in this mission, even if they were chosen as part of a squad or squadron. In addition, when a model shoots or fights in an assault it may split its attacks up amongst any eligible targets if desired.

## OPTIONAL RULES

Players may choose to use the following rule if desired.

**Specialist Troopers:** Each player is allowed to pick up to three different models in their army as being 'specialists' that benefit from one of the universal special rules in the Warhammer 40,000 rulebook. Each player picks their specialists out loud at the start of the mission, before the armies deploy. Each specialist counts as having one of the universal special rules. You must say which rule applies when you declare the model is a specialist. For example, you might say "This model is a specialist Tank Hunter", or "This specialist is Fearless" and so on. Keep a note as to which rule applies to each specialist. All specialists on the same side must pick different universal special rules, and you may not give more than one specialist rule to each model.

**Design Note:** Players really should represent specialists with suitably converted models. You don't have to do this, but we think you'll find that converted models will perform much better on the tabletop!

# KILL TEAM DEPLOYMENT MAP
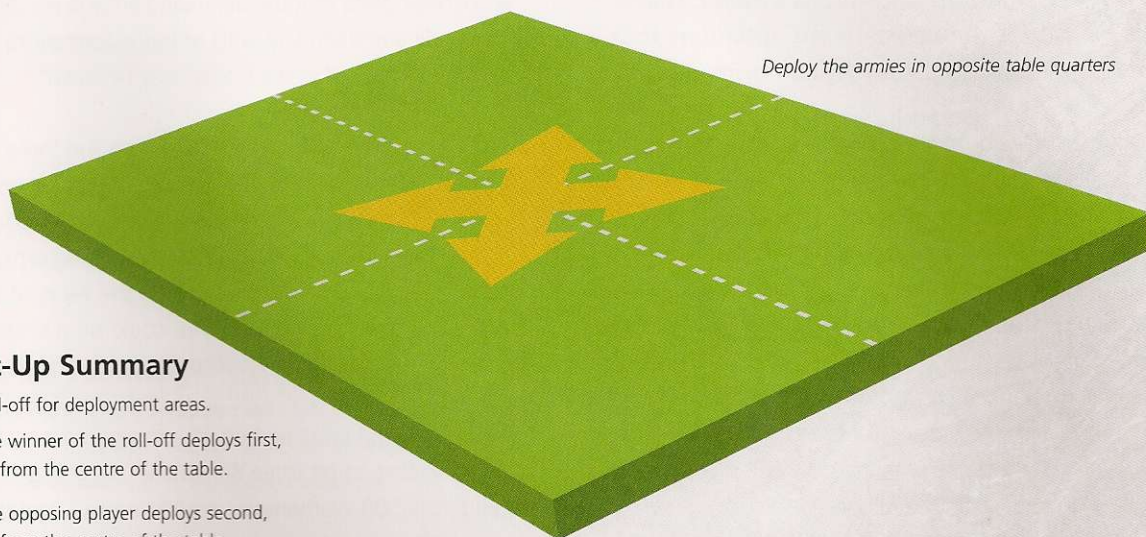


*Deploy the armies in opposite table quarters*

### Set-Up Summary

- Roll-off for deployment areas.
- The winner of the roll-off deploys first, 9" from the centre of the table.
- The opposing player deploys second, 9" from the centre of the table.
- Neither player may place units in reserve.

# LINEBREAKER

**"** Objective in sight! All weapons engage shield generator station. Ignore all other targets. For the Emperor! For Mankind! **"**

**In the year 456.M40 an invasion took place on the Imperial planet of Bruttulus. Tau troops launched a surprise attack, taking over the planet's defence laser batteries and shield generators, making it impossible for Imperial reinforcements to reach the planet's surface. As more and more Tau troops arrived, the situation for the beleaguered defenders that remained on the planet looked grim indeed.**

Colonel Sjeaneus of the 513th Baneblade Linebreaker Company decided that desperate measures were called for. The three massive Baneblade tanks under his command had become separated from the main Imperial army, and were now located only a few miles from one of the main shield generator stations. Rather than falling back to join up with the rest of the Planetary Defence Force, Sjeaneus decided to launch a desperate counter-attack. If he could break through the Tau lines there was a slim chance that he could reach the shield generator station and destroy it, allowing Imperial reinforcements to land on the planet. Dawn broke just as the Baneblades started their attack…

## THE ARMIES

Linebreaker is a small 'mini-game' for Warhammer 40,000 based on Colonel Sjeaneus' surprise attack. One player commands three Baneblade tanks (see Warhammer 40,000 Apocalypse for rules), and the other player commands a 1,500 point army picked from any one Codex. Note that the defending army is not allowed to include any legendary units or battle formations – only units included in the Codex may be used!

If all of the players involved agree, then the three Baneblades may be replaced with any other Legendary Units you have in your collection. If you decide to use any of these alternatives, then the defending army receives a number of points equal to the value of the attacking force. For example, you could pit a single Warlord Titan against a 2,500 point defending army.

**Design Note:** I must be honest – this game is really just an excuse to pit three Baneblades against a standard 1,500 Warhammer 40,000 army… and then see which comes out on top! Just keep this in mind when you play and you won't go too far wrong.

## TABLE SET-UP AND DEPLOYMENT

Set up your table as normal and then randomly select one of the narrow edges as the edge that the Baneblades must exit from. The three Baneblades must deploy more than 36" from this table edge.

The defender may then deploy units worth up to 500 points on the table, anywhere that is more 18" away from a Baneblade. The rest start in reserve.

## OBJECTIVES

The Baneblades start at one side of the gaming table, and must attempt to exit from the opposite table edge. The more Baneblades that exit the table, the greater the chance they will destroy the shield generator!

## RESERVES

Up to 500 points of defending units may be deployed on the table or placed in reserve as desired. The remaining 1,000 points worth of defending units **must** be placed in reserve.

## FIRST TURN

The defending army receives the first turn.

## GAME LENGTH

The game carries on until all the Baneblades have either left the table or have been destroyed.

## VICTORY CONDITIONS

Roll a D6 and add the number of functioning primary weapons and ordnance weapons that remain on the vehicles that exited the table. A total of 7 or more is required to destroy the shield generator. If the shield generator is destroyed then the attackers win the scenario, and if it is not then the defenders win.

## SPECIAL RULES

**Dawn Attack:** The battle begins just before dawn, and so the Night Fighting rules apply on the first turn.

## HISTORICAL OUTCOME

Colonel Sjeaneus's assault caught the Tau unawares, but as more and more Tau troops began to arrive the situation became increasingly desperate. The first casualty was *Emperor's Might*, which was immobilised by fire from Tau Hammerhead tanks and then overrun and destroyed by Krootox Riders. The remaining two Baneblades, *Victorius* and *No Respite*, were severely damaged but still managed to break through the Tau and reach the shield generator station, which they eventually destroyed. Colonel Sjeaneus was slain in the final stages of the battle, and was awarded a posthumous Honourifica Imperialis for his actions.

# LINEBREAKER DEPLOYMENT MAP



*Baneblades deploy anywhere here*

*Enemy deploy 18" from Baneblades. Enemy reserves may enter on either long edge*

**36"**

*Baneblades must exit this edge*
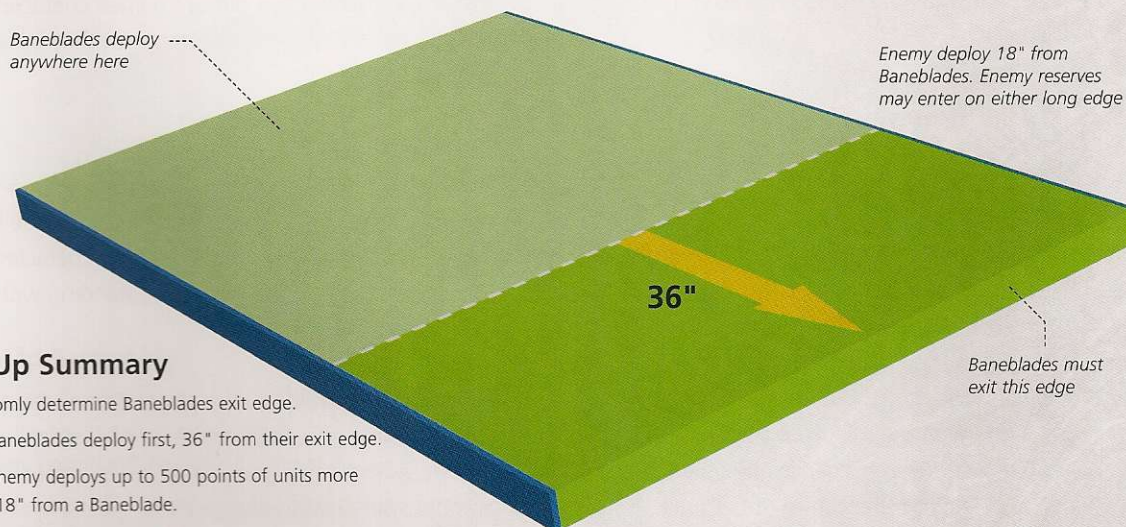
### Set-Up Summary

- Randomly determine Baneblades exit edge.
- The Baneblades deploy first, 36" from their exit edge.
- The enemy deploys up to 500 points of units more than 18" from a Baneblade.
- Baneblades may not be placed in reserve.
- Any enemy units may be placed in reserve.

# CLASH OF HEROES

**" Slay without pity; triumph without remorse. "**

The history of the Imperium is filled with stories of mighty heroes and the legendary battles they have fought against terrifying alien creatures or the warped champions of the Chaos Gods. Often these battles are only decided when the hero goes toe-to-toe with his foe, trading blows in a cataclysmic conflict whose sheer force can topple buildings, and may sometimes tear through the very fabric of reality itself.

Clash of Heroes allows you to refight one of these epic conflicts, or create new conflicts of your own devising. Each player must take one of the named characters from their Codex, along with a selection of supporting units drawn from the army list in the same book. The winner will be the player whose champion slays the opponent's named character, or failing that, the player whose named character destroys the greater value of opposing troops.

## ARMY SELECTION

Each player must take a single named character, and then chooses additional units using the following force organisation chart to make the army up to the correct points total.

> 0-1 HQ (but no more named characters)
> 0-4 Elite
> 2-6 Troops
> 0-1 Fast Attack
> 0-1 Heavy Support

## DEPLOYMENT

Split the table into four quarters, as shown in the deployment map, and roll-off to see which player picks which quarter to deploy in. The opposing player deploys in the opposite quarter.

The player that won the roll-off deploys first. He must deploy all of his army in his deployment area, anywhere that is at least 9" from the centre of the table. His opponent then does likewise. Neither side may place any units in reserve in this scenario.

## FIRST TURN

Roll a D6. On a 2 or more the player that deployed first has the first turn. On a roll of 1 the enemy seize the initiative and go first.

## GAME LENGTH

The player moving second rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the player rolls the D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

Keep track of the points value of any models killed by each player's named character during the game. Models that are part of a unit are assumed to have a cost equal to the points value of the unit divided by the number of models in it. At the end of the game each player must add up the value of the models that their named character killed, and then subtract the cost of the character itself. The player with the higher total is the winner.

**Instant Victory**: If one player's named character slays the opponent's named character, then they instantly win the game.

## SPECIAL RULES

**Duel To The Death:** In this scenario a named character may only be killed by an attack made by the opposing named character. If a named character is slain by any other method, they are left standing with one wound remaining.
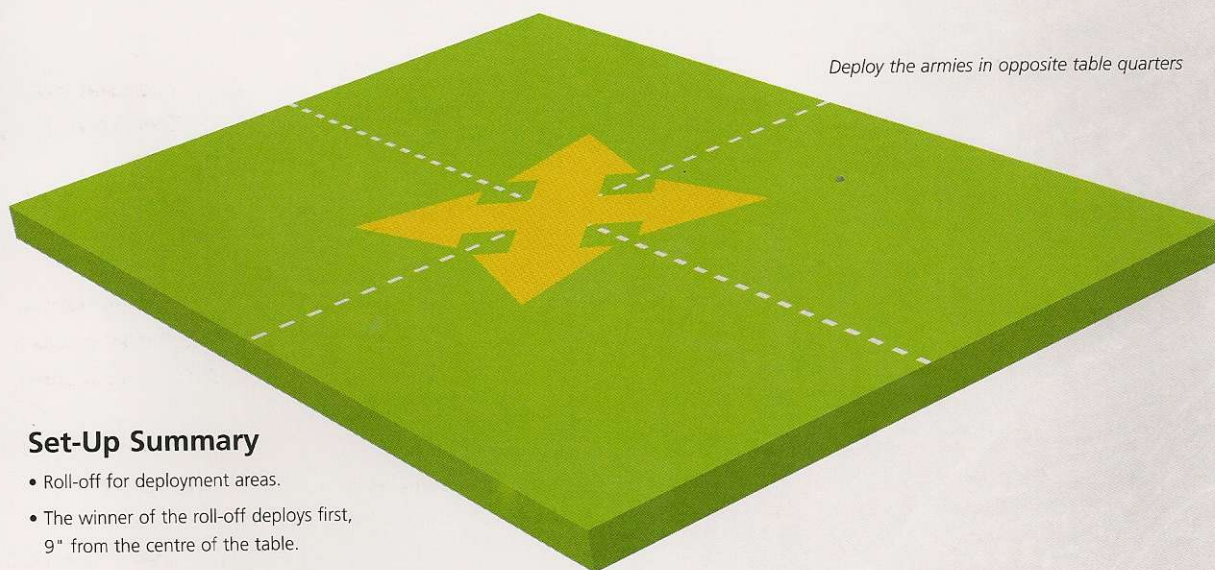
**No Named Characters**: If a player doesn't have a named character in their collection of Citadel Miniatures than they may use an independent character or monstrous creature instead.

Prince Yriel locked in mortal combat with Ultramarines Chapter Master Marneus Calgar.

# CLASH OF HEROES DEPLOYMENT MAP



*Deploy the armies in opposite table quarters*

## Set-Up Summary

- Roll-off for deployment areas.
- The winner of the roll-off deploys first, 9" from the centre of the table.
- The opposing player deploys second, 9" from the centre of the table.
- Neither player may place units in reserve.

# INVENTING NEW MISSIONS

**This final section of the book takes a very brief look at how to go about making up your own battle missions.**

While the freedom of choice that designing you own missions allows you is what makes them so much fun, it can also make them quite intimidating. There are just so many possibilities one doesn't know where to start! Because of this, is it much better to begin by creating scenarios that are as simple as possible - it is almost always the case that 'less is more'. One simple method of keeping things under control is to write all of the rules you think you'll need, and then get rid of half of them! What's left will be more than enough to make for an exciting and truly memorable battle.

The easiest way to create a new mission is simply to come up with a new way of deploying and a new set of victory conditions. Just changing these two things can have a profound effect on the way that the game plays. When combined with one or two special rules a huge variety of different missions can be created. Almost all of the Battle Missions in this book rely on this method to create missions based on the tactics used by different armies. Use them as examples and inspiration for your own missions and you can't go too far wrong.

Your own missions are the prefect place to use scratch-built models and unique formations. If you are devising a mission that requires an Imperial Governor's elite personal bodyguard to be present, along with the Governor in his bullet-proof limousine, then you can just go ahead and work out what is in the formation and then come up with the rules for the new units. Any new units that you invent like this clearly won't have any points values, but that isn't really a problem when creating your own missions. An alternative is to use a formation from Apocalypse, as we have done with the Linebreaker mission included in this book.

Creating your own missions will also allow you to fight battles with unique objectives or that are fought over exotic terrain. The Kill Team mission is a good example of a mission based on achieving a unique set of objectives. Or say, for example, you have decided to run a mission that takes place on the frozen ice-wastes near the southern pole of Armageddon. You will need to decide what special rules will be required in order to fight battles in this special setting. How dangerous is the terrain? Are there hidden crevasses in the ice? Could a blizzard blow in? Do special rules apply to certain units in this environment? And so on. The possibilities are endless.

Blood Angels and Chaos Space Marines locked in furious combat on the outskirts of an Imperial city.

# WARHAMMER 40,000

# BATTLE MISSIONS

Battle Missions is an expansion for Warhammer 40,000 that contains more than thirty new missions for you to play. Each mission is designed to provide you with a battle that will really challenge your ability as a commander on the war-torn battlefields of the 41st Millennium.

The missions are themed around different armies and the way that they fight. You may be called on to lead or defend against a flank attack by a mobile Eldar army or a wave assault by a Tyranid horde. Tried and trusted tactics will need to be rethought in the face of these new challenges, and you will need to be ready to come up with new combat strategies in order to win.

*"No two battles are ever alike. Every commander must learn to adapt… or die."*

*Imperium Tactica*

**Inside you will find:**

- **BATTLE MISSIONS RULES.** Full rules for using the new missions included in the book.

- **BATTLE MISSIONS.** Thirty new missions, based upon the battlefield tactics of the different armies that fight in the Warhammer 40,000 galaxy. All of the battle missions are designed to be fought with an army chosen from a Warhammer 40,000 Codex army list using the rules from the Warhammer 40,000 rulebook.

- **SPECIAL MISSIONS.** Three special missions designed to provide players with a set of very different challenges. Kill Team pits a hand-picked team of combat veterans against a small defending force. Linebreaker sees if a formation of three Baneblades can break through an entire opposing army. Clash of Heroes sets two mighty heroes against each other in a battle to the death.

- **BACKGROUND AND MAPS.** Extensive background material and maps describing the different battle strategies and tactics used by the armies of the 41st Millennium.

You must possess a copy of Warhammer 40,000 in order to use the contents of this book.