WARHAMMER 40,000

CITIES OF DEATH

CITYFIGHTING IN THE 41ST MILLENNIUM

WARHAMMER
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CITIES OF DEATH
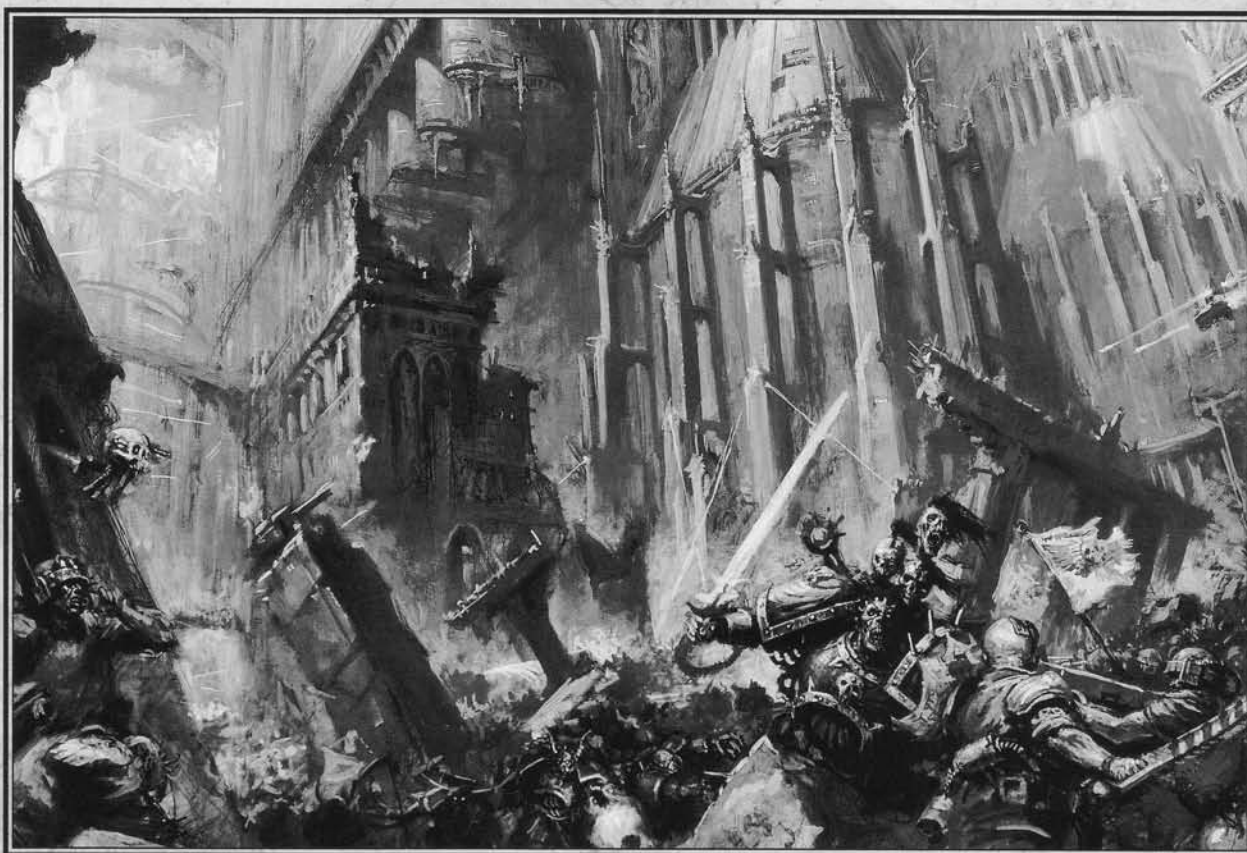## by Andy Hoare

INTRODUCTION

In the nightmare future of the 41st millennium, armies battle one another to annihilation amid the shattered ruins of vast cities. Warriors engage in bitter close-quarters battle whilst mighty battle tanks smash through crumbling buildings, grinding bricks and enemy both beneath their treads.

In a galaxy in which every planet is a bitterly contested warzone, cities make for the bloodiest of battlefields. Bombed from orbit, the blasted city ruins are overrun by hordes of slavering aliens or crushed beneath the treads of mighty tanks. It is the bitterest of truths that victory will only be won at brutal close quarters, by an army ruthless and determined enough to drive its enemy from every collapsed building, to root out and eradicate every firebase, and to level every stronghold to deny even a single sniper a vantage point.

The book you are holding will take your games of Warhammer 40,000 into the corpse-strewn cities of the far future. Cities of Death expands the Warhammer 40,000 game by presenting new rules, missions and much more. To get started, all you need is this book, your army, a smattering of suitable terrain and a callous disregard for the lives of the warriors under your command!

TO THE DEATH!

So then, what type of game can you expect? The restricted lines of sight in a city concentrate long-ranged fire into the few open areas. Troops hug the ruins, slowed by the difficult terrain, but afforded the benefit of Cover Saves. Desperate fire fights break out around objectives, rapid fire weapons truly coming into their own as the attackers close on their foe. Often, the possession of a building comes down to a bold charge into close combat, though making such an assault can be costly for the attacker, who will be striking last, unless he takes frag grenades or similar equipment. You will soon discover that cityfighting is a bloody business!

CITY RUINS

The main element of a cityfight is buildings, and all of the rules presented within this book interact with them in some manner. Ruined buildings affect how armies move and fight and therefore how games are played, but you don't need a whole city's worth to fight a battle. You'll find this book is sympathetic to the fact that not everyone has the time, resources or the storage space to build a sprawling cityscape.

This is where Citadel's range of plastic Warhammer 40,000 buildings comes in. With these highly detailed and versatile terrain kits, players can quickly and easily construct their very own ruined city. One or two of these ruins will see plenty of use in conventional games of Warhammer 40,000, but collect three or four, or combine yours with an opponent's, and you can easily stage a cityfight game.

PAINTING AND MODELLING

A cityfight can be fought with your existing army, without collecting an enormous amount of special terrain. Of all the possible settings for games of Warhammer 40,000, however, few offer as many hobby opportunities. Terrain is one part of this, and another is adapting the look of your armies. This book contains a wealth of information and advice on painting and modelling your terrain and your miniatures.

CITIES OF DEATH ON THE WEB

For more information on Cities of Death, a wide range of articles covering everything from army-specific tactics to advanced modelling techniques is available on the web. Log on to our website at:

www.games-workshop.com

PLAYING A CITYFIGHT

If you are familiar with the Warhammer 40,000 game, then playing a cityfight game is easy – simply follow the sequence given below. Each step is detailed fully in the chapters that follow.

1. CHOOSE FORCES 🦅

• Choose your force as normal from the relevant Warhammer 40,000 Codex.

You can use your standard army, or you might like to tailor your force to the unique tactical challenges presented by the setting.

> Throughout this book, any rule marked with the Imperial eagle symbol 🦅 works exactly the same as presented in the Warhammer 40,000 rulebook.

2. AGREE MISSION LEVEL AND PLACE TERRAIN

• Decide which level to play – Alpha, Gamma or Omega – based on the amount of terrain you have available. The level also dictates the number of stratagems you can choose (see step 5).

• Prepare the battlefield as described on page 14.

3. SELECT A CITYFIGHTING MISSION

• Roll a dice to determine which Cityfighting mission to play, or select one from the Special Missions chapter.

The missions detail objectives, victory conditions and special rules. Every mission makes use of the Cityfighting stratagems.

4. ROLL FOR TABLE QUARTERS 🦅

• Both players roll a dice and the winner chooses a table quarter in which to deploy. The other player sets up in the opposite quarter.

5. CHOOSE AND DECLARE STRATAGEMS

• Decide which Cityfighting stratagems to use and declare them, as detailed on page 33.

Stratagems allow armies to send troops through sewers, seed the battlefield with booby traps, equip units with specialist wargear and even rig buildings for demolition during the battle! They can be easily represented with notes, small markers, or you can convert your miniatures and construct terrain to represent these upgrades and options.

6. DEPLOY YOUR FORCES

• Place your forces according to the Cityfighting mission set-up instructions.

Note that the deployment order is different from the normal rules.

7. LET BATTLE COMMENCE! 🦅

• Fight to the death amidst the ruins of the Cities of Death!

CITYFIGHTING IN THE 41ST MILLENNIUM

1. Booby traps await the unwary.

2. Ruins slow down an advance, but the cover afforded against enemy fire is invaluable.

3. Tanks provide much needed mobile firepower, but the weaker side and rear armour is vulnerable to tank-hunting infantry.

4. Troops occupying an elevated position fire down upon enemies caught in the open.

5. Snipers pick off enemies from the highest buildings.

6. Deadly ambushes await amidst the ruins.

7. Dislodging troops defending ruined buildings is a bloody business, and is only achieved at great cost to the attacker.

8. Walkers stalk the narrow alleyways, where other, larger vehicles cannot pass.

9. Barrage weapons rain death upon their foes from the (relative) safety provided by the dense environs.

10. A command post coordinates the actions of nearby troops.
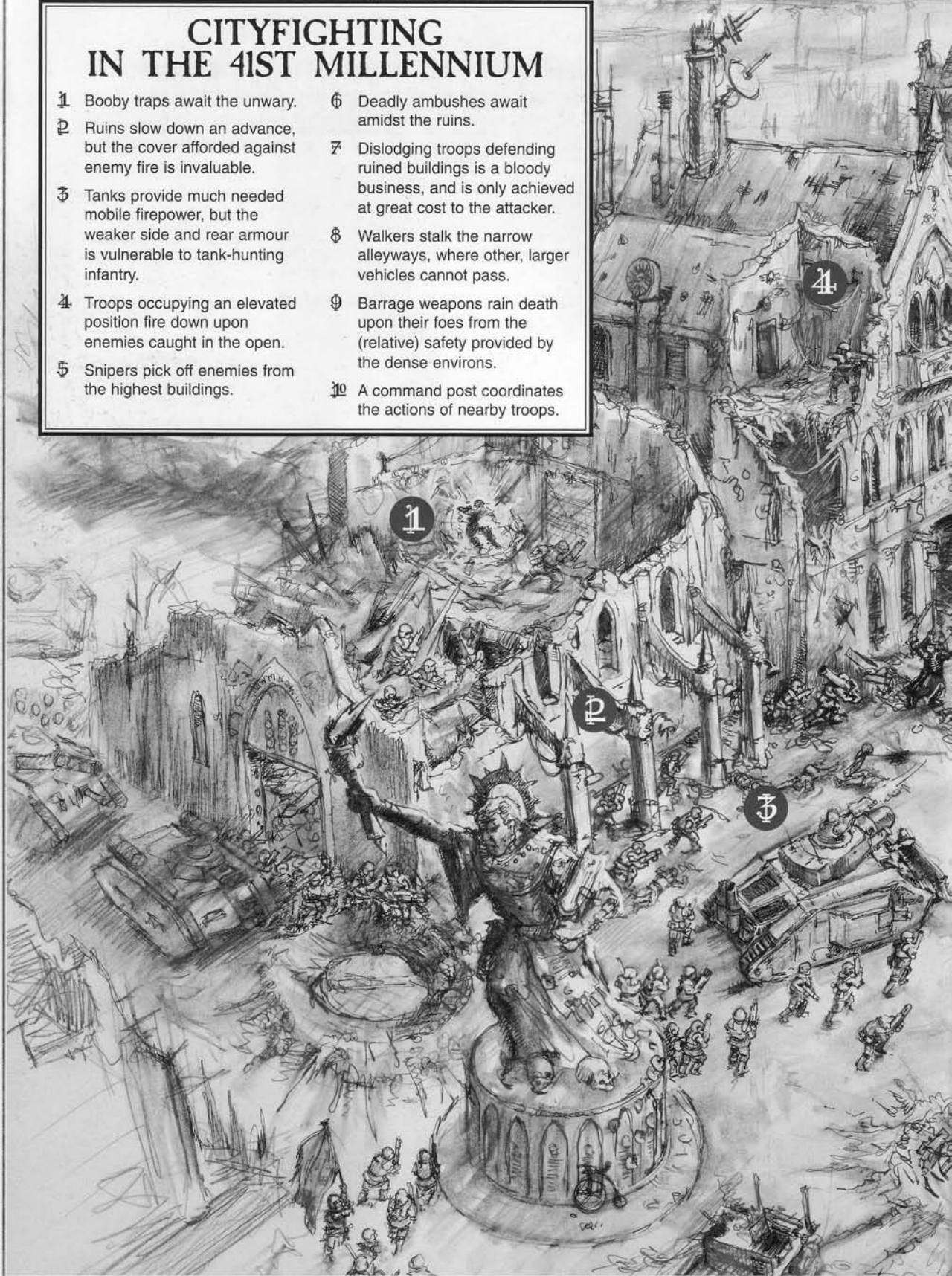
CITIES OF DEATH

For ten thousand years the Imperium of Man has stretched across the galaxy, conquering world upon world, settling them in the name of the Emperor. Upon every planet settled by Mankind are built vast sprawling cities, each one a metropolis teaming with Imperial citizens. Grim places at the best of times, these cities become hellish battle zones where even the sturdiest of warriors find themselves tested to their limit.

THE BITTEREST OF BATTLEGROUNDS

Every day the unceasing war that engulfs the galaxy swallows another hive of human life, for the value of a city within a campaign cannot be overestimated. A wise general will go to great lengths to secure the industrial might and physical protection that a city can offer.

Imperial Guard tactical doctrine dictates that cities must be secured primarily for the manpower and industry that they provide. At the siege of Petrostok, General Bukhain managed to repulse the attackers, thanks to the great tank manufactorum there. Freshly recruited conscripts had the rudiments of warfare and tactics explained to them as the very Leman Russ tanks they were to pilot rumbled off of the production line. These untried soldiers then drove the newly constructed tanks just two city blocks away to the front line, and straight into battle.

The armies of the Ruinous Powers vie to control cities for quite different reasons. With such a vast population, cities are perfect places for the agents of Chaos to spread their seditions and tempt away the weak willed and unwary to their foul cause. Of course, if the population is resistant to their lures the worshippers of the Dark Gods can still find a use for them, as the daemonic summonation at Gathamol proved.

Other armies do battle in cities for their own myriad reasons. Whether they seek to harvest the genetic stock of the populace, secure a strategically vital location, or to plunder the souls of their victims. Even the casualty conscious Tau find themselves reluctantly drawn into city battles in protracted campaigns.

DOCTRINES OF URBAN WARFARE

Because cities are so valuable, fighting in any campaign inevitably centres around them. Defenders are swift to prepare defences, determined to hold their position. The most common offensive in any city battle is a massed attack pitching hundreds, if not thousands, of warriors towards the enemy in a desperate effort to gain ground. Such attacks, whether successful or not, are always costly in lives, and only a commander that has vast reserves of soldiers – or is patently insane – would attempt such a

Most cities in the Imperium are dark, brooding places where the countless subjects of the God-Emperor eke out a meagre living. Vast stinking factories filled with grinding machines cause the bones to shudder, while blackened chimneys vomit forth thick, dark clouds of toxic smoke, blocking out the sun itself. Every citizen lives a life of perpetual service, slaving away at back-breaking and mind-numbing tasks for twenty hours a day, before dragging their exhausted, labour-wracked bodies beneath their benches to snatch a few hours of fitful sleep. The spires of the wealthy reach high above the clouds of filth and are filled with such opulence as can scarcely be comprehended by those far below. In these sanctuaries of the privileged, nothing is wanted for and the elite live in ignorance and indifference to the suffering in the streets and factories beneath them.

For every city in the Imperium that might be called typical, there are others that defy the senses and beggar belief. Some of these cities stretch miles into the sky, towering buttresses of battered stone and rusting metal, vast hives of human life and inhuman suffering. Others sink hundreds of metres below the world's surface, the populace dwelling in vast caverns of rock and ice, while others still float on vast lakes of water, acid or lava. There are cities devoted entirely to the worship of the God-Emperor, where the Cult Imperialis reigns supreme and the rooftops echo constantly to the sound of a million voices raised to hymns and prayer. Hosts of pilgrims gather daily, shuffling on blistered feet down dusty streets dedicated to warriors and saints long dead, the city illuminated by the light of a billion votive candles, each a vain prayer to an unseen god. There are cities given to the administration of Humanity's innumerable population and infinite resources, every inhabitant enslaved to routine and process, every last round of ammunition and grain of wheat accounted for by stone-faced scribes. There, the true worth of human life is established by workers jaded by the never-ending monotony of their assigned chore.

For most, the cities of the Imperium are merciless and cruel places, where all hope is lost and only mindless subservience remains.

gambit. The value of such mass attacks is a matter of opinion, however; logisticians judge such things in terms of ground gained and so the tactic remains favoured by many an unimaginative Imperial Guard officer.

The luxury of countless warriors is not always available to a commander though, and sometimes a few loyal or well-trained soldiers must be counted on to turn the tide of a city battle. Few in number, such warriors cannot hope to hold ground for long periods against large numbers of enemy, and must therefore engage in daring hit and run tactics, pinpoint strikes under cover of darkness, and even daring raids launched from labyrinthine sewer networks.

DEATH IN THE STREETS

In a cityfight even the most fast-moving armies can be forced to abandon their usual tactics as they become bogged down in the blood soaked agony of building-to-building warfare. Key locations are seized and pressed into service as emergency field hospitals, munitions dumps and command posts by generals desperate for any advantage. Medicae staff use every available surface as triage tables while sandbags and flak boards are piled against any exposed windows or doors. Engineers brace the walls and ceilings with steel girders and lightweight support struts, enabling the occupants to weather all but the most destructive bombardments.

As the two forces jockey for position, heavy weapons teams and battle tanks come into their own. Buildings become corpse-strewn shells as defenders are pounded by battle cannons and mortars. During this period of intense fire, only those buildings buttressed with additional fortifications offer any true protection and warriors cower from the fury of the enemy ordnance.

Buildings that cannot be held are rigged with all manner of deadly traps, and every race has ways of denying a building to the enemy, from the crudely effective stikkbomb tripwires favoured by Ork Kommando teams to the splinter-bomb packed corpses utilised by Dark Eldar Kabals.

Even battle damaged and apparently derelict buildings can conceal hidden warriors, so assault forces are sent forwards to root out all pockets of resistance. Darting from cover to cover they launch desperate attacks on the buildings. With grenades and flamers they force their way inside, blasting apart the occupants, reducing them to screaming casualties and charred corpses.

Each staircase or hallway becomes a battleground fought over by dozens of men, until the floor is carpeted with the bodies of the fallen and the walls are blasted ruins.

In these cramped confines warriors fight on long after their ammunition is spent. With the butts of rifles and scavenged weapons they bludgeon their foes to death, stabbing and hacking in a frenzy to survive. In such battles combatants are at their most base and low and no tactic is too desperate, no rule unbreakable.

Battle lines are drawn from one street corner to another and soldiers dart across shell-pocked roads. No man's land is watched over by merciless snipers waiting for the next fool to stray into their sights.

Cityfighting takes all the horrors of war, and magnifies them. Territory is more important, lives are cheaper and survival is all but impossible.
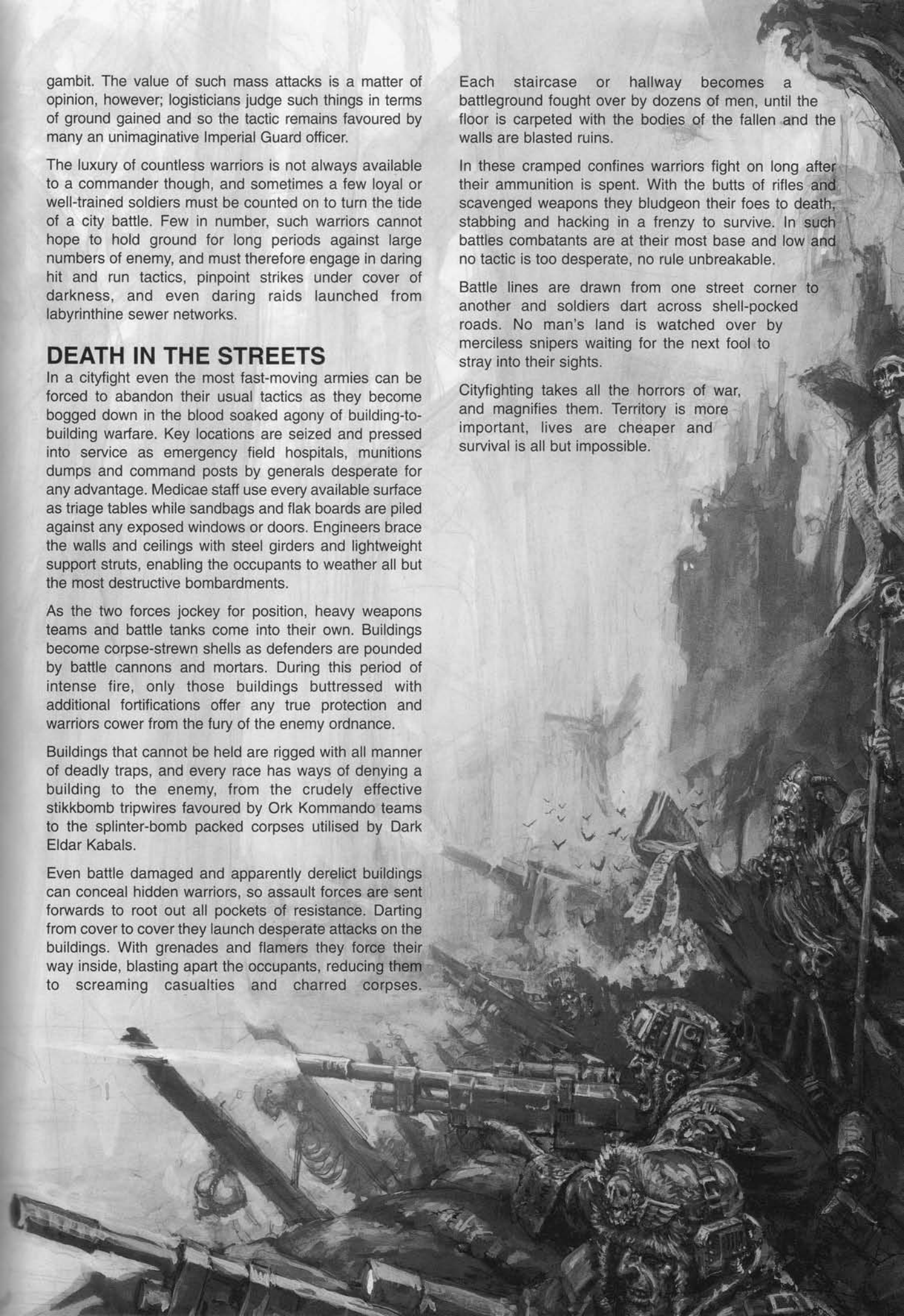
DEFINING TERRAIN

In a cityfight, there are various types of terrain as summarised here – each with a different effect upon the game. Players should agree before the battle begins exactly what each of their terrain pieces represents. In most games, city ruins will be the predominant type of terrain, and this is the type available as a plastic kit. See the section on Building Your City for more information.

INTACT BUILDINGS

A few buildings in a city warzone may have escaped serious damage. If it is not possible to place your miniatures inside a building, it is classed as an intact building.

RUBBLE

The urban warzones of the Cities of Death are littered with piles of wreckage and twisted plasteel. Piles of rubble provide cover in otherwise open areas, but can also slow down troops and vehicles.

OBSTACLES

A range of barriers and obstacles can be found strewn around an urban warzone, including razor wire, tank traps and hastily erected barricades.

CITY RUINS

City ruins represent wrecked or partially collapsed buildings, within which your warriors may move and fight. Models may be placed within them and, due to the nature of the cityfighting missions, you will do so frequently.

Upper levels

Ground level
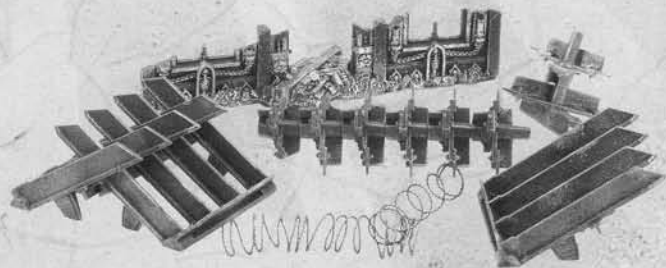
ROADS

The road network of a ruined city can be represented by specially modelled terrain. Roads allow vehicles to move onto and around the table more easily.

WHAT IS THE TERROR OF DEATH? THAT WE DIE OUR WORK INCOMPLETE.

TERRAIN RULES

The rules for the different types of terrain are presented here, along with guidance on defining the area of a city ruin. This is important because many Cityfight missions focus on the capture of one or more city ruins.

INTACT BUILDINGS

- In general, intact buildings are impassable terrain. In some exceptions, both players may agree that some troops, such as Jump Infantry are able to reach an intact building's roof, or that other areas such as gantries or platforms are accessible.

- Some players might have buildings in their collection that appear intact but feature lift-off roofs allowing models to be moved around inside. How to handle this will need to be discussed before the game begins – you may well find it is easiest to use the city ruins rules.

CITY RUINS

- City ruins provide a 4+ Cover Save.

- City ruins are difficult terrain.

- City ruins are area terrain, although they do not have a set size (see Line of Sight on page 11).

- Models on any level of a city ruin other than its ground level can see over any models on the ground.

- Skimmers may not enter or occupy city ruins, but they may hover overhead as normal. A hovering skimmer may not disembark troops into a city ruin; troops must disembark and then enter via the ground level.

RUBBLE

- Rubble provides a 4+ Cover Save.

- Rubble is difficult terrain.

- If suitably large, a section of rubble may be classed as area terrain, its size dependent on the model in question. Players should agree this before the game begins.

OBSTACLES

Obstacles are available as stratagems, although you can always put down a few if both players agree. Full rules are in the Stratagems section (see page 33).

CITY ROADS

The effects of roads upon model's movement are described in the Vehicle Movement section of the Warhammer 40,000 rulebook.

CUSTOM TERRAIN

Many players have existing collections of terrain, much of which may not easily fall under any of the above categories, or might fall under several. Such features might include landing pads, storage tanks, bridges, or mighty statues. A quick discussion before the game begins to agree on the terrain's effects will be time well spent.

CITY RUIN FOOTPRINTS

It is important to agree the area of a model counted as a city ruin – its 'footprint' – as there are some specific rules attached to the terrain type and players need to know if their troops are inside or out.

The best way of defining the extent of the area considered a city ruin is to count the ruin's outer walls as the edge of the area terrain. A line of rubble may mark the area where the walls are collapsed.

A building may be mounted on a base, which can extend further than the outer walls, but this is considered merely decorative from a rules standpoint, unless both players agree otherwise.

If it is unclear where the edge is, both players will need to agree on just how to determine the building's footprint. The simplest way is to imagine a line between each of its corners. You'll find a building with only three corners has a smaller footprint using this system, and agreeing on the building's exact footprint before the game begins is always worthwhile.

On this model, the ruin's footprint is clearly defined by the line of rubble on the base.

This city ruin has no base, and its footprint is defined by the line.

USING CITY RUINS

The extra height and multiple levels of city ruins may throw up a few rules questions during a Warhammer 40,000 battle, such as how unit coherency works and where templates land. The next few pages clarify these issues.

MEASURING DISTANCES

Often while measuring weapon ranges you will need to measure between two models at different heights. Simply measure the distance from base to base as normal, holding your tape measure or range ruler at an angle as necessary. The distance is measured from base to base, even if models are on different levels.

The distance between the Space Marine and the Genestealer is 11".
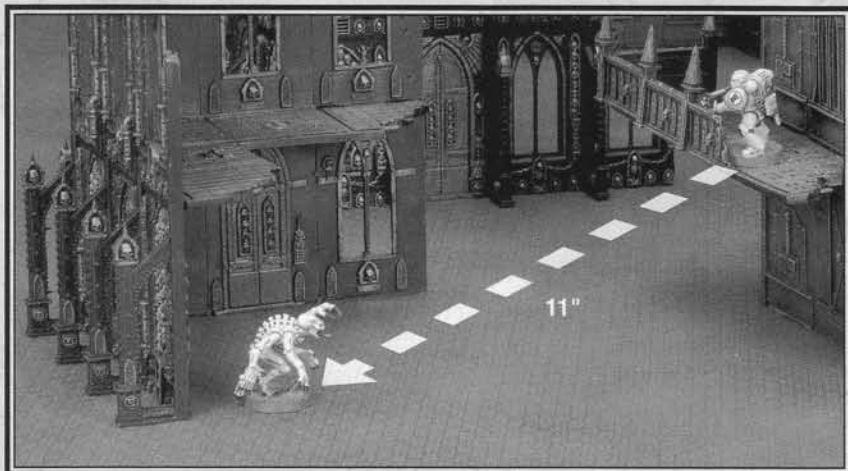
MOVEMENT

A lot of vertical movement occurs during a cityfight, and it is important that models do not end their move suspended in mid-air. To avoid this, after making a Difficult Terrain roll, any 'spare' vertical movement is disregarded – models never end their move halfway between levels. Horizontal movement is unaffected.

This Space Marine's Difficult Terrain roll results in him moving one level up and 5" horizontally through the city ruin.
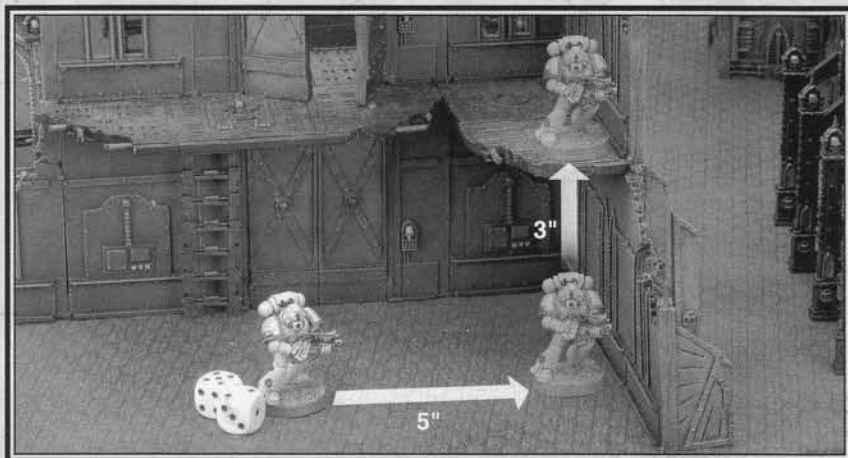
In the case of the Citadel Warhammer 40,000 buildings, each level is 3" tall. This means that if a 1 or 2 is rolled, a model may not make any vertical movement (but may still move horizontally). If a 3, 4 or 5 is rolled, the next level will be reached. Should the result of the Difficult Terrain roll be a 6, the model will be able to climb two levels.

In this instance, the Space Marine may not move vertically, but may move 2" horizontally.

UNIT COHERENCY

It is possible that models may end up spread across several levels of a city ruin. When this happens the models in the unit maintain unit coherency as long as any part of the body or head of a model on a lower level is within 2" of the base or feet of a model that is higher up. This means that, for example, you could measure up 2" from the head of a model on one level to the base or feet of the model on the next level up, and so on.

Coherency between levels is measured from the head of the lower model to the base of the model above.
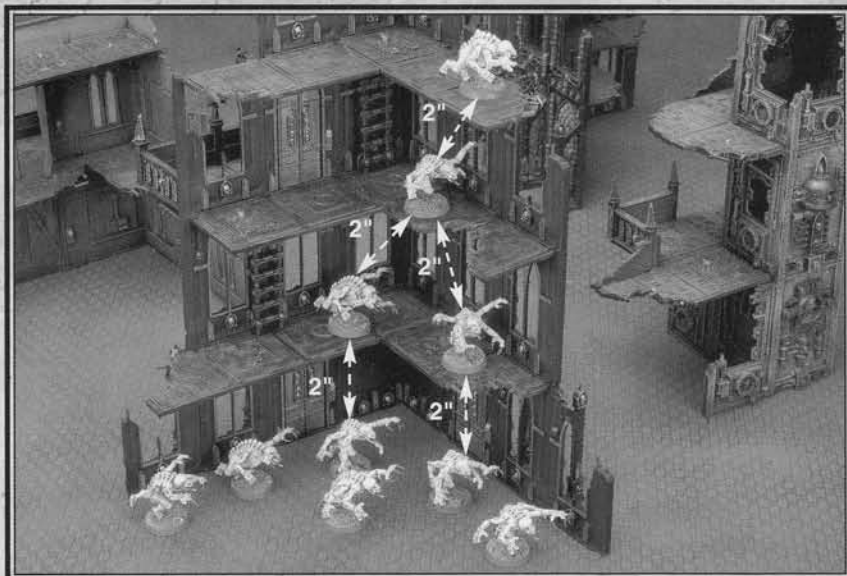
DETERMINING LINE OF SIGHT

The normal line of sight rules apply to city ruins. This means that a line of sight can be traced up to 6" into a city ruin, but targets further than 6" inside or that lie on the other side of the city ruin cannot be seen.

The Space Marine can shoot at Genestealer A, as his line of sight does not pass through more than 6" of area terrain. He cannot see Genestealer B, as this model is 7" into the city ruin. Genestealer C is also out of sight, as it is on the far side of the ruin.
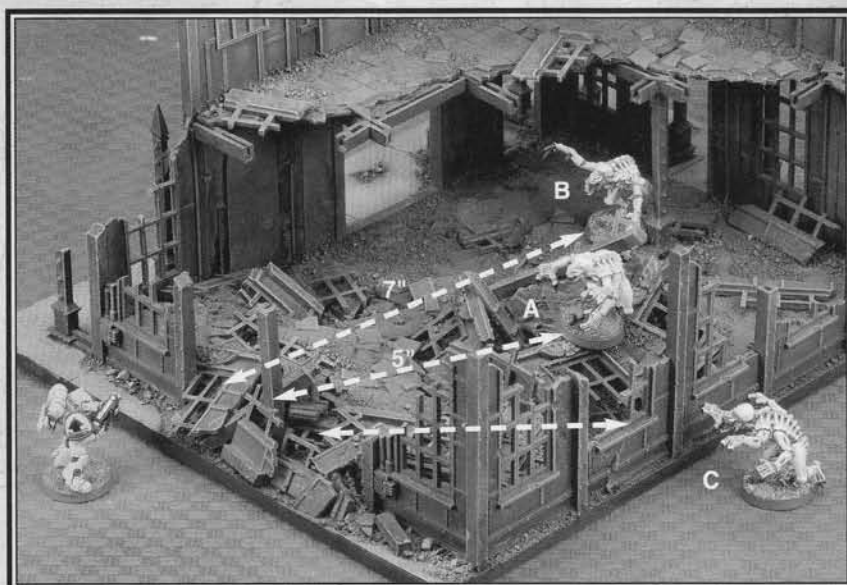
The only exception to this is if a model is high enough to see over a city ruin to a model on the far side. The best way to check if this is the case is to bend down and take a 'model's eye view' to check if the target is visible.

The Space Marine has a clear line of sight to the Genestealer, as it is unobscured by the ruin.

TEMPLATES AND BLAST MARKER WEAPONS

When firing templates or blast weapons at models in a city ruin, it can be tricky to physically place the markers over the models in question. The best way to gauge which models are actually under the template is to simply hold the template above the entire building, and look down through it. This is illustrated here.

The method for placing templates and markers over buildings requires a degree of trust between players, who must be honest and cooperative when determining which models are affected. This is particularly true when intervening floors obscure the view.

Remember that once you have used the template to work out how many models are hit, casualties can be removed from anywhere in the squad.

It is easiest to hold templates above the building.

BLAST WEAPONS

When firing a weapon with a blast marker into a city ruin, declare which floor you are aiming at, and continue as normal. If a direct fire blast weapon scatters, its effect still only applies to models on the level declared as the target.

The Imperial Guard player declares that he is targeting the Orks on the ground level. The shot scatters, and although there are still models under the marker, none are on the level declared as the target.

The Space Marine player has declared that he is targeting the Orks on the ground level, and so those on the higher levels are unaffected, even though they are beneath the marker.

TEMPLATE WEAPONS

When targeting a unit in a city ruin, a template weapon, such as a flamer, may only affect models under the template on a single level. This can be on the same level as the firer, or one level higher or lower. Which level is being targeted is declared before placing the template.

A skimmer equipped with a template weapon may target any single level you wish.

The Space Marine on the ground floor of this city ruin is firing his flamer at the six Orks. The template is held above the ruins. Although all six Orks are under the template, the ground floor is declared as the target and therefore only two are hit.

BARRAGE WEAPONS

Barrage weapons work by lobbing munitions high into the air, bringing death to the enemy from above. The advantage of these indirect fire weapons is that they can engage targets beyond the limited lines of sight available to troops fighting in a city. The disadvantage is that they explode the moment they strike a structure, meaning warriors can shelter deep within the ruin.

Indirect fire weapons always strike the highest level the hole in the centre of the marker touches. Only models on this level and under the template are actually hit.

In this example, a unit of Eldar Guardians has been hit by a Space Marine Whirlwind. Although the Space Marine player would prefer to target those models on the ground level, the Whirlwind's attack only affects enemies on the uppermost level, as this is the level the hole in the centre of the template first strikes. As the ruin is area terrain, the Eldar still receive a Cover Save.
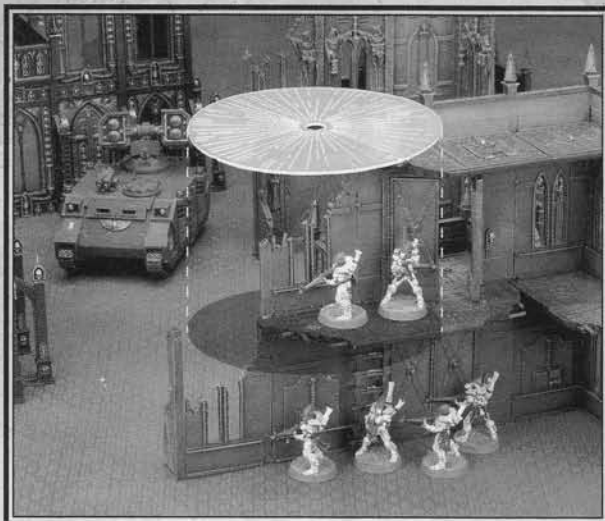
ASSAULTS

Cityfights are frequently decided by bitter hand-to-hand combat. The same principle as described for unit coherency is used to determine which models are engaged in an assault. Models' bases must actually be touching to count as in base-to-base contact.

The Genestealers and the Space Marines are engaged in combat, including all those models on the upper level. The Broodlord, however, fights as an independent character so must be in base-to-base contact with an enemy to actually fight.

The guidelines in this section are all based on the height and area of the plastic Warhammer 40,000 buildings. They will work just as well with buildings of your own creation, so long as their dimensions are roughly similar.
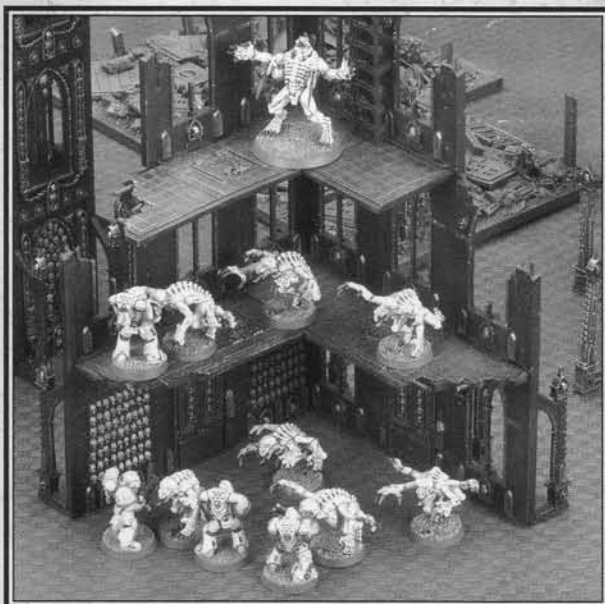
ORGANISING A CITYFIGHT

This section describes how a cityfight is organised – how forces are chosen, the battlefield is set up and missions are selected. Most aspects are the same as a normal Warhammer 40,000 game, but there are a few key differences that are highlighted here. The biggest changes are how terrain is placed and the use of stratagems.

ORGANISING A BATTLE

1. Choose Forces
2. Select Mission Level and Place Terrain
3. Choose a Mission
4. Roll for Table Quarters
5. Choose and Declare Stratagems
6. Deploy Forces
7. Start the game!

1. CHOOSE FORCES

Pick your force from the relevant Codex exactly as you would for a normal Warhammer 40,000 game. The Cityfighting missions use the Standard Missions Force Organisation chart from the main rulebook, which tells you the minimum and maximum numbers of the different types of unit you may field, and represents a single detachment or army. In larger games, you can agree with your opponent to field multiple detachments if you wish.

2. SELECT MISSION LEVEL AND PLACE TERRAIN

MISSION LEVELS

In the missions presented in the Warhammer 40,000 rulebook, mission levels – Alpha, Gamma and Omega – are used to determine the special rules. In a cityfight, the mission level is also linked to the size of the table and the number of city ruins (as well as the number of stratagems each army is allowed, as explained on page 16).

The level you choose will therefore depend on the size of table and amount of terrain you have available. See the chart on the right for details.

As you can see, it is recommended that cityfights are played on a 4'x4' table in Alpha- and Gamma-level games. This makes the construction of sufficient terrain achievable in a short time, and adds to the claustrophobic feel of the setting. Players are, of course, free to play on larger tables if they wish, so long as the density of terrain is maintained. Playing on a large table with very few buildings will feel more like a conventional game of Warhammer 40,000 than a cityfight.

MISSION LEVEL CHART

Alpha: Alpha-level cityfights are fought on a 4'x4' table, and use two or three city ruins (see example on page 18).
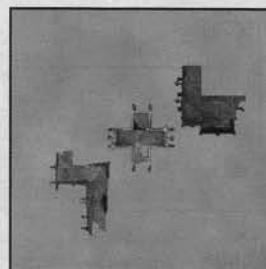
Gamma: Gamma-level cityfights are fought on a 4'x4' table, and use four to six city ruins (see example on page 19).
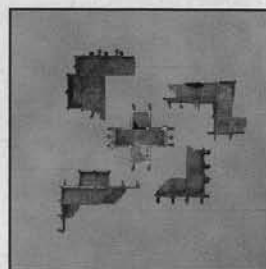
Omega: Omega-level cityfights are fought on a 6'x4' table with as many city ruins as possible. The more the better – as shown on page 28.
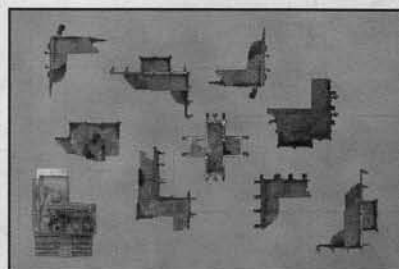
PLACING TERRAIN

To place the terrain for a cityfight, proceed as follows:
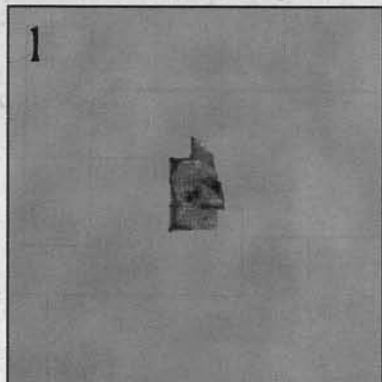
Both players roll a dice. The player that scores the highest places the tallest city ruin available within 6" of the centre of the table.
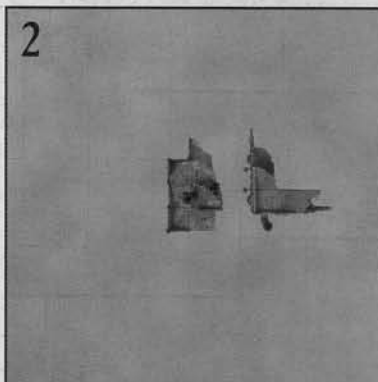
The other player now chooses the next tallest city ruin, and places it between 2" and 6" of the first.
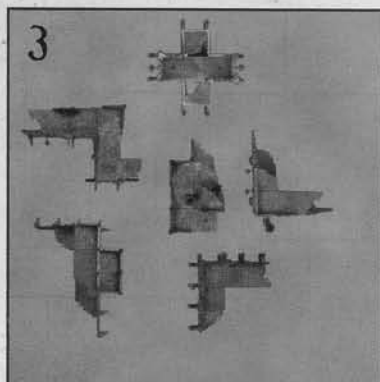
The players then take it in turns to place further city ruins in between 2" and 6" of the first. If you run out, or reach the number of city ruins appropriate to the mission level, skip ahead to Step 5.
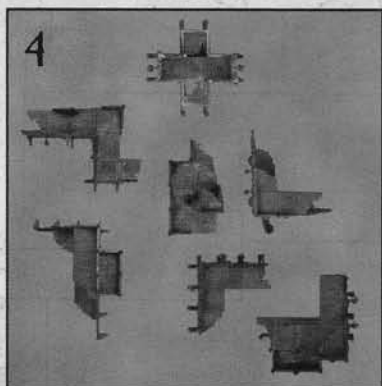
When there is no more room to place city ruins within 6" of the first, continue to take turns placing city ruins anywhere else on the table, but no closer than 2" to any other building.
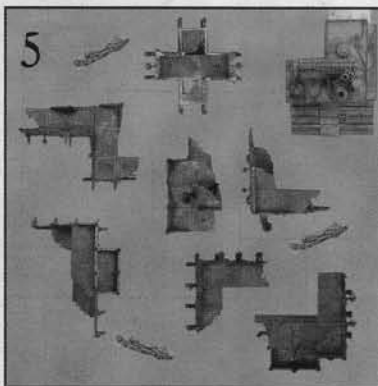
Once the number of city ruins appropriate to the mission level have been placed or both players are satisfied, take turns placing any remaining terrain features, such as rubble, intact buildings, roads etc.

The effect of using this system is that a cityfight will always be fought over what is obviously a settlement or a city. If you only have three or four buildings in your scenery collection, it can be imagined that the set-up represents a smaller settlement, its habitats clustered together in a tight area. Whatever the set-up, games will always be fought in and around the buildings, as opposed to across the large expanses between them that might otherwise exist.

Alternative set-ups

The terrain placement steps given in this section ensure that the city ruins are clustered fairly close together and near to the table centre. This will encourage both armies to close rapidly upon their objectives, before launching brutal, close-in assaults towards the end of the game.

Some players will find that they would rather use their creative license when setting up than strictly following the rules, focusing more upon the storytelling or the aesthetic aspects of their terrain. Well, that's fine! It is always appropriate to use as much terrain as you want, placed in any manner you want, on any size board you please, so long as both players are happy with the result.

3. CHOOSE A MISSION

The missions that follow are the standard scenarios played in the Cities of Death setting. In order to determine which mission is to be played, you can either agree with your opponent or roll on the table below. Each mission uses special rules detailed on pages 45-46.

D6	Mission
1	Firesweep
2	High Ground
3	Domination
4	Maximum Attrition
5	Urban Assault
6	Roll again, or agree on a Special Mission (see pages 48 to 50).

4. ROLL FOR QUARTERS

Both players roll a dice. The player that rolls highest chooses one table quarter in which to deploy. His opponent will deploy in the opposite quarter.
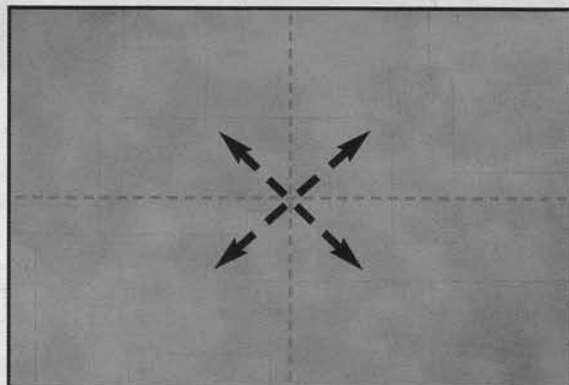
5. CHOOSE AND DECLARE STRATAGEMS

Having set up the battlefield and rolled for table quarters, the next step is to declare which stratagems you are using. Stratagems allow you to outfox your opponent with dirty tricks, key buildings and specialised equipment. The number each side can take depends on the mission level that players have agreed on.

For full details on choosing and declaring stratagems, see pages 33 to 40.

Mission Level	Stratagems
Alpha	1
Gamma	2
Omega	3

6. DEPLOY FORCES

The next step is to deploy your forces according to the set-up instructions given in each mission. The process is the same as that for normal games of Warhammer 40,000, with the following exceptions:

• Units are placed down in a different order to usual. Start with your Troops units, followed by Heavy Support, Elites, HQ and finally Fast Attack.

• None of the missions include the Deep Strike or Infiltrators special rules. Instead, these abilities may be used by picking stratagems (see page 40 for details).

7. START THE GAME!

All that's left is to start the battle. Roll a dice to see who gets the first turn and let the bloodshed begin!

BUILDING YOUR CITY

The following section of Cities of Death provides all the advice you need to get started in assembling your Warhammer 40,000 plastic buildings and setting up your urban tabletop.

Even the most formidable tank is vulnerable to determined infantry in the tightly packed confines of a city.

ALPHA–LEVEL TABLE

Two or three city ruins are enough terrain to play an Alpha-level Cityfighting mission. With only a little preparation, you'll find it easy to set up your first few battles. The Organising a Cityfight section of this book provides specific guidance regarding placing terrain on the tabletop.

The tallest building is set up first, in the centre of the table.

Battlefield accessories, like these ammo crates, can be used to add detail or even represent stratagems.

Further city ruins are set up within 6" of the first.

This 4'x4' wooden board has been painted grey and dusted with black spray paint.

Barricades and tank traps form obstacles and provide cover.

Models on higher elevations benefit from an excellent field of fire.

A Whirlwind can launch missiles from the relative safety of the rear.

This 4'x4' gaming set-up shows the kind of claustrophobic close-quarters battlefield that characterises Cities of Death gaming.

An Eldar Ranger hits his mark before the Imperial Guard squad can dash across the street and back into cover.

GAMMA-LEVEL TABLE

A Gamma-level game is played on a 4'x4' table, and makes use of between four and six city ruins. This dense grouping of terrain will provide limited lines of sight and a very different (and bloody) type of battle.

With a 4+ Cover Save gained from being in a city ruin it will take either massed firepower or a determined assault to root out these Orks.
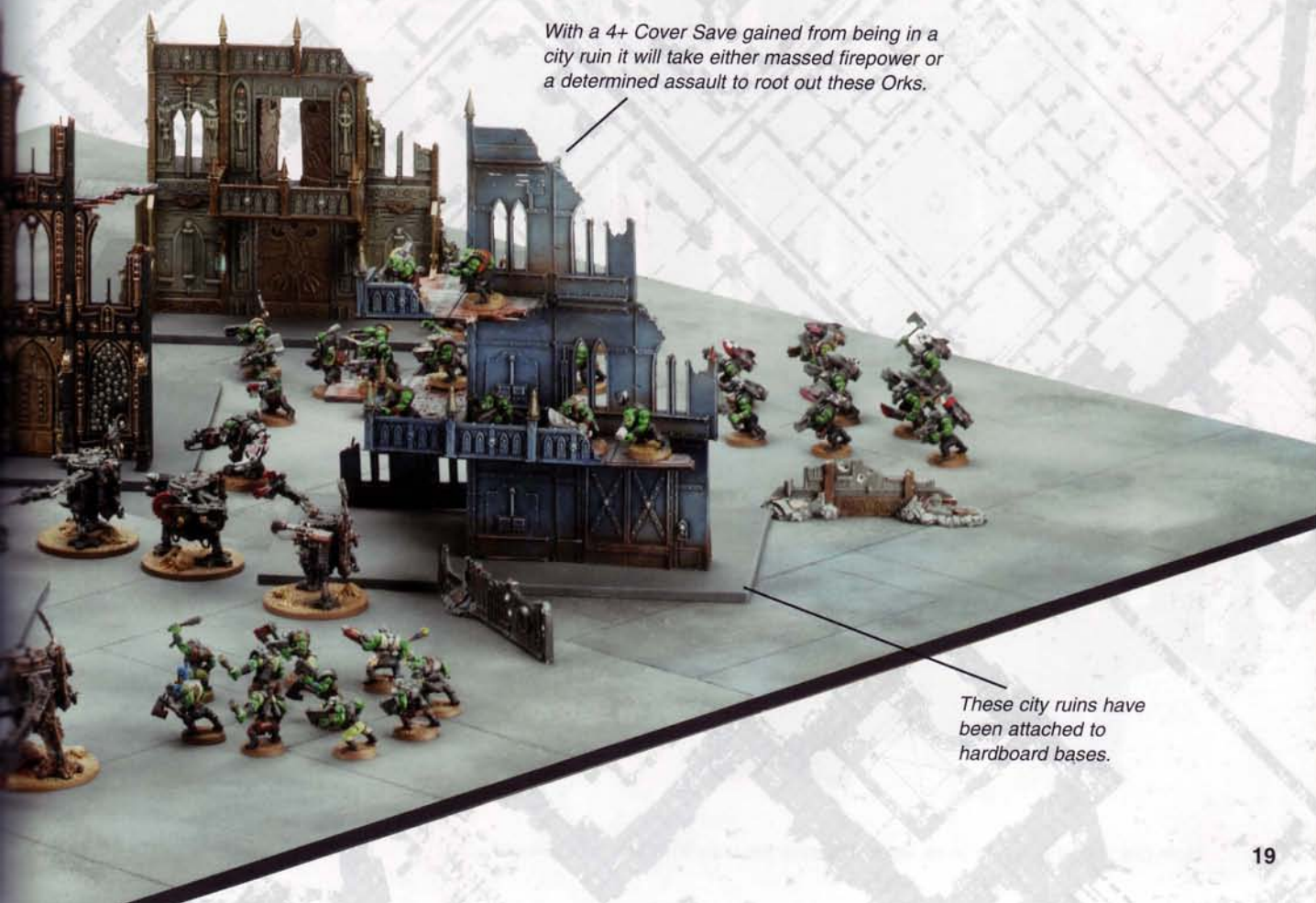
These city ruins have been attached to hardboard bases.

CITY RUINS

Citadel has produced a range of plastic city ruins which are ideal for use in your games of Cities of Death. These kits are fully modular and interchangeable, and can be assembled in a wide variety of ways.

Basilica Administratum

The buildings of the Adeptus Ministratum are common sights in the cities of the 41st millennium.

Pictured here are just two of the many ways to assemble the Basilica Administratum plastic kit.

The City Ruin kits can be drybrushed quickly and effectively. Then, if you wish, features such as panels, doors and hatches can be picked out individually.

Particularly worthy scribes or Administratum clerks might be immortalised in the reliquary.

Sanctum Imperialis

A Sanctum Imperialis is a common sight in the precincts of any Imperial city. Imperial dignitaries will often use such a building as their headquarters.

An alternate construction pattern and paint scheme for a Sanctum Imperialis building kit.

The walls of the Sanctum are covered with carvings of Imperial saints and lists of honoured Adeptus governors and officials.

Manufactorum

Industrial complexes of countless variety can be found throughout the whole of the Imperium.

The sign of the Adeptus Mechanicus marks every Imperial Manufactorum.

This Manufactorum kit has been assembled to represent a partially ruined cooling tower.

It is important to leave spaces where the miniatures can stand, such as these balconies.

Details such as the door and vent have been painted in a different colour to make them stand out.

You can model your doors to be open or closed.

WHERE THERE IS UNCERTAINTY, I SHALL BRING LIGHT.

BATTLEFIELD DETAILS

Extra terrain features, such as barricades or tank traps, can really bring a battlefield to life. In Cityfighting missions these items can be set up after all city ruins have been placed, or used for the Obstacles stratagem.

Oil drums and tank traps are available in the Warhammer 40,000 Battlefield Accessories pack. These objects provide all-important cover in a game and add character to your terrain.

The Urban Barricades and Walls set provides players with some quick and easily movable obstacles. They can also be used to extend the footprint of a ruin (see page 9).

To keep your troops alive in a cityfight it is crucial to take the utmost advantage of any cover you can find.

CONSTRUCTION TIPS

Once you have made your first buildings and played some games you may want to start adding extra detail to your battlefield. Here we look at a few simple techniques you can use to make your City Ruin kits look even more battered and war torn.

Sand has been glued to the walkways to represent fallen debris.

Bullet holes can be made by drilling shallow holes into the walls with a pin-vice. It's best to group them together so they look like bursts of small arms fire.

The rubble has been built up with glue and sand over layers of foamcard. Make sure that models can fit on any raised areas, otherwise they'll topple over mid-game.

Plastic pipes and girders have been glued underneath the remnants of the floor. This extra detail adds to the overall realism and reinforces the extent of the damage.

To make the building look more damaged, you can clip away sections of wall. These can then be glued to the floor and walkways along with spare bits of sprue and rubble.

Exposed metal parts have been painted to look rusted. Vermin Brown, Blazing Orange and Fiery Orange were drybrushed over a Chaos Black undercoat. To finish, drybrush the edges Boltgun Metal.

Drybrushing is the easiest way to paint your buildings. It's quick and highly effective, producing natural shading and texture. Using a circular motion with your brush creates a more weathered appearance.

Extra details can be added, in the form of razor wire and spent shell casings made from brass rod.

Blast effects can be applied around the ruined parts of the building. Drybrush Chaos Black onto the affected area, then drybrush Scorched Brown towards the edges.

Broken glass adds that final touch of realism. Cut small sections of plastic blister packaging and glue them to the window frames.

The three Citadel plastic ruins sets are highly modular, and can be assembled in a wide variety of ways. Best of all, they can be combined together, creating as large a ruin as you like – the only limit is how many kits you decide to amalgamate.

Large buildings can be made in separate sections. In gaming terms it is easier to count each section as a single city ruin.
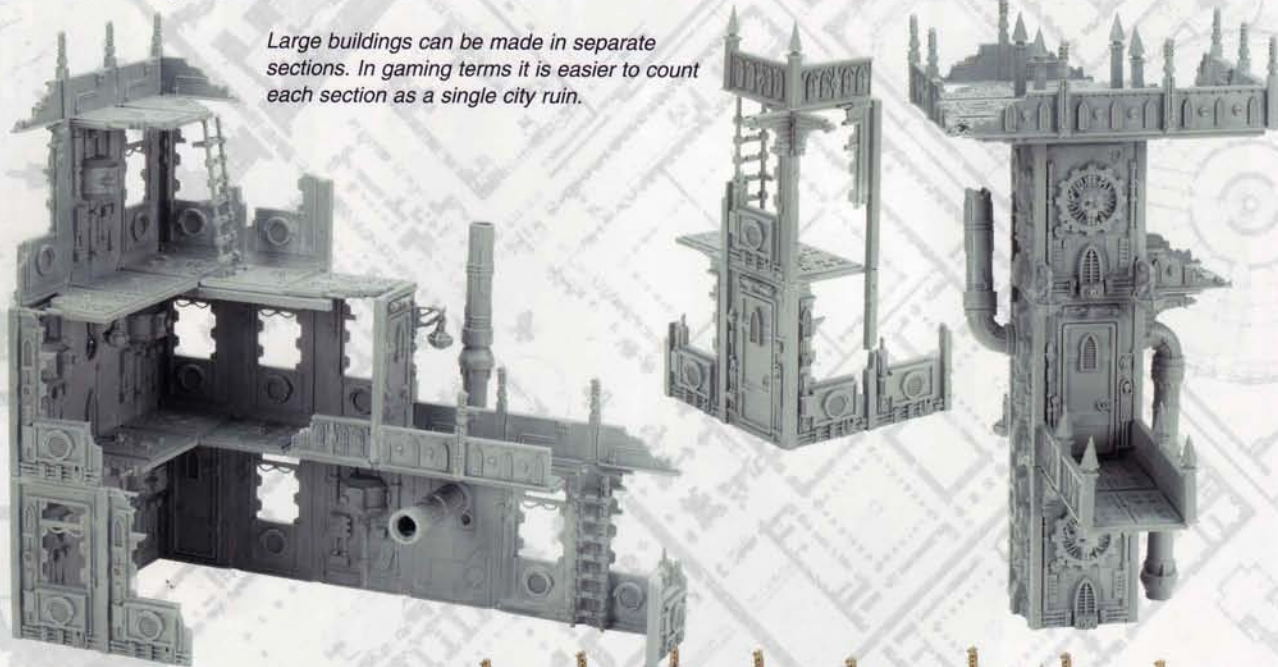
This huge building uses the parts from three Manufactorum kits. Plenty of level space has been left to accommodate squads of models.

SCRATCH-BUILT BUILDINGS

Using cardboard, pipe fittings and bits from the Warhammer 40,000 building kits it is possible to make structures of any size, such as this enormous Adeptus Mechanicus Factorum.

A small landing pad is attached to the back of the Factorum.

The Factorum is a huge multi-storey building, with the upper levels accessible by staircases.

OMEGA–LEVEL TABLE

Omega-level Cityfighting missions are played on a 6'x4' table, with as many ruins as you can muster. This means that there really is no limit when it comes to how much terrain you can collect. A table packed full of ruins is highly evocative, and is the kind of battlefield that can challenge even the most experienced players.

A tall building provides an ideal strongpoint from which to target any enemy moving across the open ground.

Units capable of outflanking their enemy close in on them unseen, taking full advantage of the cover afforded by the ruins.

It will take massed firepower to remove a squad of Space Marines from the cover of a fortified city ruin.

Lines of razor wire provide a strong defensive line from which to cover the advance of other units.
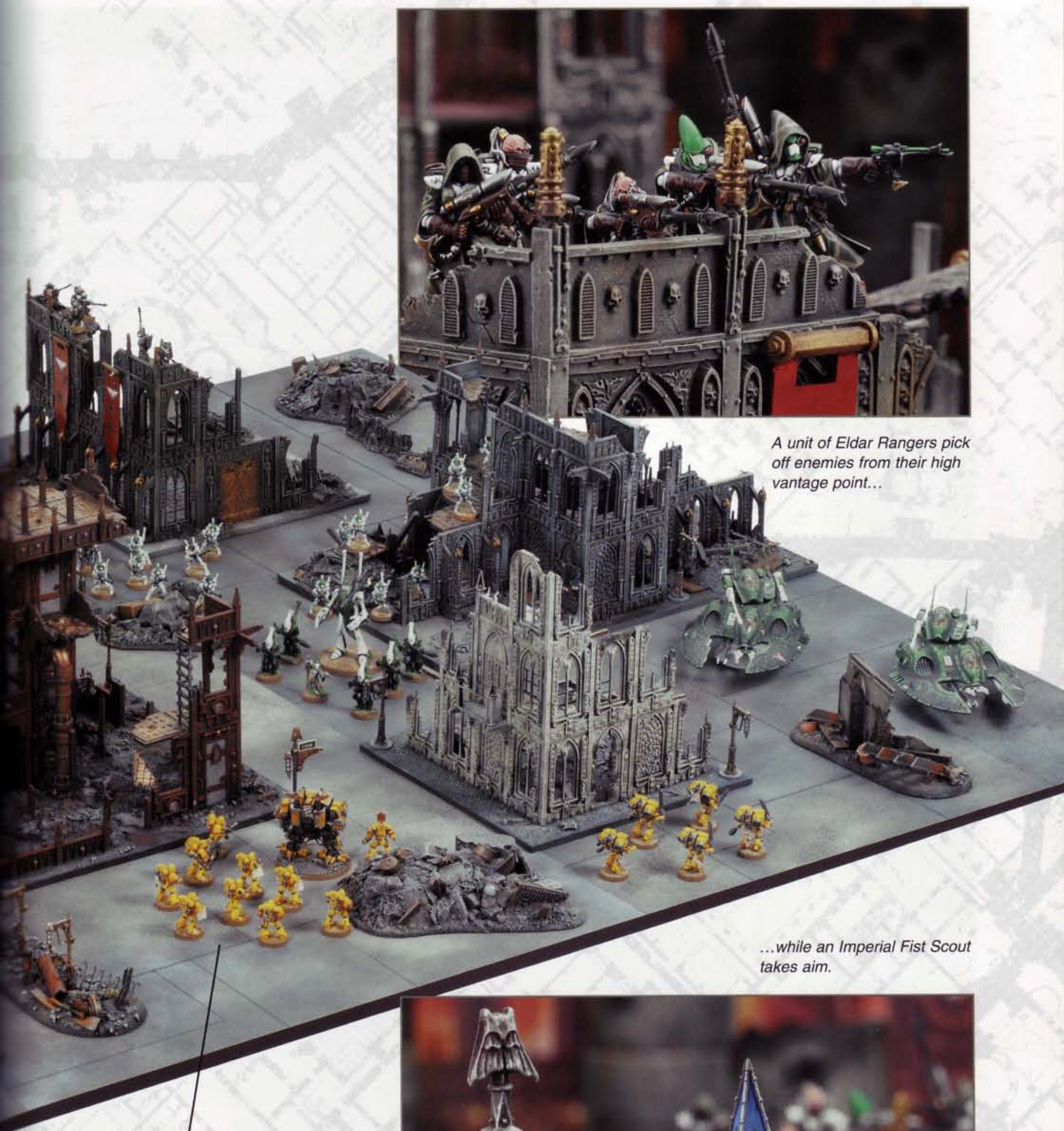
A unit of Eldar Rangers pick off enemies from their high vantage point…

…while an Imperial Fist Scout takes aim.

Walkers, such as Dreadnoughts, are ideal for use in a city where they can support the advance of nearby squads.

A CITYFIGHTING ARMY

You can happily use your standard army in a cityfight, but you will find that some units perform better or worse in this environment, so many players will want to adjust their army list. Choosing an army for a cityfight can be as simple as taking fewer transport vehicles, in favour of more infantry, or forgoing a Heavy Weapons squad in favour of one more suited to close-in fighting.

This Space Marine army is representative of one that has been chosen with cityfighting in mind, without going too far down the path of specialisation. It is perfectly usable in conventional games of Warhammer 40,000, and therefore a great example of the sort of army you might choose for your first few cityfights.

A Whirlwind is a useful vehicle in any circumstance, but really comes into its own when fielded in a cityfight where the dense terrain allows it to stay hidden from enemy fire.

Heavy bolters have been taken in preference to lascannons or missile launchers, as weight of fire will often be of more use against the large numbers of enemy infantry likely to be faced. Single-shot, higher-Strength weapons are of less use, as there are often fewer vehicles to use them against, and the enemy will invariably benefit from a Cover Save.

A Land Raider makes an ideal transport for the army's assault troops, as its high Armour Value allows it to withstand the many short-ranged anti-tank weapons that are likely to target it.

Skimmers such as this Land Speeder can fly over terrain that would slow other units, making it ideal for outflanking isolated enemy squads.

Terminators are great all-rounders in a cityfight. They can unleash a withering hail of fire as they close on the enemy, survive a great amount of enemy shooting as they cross open streets, and go toe-to-toe with all but the most specialised enemy close combat troops.

Flamers have been taken in preference to other special weapons, as these are ideal for flushing enemy troops out of the ruins.

MODELLING DETAILS

Shown here are a few modelling projects that will add a whole new layer of detail to any city. They use spare parts from the various Citadel kits available, combined with polystyrene and gravel to model the bases.

Tank traps and spare building parts can be combined on a base.

The Gothic Ruins and a few battlefield accessories can be used to create evocative rubble piles.

MLXII LXXII

236

Lamp-posts, buttresses, and lamps from the City Ruins kits were combined to create this simple converted signpost and streetlight.

Plastic rod has been used as the stakes to which the barbed wire is attached.

HOW TO MAKE RUBBLE

Piles of polystyrene, with extra bits of buildings, plastic parts and slate can be used to make rubble. Sand and gravel is used to fill in any gaps.

CITYFIGHTING STRATAGEMS

Cityfighting stratagems represent such things as special terrain pieces, items of wargear or mission special rules. These cunning tactics and dirty tricks add an entirely new aspect to Warhammer 40,000 battles. Stratagems can be represented on the table by simple written notes, or even specially converted models.

A number of stratagems are chosen by each player, who declares their use before the game begins. They take effect just before or during the game.

CHOOSING STRATAGEMS

Cityfighting stratagems are chosen from the list below before the game begins. They do not cost any points.

You may choose a number of stratagems dependent on the level of game you are playing (see the Organising a Cityfight chapter for details of game levels). Each stratagem may only be chosen once.

As stratagems cost no points, it is perfectly possible to use them without planning ahead. You might decide when writing your army list which stratagems you will use, or you might only choose them at the last minute as they are declared – the choice is entirely your own.

Mission Level	Stratagems
Alpha	1
Gamma	2
Omega	3

STRATAGEMS

Stratagems fall into one of five categories, which dictate how they are played.

KEY BUILDING STRATAGEMS
- Ammunition Store
- Command Centre
- Fuel Dump
- Observation Point
- Power Generator
- Medicae Facility
- Sacred Ground

DIRTY TRICKS STRATAGEMS
- Booby Traps
- Demolition
- Fortifications
- Master Snipers
- Preliminary Bombardment
- Plunging Fire

OBSTACLES STRATAGEMS
- Barricades
- Razor Wire
- Tank Traps

DEPLOYMENT STRATAGEMS
- Deep Strike
- Infiltrators
- Sewer Rats

ARMOURY STRATAGEMS
- Combat Engineers
- Rappelling Lines
- Siege Shells
- Wrecker

DECLARING STRATAGEMS

Stratagems are declared during the Set-up phase of the game. Having determined deployment zones, both players roll a D6. The player that rolls highest chooses whether to declare first or second. Both players take it in turns to declare the use of a stratagem, placing any appropriate markers or terrain pieces on the table as they do so, or indicating which unit or units a stratagem relates to, if applicable.

REPRESENTING STRATAGEMS

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

Players are encouraged to imagine how they might represent stratagems in line with the background of their own army. What passes for a command centre for a Tyranid army would be very different to one used by the Imperial Guard for example. You'll find plenty of advice on pages 66 to 69.

KEY BUILDING STRATAGEMS

Many ruined structures continue to serve a specific function, from power distribution nodes to sophisticated command bunkers. The Key Building stratagems each upgrade a city ruin with a special rule which will benefit nearby friendly troops. Details of the universal special rules can be found on page 74 of the main rulebook.

The following rules apply to all Key Building stratagems:

- A Key Building stratagem is played on any city ruin on the table.

- Only one Key Building stratagem may be played on each city ruin.

- A key building may only be used once per turn.

- The effects of a key building apply to a single infantry unit with at least one model either within it, or within a set distance of it, as stated in the description.

- A unit may benefit from the effects of only one key building per turn.

- Key buildings only benefit the owning army — captured key buildings confer no benefit to enemy models.

Ammunition Store Stratagem

Crates of ammunition are stacked within the building, ready to be distributed to nearby warriors. A unit with ready access to such a stash is able to fire with wanton abandon, relaxing fire discipline and unleashing a withering hail of bullets at their enemy.

- The ammunition store is used in the owning player's Shooting phase.

- A unit within the city ruin may re-roll any failed To Hit rolls.

Command Centre Stratagem

This might be a communications node attached to the upper storeys of a building, or a cogitator bank that aids the control of nearby friendly forces.

This stratagem has two effects, only one of which may be used in any given turn.

- The command centre grants a unit within 12" the Counter-Attack universal special rule.

OR

- The command centre allows a unit within 24" to automatically pass a Target Priority roll.

Fuel Dump Stratagem

Many cities are host to extensive fuel production, distribution and storage networks. These may be used by troops equipped with flame weapons, who connect these straight to the pipelines and unleash a torrent of high pressure, searing chemical death upon their foes.

- A unit within 6" of the city ruin may add 1 to the Strength of any template weapons.

Medicae Facility Stratagem

The building contains medical supplies, auto-med systems, stim dispensers, healing balms or other stores useful for patching up wounded warriors sufficiently for them to get back into action.

- The medicae facility grants a unit within the city ruin the Feel No Pain universal special rule.

Power Generator Stratagem

Many races provide their forces with prefabricated power sources, or they patch into existing conduits found amidst the ruins. These are used to drive autoloaders and power feeds to their maximum capacity, or to overcharge laser-based weaponry, allowing all types of weapons to sustain a prodigious rate of fire.

- The power generator is used in the owning player's Shooting phase.

- A single unit within the city ruin may re-roll any failed To Wound rolls.

Observation Point Stratagem

Warriors might tap into security observation networks or servitors built into wall points, designed to provide a means of monitoring the populace. Other races make use of cunningly hidden scouts to pass on information to friendly units regarding the position of their enemies.

- The observation point grants a unit within 12" the Night Vision/Acute Senses universal special rule.

Sacred Ground Stratagem

Every race has some reason, and means, for marking an area of ground as especially significant. It may be blessed by the Ecclesiarchy, marked with the spoor of the Hive Mind or home to a pile of junk particularly favoured by an Ork Mek.

- Sacred ground grants a unit within the city ruin the Stubborn universal special rule.

DIRTY TRICKS STRATAGEMS

Troops engaged in a cityfight soon become grizzled veterans, streetwise and wily masters of their environment. Dirty tricks stratagems offer a wide range of tactics and strategies, from planting deadly booby traps to blowing up entire buildings.

> Each Dirty Tricks stratagem has its own special rules, detailed in its entry below.

Booby Traps Stratagem

Urban combat is a notoriously dirty business. The close confines of a cityfight allows troops to place all manner of deadly devices in the path of attackers, most of which are never detected before being set off. These take a wide variety of forms, from the crudely improvised and (to them) highly amusing devices placed by Orks, to the automated sentry drones placed by the Tau.

- D3+3 booby trap markers may be placed in any city ruins or obstacles (see the Obstacles stratagem) on the table not within the enemy's deployment zone.

- Should the city ruin or obstacle in which the marker is placed be removed or destroyed, the marker itself is lost along with it.

- The player controlling the booby trap may choose to trigger it when any enemy model or unit moves through the city ruin level, or an obstacle in which it is placed. Roll a D6: on a 4+, the booby trap is triggered. On any other result it is removed as a dud. The owner of the target unit chooses a single model, which takes a Strength 8 hit, at AP 2, with no Cover Save allowed. Booby traps only work once, so remove the counter once the attack has been made. Vehicles hit take the damage against their front armour.

Demolition Stratagem

Those races skilled in combat engineering may choose to demolish or undermine important structures. Such a tactic is risky, as it will preclude the use of the building by friendly troops, but there remain many situations that are best resolved through the use of high explosives.

- The Demolition stratagem is declared during the Deployment phase as normal, but its target is kept secret until the stratagem is actually used. The target can be any city ruin not in the opponent's deployment zone.

- The player writes down the target city ruin, and the turn in which the demolition will occur. This is kept secret, to be revealed when that turn arrives.

- In the player's own Shooting phase of the nominated turn, roll a D6. On a 1, the device is a dud and does not explode. On any other result, the city ruin is destroyed, as described under 'Destroying City Ruins'.

Fortifications Stratagem

Although the ruined cityscape affords plenty of hard cover, many armies will take the opportunity to fortify buildings in areas they control. Such fortifications vary from simple flak board panels nailed over windows, to extensive works of sandbags and armour plating.

- The Fortifications stratagem may be played upon a single city ruin in the player's deployment zone. This may be a key building.

- A fortified city ruin has its Cover Save increased by +1.

- Models within a fortified city ruin ignore the effects of enemy grenades for the purposes of determining Initiative in an assault.

DANGEROUS CITY RUINS

These are city ruins verging on total collapse and they are extremely perilous to troops, who may be crushed by falling masonry or fall through unstable floors. There are a number of ways in which a city ruin may become a dangerous city ruin in the game. These include attacking it with a wrecker or pounding the entire warzone with a preliminary bombardment.

In addition to the rules that apply to city ruins, the following rules are applicable to dangerous city ruins.

- A dangerous city ruin is dangerous terrain to all models, as described in the Terrain section of the Warhammer 40,000 rulebook.

- Vehicles roll an additional Dangerous Terrain dice when passing through a dangerous city ruin. For example, if a Rhino were travelling at 12" through a dangerous city ruin, three Dangerous Terrain dice would be rolled. If a single 1 were rolled, the vehicle would be immobilised. If two (or more) were rolled, the vehicle would be destroyed.

Master Snipers Stratagem

Ruined cities are the natural hunting grounds of snipers, and the most skilled of marksmen are highly valued for their ability to take out enemy taking cover in the dense terrain.

The Master Snipers stratagem is applied to all units equipped with one or more weapons with the Sniper Weapons rule.

- No Cover Saves are possible against shots fired with these weapons.

Plunging Fire Stratagem

Troops experienced in cityfighting know that high ground affords numerous positions from which they can gain a commanding view of the battlefield.

- Any troops in the army may use the Plunging Fire stratagem. Doing so will inflict a -1 Cover Save modifier on any target within 18", so long as it is on a lower level than the firer.

- If the target is a non-skimmer vehicle and is an obscured target, it will only count as such on a D6 roll of 6, rather than the normal 4+.

Preliminary Bombardment Stratagem

Artillery is used to pound enemy positions prior to an assault, forcing the enemy to keep their heads down at the time they need to be most on guard. It often causes further damage to buildings, making them dangerous places in which to take shelter.

Details of the preliminary bombardment are to be found in the Battle Missions section of the Warhammer 40,000 rulebook. The following additional rule applies:

- If a unit is struck whilst sheltering in a city ruin, roll D6. On a result of 4+, the ruin becomes a dangerous city ruin.

DESTROYING CITY RUINS

There are many reasons a city ruin might be entirely destroyed, from being undermined, bombed from orbit or having large quantities of high explosive placed within it. The option to collapse a city ruin mid-game is provided for the more destructive players who love nothing more than blowing stuff up!

In game terms, there are several ways in which a city ruin might be destroyed. As with dangerous city ruins, these all involve the use of specific stratagems.

When a city ruin is destroyed, it collapses immediately. The terrain piece should be removed, and replaced with a suitably modelled area of rubble. The rubble is Size 3 area terrain for the rest of the game, due to the clouds of smoke thrown up by the demolition.

- Roll a D6 for every non-vehicle model within the city ruin when it is destroyed, including those engaged in assault. On a D6 roll of 4+, the model takes a wound with Armour Saves allowed.

- Unless locked in an assault, all non-vehicle survivors of the city ruin's destruction are immediately entangled. This is the same as being pinned, and applies whether or not the unit is ordinarily immune to pinning.

- Vehicles caught within the city ruin when it is destroyed take a glancing hit.

- Unless locked in an assault, all surviving vehicles immediately suffer a Stunned result, in addition to any other damage taken.

- Any assaults taking place when the ruin collapses continue as normal, the warriors locked in a bitter struggle to the death amidst the fallen debris.

ARMOURY STRATAGEMS

Many units become adept at cityfighting and are equipped with a staggering array of specialised equipment – Space Marine siege veterans, specially bred Tyranid mutants and Ork Kombat Sappaz to name a few. Armoury stratagems introduce items that may be taken by units, characters or vehicles in your army.

Each Armoury stratagem represents special equipment, much like wargear. Note down on your army list and make it clear to your opponent which units are affected.

Combat Engineers Stratagem

Whether for a single operation or for an extended campaign, the army has been issued with specialised wargear ranging from simple wire cutters to smoke grenades. They are expected to lead the assault upon the enemy's strong points, whatever the cost.

This stratagem provides a means of equipping your army with a wide range of combat engineering equipment. This confers all of the rules listed below, regardless of how individual models are equipped.

All Infantry models are equipped as combat engineers. All of the following rules apply, unless the unit is falling back:

- When assaulting enemy defending a Fortified city ruin (see the Fortifications stratagem), models equipped with breaching charges fight with Initiative 10, so they strike blows simultaneously with the defenders. The fortification's effects are then lost for the remainder of the game.

- Wire cutters allow any length of razor wire (see later) the unit moves through to be removed on a D6 roll of 4+.

- Smoke grenades (or their equivalent, such as Tyranid sporefog or Ork fungus clouds) can be used by each unit once per game, instead of firing any weapons in the Shooting phase. When used, they confer a 5+ Cover Save until the start of the unit's next turn. The Plunging Fire stratagem does not modify Cover Saves granted by smoke grenades. The unit does not count as occupying cover should it be assaulted.

- Jammers mean the unit only triggers enemy booby traps (see later) on a D6 roll of 6, rather than the normal 4+. On any other result, the booby trap is a dud. See the Booby Traps stratagem for details.

Rappelling Lines Stratagem

Vehicles that can hover above the hazardous city ruins are often used to move troops quickly around the warzone. Some are fitted with special lines, allowing transported troops to dismount directly over their target.

All of your skimmer transport vehicles are equipped with rappelling lines.

- The skimmer may disembark troops directly onto the highest level of a city ruin. Each model disembarking must make a Dangerous Terrain test as it does so.

Siege Shells Stratagem

Siege shells are massive munitions packed with the most potent explosives known to the 41st millennium. They are used not for clearing buildings of troops, but for clearing cities of buildings!

All of your tanks already armed with a Strength 10 ordnance blast weapon are equipped with siege shells in addition to their normal ammunition.

- A siege shell's use is declared before firing. It fires with the following profile:

Range	Str	AP	Type
18"	10	-	Ordnance 1; Blast

- Should the hole in the centre of the marker land within a city ruin, the ruin will become a dangerous city ruin on a D6 roll of 4+. If the ruin is already dangerous, it will be destroyed on a D6 roll of 4+. Siege shells need not target enemy models – the ruin itself may be the target.

Wrecker Stratagem

Some vehicles are fitted with devices that enable them to better negotiate the city environment, from wrecking balls and enormous drills to sophisticated lascutters. Xenos beasts such as the Tyranid Carnifex sport all manner of mighty appendages capable of similar levels of destruction.

All of your Monstrous Creatures and all models armed with Dreadnought close combat weapons are equipped with wreckers.

- A wrecker-equipped unit that moves into contact with an obstacle may remove it from play on a D6 roll of 4+. It may cause a city ruin it moves into contact with to become a dangerous ruin on a roll of 4+, and a dangerous ruin to be destroyed on a 4+. The unit may not shoot or launch an assault on a turn in which the wrecker is used.

Modelling Armoury Stratagems

These stratagems generally interact only with rules found in this book (such as city ruins), so if you do choose to model these items, they can be ignored or treated as something else in conventional games. You could model a unit with smoke grenades, and simply ignore these in normal games, or you could model a wrecker onto a Dreadnought, simply counting this as a Dreadnought close combat weapon in normal games.

OBSTACLES STRATAGEMS

Given sufficient time and resources an army might place barricades, razor wire or tank traps to hamper the movement of the enemy. Obstacles stratagems allow you to place additional terrain on the table, which may severely hamper the movement of enemy forces, or provide additional cover for your own warriors.

The following rules apply to all Obstacles stratagems:

- Obstacles can be placed anywhere on the table.

- There are three types of obstacle: razor wire, tank traps and barricades. The player gets D3+3 of whichever type is chosen, and each is up to 6" long.

Barricades Stratagem

The wider, more open spaces of a city, such as its plazas and main thoroughfares may be defended by hastily thrown together barricades, troops clustered behind them to repel the enemy.

- Barricades provide a 4+ Cover Save.

- Barricades are difficult terrain.

- Barricades are difficult ground for all vehicles apart from skimmers, but are removed if passed through by a non-skimmer vehicle.

Razor Wire Stratagem

Many urban warzones are threaded with endless miles of flesh-stripping razor wire. Vital buildings in particular are likely to be surrounded by deep belts of wire, the better to keep assaulting enemy infantry at bay.

- Razor wire is difficult terrain for all non-vehicle models. Vehicles can drive over razor wire with no effect.

Tank Traps Stratagem

Crew of armoured vehicles dread entering the dense terrain of an urban warzone above all else, for enemy tank hunters wait in ambush at every turn. Tank traps are used to slow armoured vehicles further, forcing them into ambushes and blocking off entire sectors.

- Tank traps are impassable to all vehicles except skimmers.

- They do not affect non-vehicle movement, but provide a 5+ Cover Save for non-vehicle models sheltering behind them.

DEPLOYMENT STRATAGEMS

Many troops go to battle by unusual means, some teleporting from orbiting spacecraft, others sneaking forward under cover – some even crawl through sewers and pipes. Deployment stratagems are alternative methods by which troops may enter the battlefield.

Playing such a stratagem adds an additional mission special rule to the game being played, allowing you to tailor the way you deploy your army according to your own favourite tactics.

Deep Strike Stratagem

It is a bold commander indeed who will risk dropping or teleporting troops directly into the dense terrain of a city. Desperate times, however, often call for desperate measures.

- By playing this stratagem, any units with the Deep Strike special rule are able to deploy accordingly. Note that units which are always allowed to deep strike, whether the mission allows it or not, need not choose this stratagem in order to deep strike.

- If you wish to use this option then the units in question begin the game in reserve – it does not matter whether

the Reserves special rule is in force for the mission. Roll for arrival of these units as specified in the Reserves rules.

- Details of the Deep Strike rule can be found in the Warhammer 40,000 rulebook.

Infiltrate Stratagem

Many troops specialise in sneaking forward to penetrate enemy lines. Many armies possess a cadre of streetwise troops able to utilise the dense terrain to gain a favourable position prior to the battle's commencement.

- By playing this stratagem, any units with the Infiltrate special rule are able to deploy accordingly. Note that units that are always allowed to infiltrate whether the mission allows it or not, need not choose this stratagem in order to infiltrate.

- Details of the Infiltrators rule can be found in the Warhammer 40,000 rulebook.

Sewer Rats Stratagem

Some warriors are able to move around a city by quite extraordinary means, squeezing through impossibly small spaces, down ruptured pipes or stalking along overhead crawlways. One of the most effective means of getting behind the enemy's lines is to creep through the city's sewer network, to strike unexpectedly through street level access points.

- This stratagem is used in conjunction with the Reserves mission special rule, and allows any friendly Infantry units without a transport vehicle to be held in reserve.

- During the playing of stratagems, D3+3 sewer markers are placed anywhere on the table at ground level. These represent sewer hatches, ruptured pipes and the like.

- When the reserves become available, they may move onto the table via any sewer marker as if it were a table edge, so long as no enemy models are within 1" of it. They may not launch an assault on the turn they arrive.

- Should only one player take this stratagem then only that player will be able to deploy models via the access points. If both take it, then both may use any access point on the table.

- If more reserve units become available than there are sewer markers from which they can deploy, they are not deployed that turn. Roll for each unit again next turn.

- Only one unit may deploy from each sewer marker per player turn.

I AM NOT ASKING FOR BLOOD. I CAN TAKE YOUR BLOOD. I AM ASKING FOR SOULS. ONLY YOU CAN GIVE ME YOUR SOULS.

CITYFIGHTING MISSIONS

The five Cityfighting missions are presented in the same format as those in the main Warhammer 40,000 rulebook. Every mission uses the Cityfighting Stratagems (pages 33-40) as well as the terms defined below. Descriptions of the mission special rules follow on pages 45-46.

OCCUPYING A CITY RUIN

Many of the missions presented in this section refer to 'occupying' a city ruin. A city ruin is occupied if one or more Scoring Units have the majority of their models within the city ruin, and no enemy Scoring Units can claim likewise.

A city ruin that has been destroyed may still be occupied.

SCORING UNITS

What constitutes a Scoring Unit is detailed in the Cityfighting Victory Points table on page 46. The table is the same as the one used in a conventional game of Warhammer 40,000, with one exception. Non-vehicle units only cease to be Scoring Units when reduced to below 25% of their starting strength, as opposed to the usual 50%. Cityfighting is a dirty business, fought to the bitter end!

1. FIRESWEEP

Both sides are moving forward to occupy as much of the city as possible, conducting a room to room, building to building and street to street sweep, when they run into each other. Each force must attempt to claim as many buildings as possible, clearing the enemy from the area as they advance.

OBJECTIVE: PLANT THE FLAG

Both forces are seeking to clear the enemy from this sector. This is achieved through occupying city ruins. When a city ruin is occupied, the unit doing so 'plants the flag' in that city ruin, and may move off to do so in more city ruins. The 'flag' remains until an enemy Scoring Unit occupies the ruin, at which point it plants its own flag instead.

At all levels of mission, the player with the most flags planted at the end of the game wins.

SCENARIO SPECIAL RULES

Alpha: Cityfighting Stratagems

Gamma: Cityfighting Stratagems, Dusk & Dawn.

Omega: Cityfighting Stratagems, Dusk & Dawn, Random Game Length.

SET-UP

1 Divide the table into four quarters. Both players roll a dice; the player with the highest score picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 Declare the use of stratagems, as detailed in the Cityfighting Stratagems chapter.

3 Starting with the player that scored the lowest, the players take it in turns, deploying a unit at a time until both armies are fully deployed. Units are deployed in the following order: Troops, Heavy Support, Elites, HQ, Fast Attack. No unit can be deployed within 18" of the enemy or within 12" of the centre of the table at the start of the game.

4 Roll a D6. The player with the highest score may choose whether to go first or second.

GAME LENGTH: The game lasts for 6 turns. An Omega game may last longer.

2. HIGH GROUND

A strategically vital building dominates an area of the city. Each side is determined to capture the building once and for all, and battle erupts as they converge upon it.

OBJECTIVE: CAPTURE VITAL BUILDING

Both players are seeking to capture the strategically vital building. This is the first building placed during terrain set-up. The player with a unit occupying this building at the end of the game is the winner. If neither side has units occupying the building at the end of the game, the game is a draw.

SCENARIO SPECIAL RULES

Alpha: Cityfighting Stratagems

Gamma: Cityfighting Stratagems, Dusk & Dawn.

Omega: Cityfighting Stratagems, Dusk & Dawn, Random Game Length.

SET-UP

1 Divide the table into four quarters. Both players roll a dice; the player with the highest score picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 Declare the use of stratagems, as detailed in the Cityfighting Stratagems chapter.

3 Starting with the player that scored the lowest, the players take it in turns, deploying a unit at a time until both armies are fully deployed. Units are deployed in the following order: Troops, Heavy Support, Elites, HQ, Fast Attack. No unit can be deployed within 18" of the enemy or within 12" of the centre of the table at the start of the game.

4 Roll a D6. The player with the highest score may choose whether to go first or second.

GAME LENGTH: The game lasts for 6 turns. An Omega game may last longer.

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3. DOMINATION

Both forces are attempting to dominate this sector of the city by sheer weight of numbers and raw firepower. Only when all buildings are securely held can the process of driving the enemy out, once and for all, begin.

OBJECTIVE: HOLD OUT

Each side is attempting to clear the enemy out of nearby buildings, and to hold them against possible counter-attack. The player occupying the most city ruins at the end of the game is the winner.

SCENARIO SPECIAL RULES

Alpha: Cityfighting Stratagems

Gamma: Cityfighting Stratagems, Dusk & Dawn.

Omega: Cityfighting Stratagems, Dusk & Dawn, Random Game Length.

GAME LENGTH: The game lasts for 6 turns. An Omega game may last longer.

SET-UP

1 Divide the table into four quarters. Both players roll a dice, highest score picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 Declare the use of stratagems, as detailed in the Cityfighting Stratagems chapter.

3 Starting with the player that scored the lowest, the players take it in turns, deploying a unit at a time until both armies are fully deployed. Units are deployed in the following order: Troops, Heavy Support, Elites, HQ, Fast Attack. No unit can be deployed within 18" of the enemy or within 12" of the centre of the table at the start of the game.

4 Roll a D6. The player with the highest score may choose whether to go first or second.

4. MAXIMUM ATTRITION

Both forces have massed sufficient numbers to launch an all-out attack against the other, seeking nothing less than the total annihilation of the enemy, no matter the cost.

OBJECTIVE: ANNIHILATION

Victory Points are used to determine the winner. See the Victory Points special rule for details.

SCENARIO SPECIAL RULES

Alpha: Cityfighting Stratagems, Victory Points.

Gamma: Cityfighting Stratagems, Dusk & Dawn, Victory Points.

Omega: Cityfighting Stratagems, Dusk & Dawn, Random Game Length, Victory Points.

GAME LENGTH: The game lasts for 6 turns. An Omega game may last longer.

SET-UP

1 Divide the table into four quarters. Both players roll a dice, highest score picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 Declare the use of stratagems, as detailed in the Cityfighting Stratagems chapter.

3 Starting with the player that scored the lowest, the players take it in turns, deploying a unit at a time until both armies are fully deployed. Units are deployed in the following order: Troops, Heavy Support, Elites, HQ, Fast Attack. No unit can be deployed within 18" of the enemy or within 12" of the centre of the table at the start of the game.

4 Roll a D6. The player with the highest score may choose whether to go first or second.

5. URBAN ASSAULT

Both forces are launching their assault upon their foes' strongpoint, but must spare sufficient warriors to defend their own, lest they lose more ground than they gain!

OBJECTIVE: ENEMY POSITIONS

Both players must attempt to get units into the enemy's defended building (see the Set-Up instructions).

At the end of the game, the player occupying the building the enemy choose to defend is the winner. If neither or both side can occupy the enemy building then the game is a draw.

SCENARIO SPECIAL RULES

Alpha: Cityfighting Stratagems

Gamma: Cityfighting Stratagems, Dusk & Dawn.

Omega: Cityfighting Stratagems, Dusk & Dawn, Random Game Length.

GAME LENGTH: The game lasts for 6 turns. An Omega game may last longer.

SET-UP

1 Divide the table into four quarters. Both players roll a dice, highest score picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 Declare the use of stratagems, as detailed in the Cityfighting Stratagems chapter.

3 The player that rolled highest in Step 1 chooses a single city ruin to defend, anywhere outside of the enemy deployment zone. Their opponent then chooses a city ruin he will defend, anywhere outside of the enemy deployment zone.

4 Starting with the player that scored the lowest, the players take it in turns, deploying a unit at a time until both armies are fully deployed. Units are deployed in the following order: Troops, Heavy Support, Elites, HQ, Fast Attack. No unit can be deployed within 18" of the enemy or within 12" of the centre of the table at the start of the game.

5 Roll a D6. The player with the highest score may choose whether to go first or second.

CITYFIGHTING STRATAGEMS

A single stratagem is available in an Alpha-level game, two at Gamma-level, and three at Omega-level. See the Cityfighting Stratagems chapter for more information.

DUSK & DAWN

Sometimes a battle may start before first light, or so late that dusk falls before an advantage is gained. After deployment, but before determining who has the first turn, roll a D6. On a 1, the battle starts before dawn and the Night Fighting rules are used on Turn 1. On a roll of 6, the battle starts at dusk and the Night Fighting rules are used on Turn 6 and any subsequent turns.

NIGHT FIGHTING

Many cityfights are fought at night, when the screening effects of the dense terrain can be multiplied to an attacker's advantage and those few open lines of sight are limited still further. After selecting a target, but before a unit fires, a check needs to be made to see if the firers can see their target through the darkness. Roll 2D6 and multiply the result by 3, rolling once per unit. This is the maximum range that any non-barrage weapon can be fired. If the shooters have selected a target beyond this range they lose the right to fire, as they search the darkness for a target that never appears.

Normal barrage and ordnance barrage weapons may fire at unseen targets, but if they do, they add an extra D6 to the distance scattered.

RANDOM GAME LENGTH

At the end of the mission's stated number of turns, roll a D6. On a 4, 5 or 6 a further turn is played. Repeat this process at the end of every turn until either a 1, 2 or 3 is rolled, or three extra turns are played. If it is dark on Turn 6, it remains dark for these extra game turns.

RESERVES

Reserves are forces in the same sector as the troops on the battlefield who can be called in to reinforce them at relatively short notice. Units in reserve are not deployed at the start of the battle, but will become available in later turns of the game. Each selection from the Force Organisation chart is rolled for separately at the start of the player's turn.

Reserves table				
	Turn 1	Turn 2	Turn 3	Turn 4+
Unit arrives:	N/A	4+	3+	2+

A unit held in reserve must be deployed as soon as it becomes available. They might be deployed via Deep Strike, the Sewer Rats stratagem or, in the case of the special Cityfighting missions in the last chapter of this book, it may be via a specified table edge. If a unit has a transport attached, make a single roll for both together, though the passengers do not have to arrive mounted in the transport.

Note: You must roll for reserves as soon as possible and must bring them onto the table as soon as they are available. You may not delay making the dice rolls or keep the reserves hanging around off-table until you decide you need them!

CITYFIGHTING VICTORY POINTS TABLE

UNIT TYPE	CONDITION AT THE END OF THE GAME	DOES THE UNIT COUNT AS A SCORING UNIT?	HOW MANY VPS DOES OPPONENT GET?
Non-vehicle unit*	At least 25% strength	Yes	None
	Less than 25% strength	No	1/2 points value
	Destroyed, off-table or Falling Back	No	Full points value
Vehicle	Mobile	Yes	None
	Immobile	No	1/2 points value
	Wrecked, Exploded or Annihilated	No	Full points value
Dedicated Transport vehicle	Mobile	No	None
	Immobile	No	1/2 points value
	Wrecked, Exploded or Annihilated	No	Full points value
Vehicle squadron	At least 50% mobile	Yes	None
	Less than 50% mobile	No	1/2 points value
	All Wrecked, Exploded or Annihilated	No	Full points value
Independent character**	Unwounded	No	None
	Wounded	No	1/2 points value
	Dead, off-table or Falling Back	No	Full points value
Artillery unit	At least 50% strength	Yes	None
	Less than 50% strength or all guns destroyed	No	1/2 points value
	Destroyed, off-table or Falling Back	No	Full points value

*Note: If any non-vehicle units include multi-Wound models, count wounds not models to see if a unit is above/below 50% strength.

**An independent character always uses this line regardless of his unit type.

VICTORY POINTS

The Maximum Attrition mission is decided by Victory Points. Victory Points are gained first by damaging and destroying enemy units. A unit is worth as many Victory Points as its points cost. In addition, Victory Points are scored to the points value of each Scoring Unit you have left at the end of the game. This means that you must destroy as many of the enemy as possible, while avoiding heavy losses yourself. Sometimes merely damaging a unit will be adequate to score some Victory Points. See the Cityfighting Victory Points table to see what you score for inflicting casualties in the enemy.

Note that non-vehicle units must be reduced to 25% of their strength to gain half points.

Units With Distinct Elements

Some units consist of parts that deploy and operate separately, such as a squad of Space Marines and their Rhino transport vehicle, a Brood of Zoanthropes or an Imperial Guard Infantry platoon. Treat each element separately for Victory Points purposes. The same approach is taken when an independent character has a Command squad or retinue in a transport. Each element is a separate entity when calculating Victory Points. Thus a Space Marine Chaplain with Command squad in a Rhino would be an independent character, a unit of Space Marines and a vehicle unit.

Margin of Victory

After playing an Omega-level battle, players may like to compare Victory Point totals, not just to see who won, but also to work out exactly how convincingly they won! The Margin of Victory chart on page 86 of the main rulebook gives results such as Solid Victory or Victorious Slaughter, depending on the points limit for the game.

SPECIAL MISSIONS

This section presents a collection of specialist Cityfighting missions. These are intended to complement the standard Cityfighting missions presented earlier in the book, providing additional detail, unusual situations, narrative detail and a deeper gaming challenge.

The advantage of a setting as diverse as Cities of Death is that it presents a wide range of very specific tactical challenges. The standard Cityfighting missions are a set of balanced 'encounter' games, with both armies starting the battle in essentially the same tactical situation. However, the nature of futuristic urban combat suggests many more evocative scenarios which are worth expanding upon.

The following missions present unusual set-ups, ranging from simple attack/defence scenarios, to a mission that uses an entirely new Force Organisation chart. The section is rounded off with some further ideas for designing your own special missions – something all players are encouraged to try.

SPECIAL MISSION LEVELS

These missions may be played at Alpha, Gamma or Omega level, and set up according to the instructions given at the beginning of the book. Players are encouraged to set up terrain with the emphasis on creating an evocative set-up over which both players will enjoy fighting the mission. Stratagems are chosen as appropriate to the game level.

THE GAUNTLET

The attacker's forces have been cut off and surrounded. Rather than stay and fight they decide to break out before the defender can tighten the noose. The opposing side must try to prevent them slipping away.

MISSION OBJECTIVE

The attacker must get as many units off the board as he can, via the exit point. If he manages to get half or more of the units in his force off the table via any point on the table edge within 6" of his exit point, then he wins. A unit with any survivors or a damaged vehicle still counts towards this.

If the attacker does not manage this, then the defender wins.

SCENARIO SPECIAL RULES

Cityfighting Stratagems, Dusk & Dawn, Random Game Length, Reserves.

RESERVES: When available, the attacker's reserves move on from any point on the board edge within 6" of his entry point. The defender's reserves move on from any point along their own board edge.

SET-UP

1 Decide which player is to be the attacker and which the defender. Alternatively, make a Strategy roll-off, with the winner deciding whether to attack or defend.

2 The defender chooses a long table edge. The attacker's table edge is the opposite edge.

3 The defender sets up their entire army along their table edge, up to 6" in. All Fast Attack and Elites units are held in reserve.

4 The attacker declares an entry point along his table edge, and an exit point on the defender's table edge.

5 The attacker gets the first turn, moving as much of his army as he chooses onto the board from any point on the table edge within 6" of his entry point. He may leave any units he wishes in reserve.

TOTAL DEVASTATION

A single city ruin in this city sector is being used as a safe house and strong point for the defender's senior leaders. The attacker is under orders to destroy this haven, and is prepared to flatten the entire block to do so.

MISSION OBJECTIVE

The attacker must destroy as many buildings as possible, in an effort to flatten the defender's safe house. The defender secretly nominates a single city ruin as his safe house, writing this down in secret once all terrain is placed. The attacker must destroy this in order to win the game. If the safe house has not been totally destroyed by the end of the game, the defender wins.

For this specialist mission, the attacker is allowed to take more than one of the Demolition stratagem. This is because it is assumed the attacking forces are specialised combat engineers.

In addition, the defender may fortify as many city ruins on the table as he has models to represent, without counting this against his own Cityfighting stratagems total.

SCENARIO SPECIAL RULES

Cityfighting Stratagems, Dusk & Dawn, Random Game Length.

SET-UP

1 Decide which player is to be the attacker and which the defender. Alternatively, make a Strategy roll-off, with the winner deciding whether to attack or defend.

2 Divide the table into four quarters. Both players roll a dice; the highest scorer picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.

3 Starting with the player that scored the lowest, the players take it in turns, deploying a unit at a time until both armies are fully deployed. Units are deployed in the following order: Troops, Heavy Support, Elites, HQ, Fast Attack. No unit can be deployed within 18" of the enemy or within 6" of the centre of the table at the start of the game.

4 Roll a D6. The player with the highest score may choose whether to go first or second.

RELIEF FORCE

A unit occupying a vital building has been cut off and isolated. A relief force has been sent to save it before the enemy capture the building once and for all.

MISSION OBJECTIVE

The attacker must capture the objective building in order to win the game. The attacker captures the building and wins the game immediately if they have a Scoring Unit in the objective building at the end of any of the defending side's turns, and there are no defending Scoring Units left in the building. If the attacker fails to capture the building by the end of the game then the defender wins.

The defender is allowed an additional Cityfighting stratagem which must be a key building of his choice. This stratagem is applied to the objective building, marking it out as a position worth defending.

SCENARIO SPECIAL RULES

Cityfighting Stratagems, Dusk & Dawn, Random Game Length, Reserves.

SET-UP

1 Decide which player is to be the attacker and which the defender. Alternatively, make a Strategy roll-off, with the winner deciding whether to attack or defend.

2 The defender picks a building within 12" of the table centre. This is the attacker's objective. The defender may place any Troops choices within the building or, in the case of vehicles, within 6" of it. All remaining units start the game in reserve.

3 Divide the table into quarters. The attacker chooses a quarter in which to deploy, and places his entire army in it. No unit may be deployed within 18" of a defending unit, or within 12" of the objective building.

4 Roll a D6. The player with the highest score may choose whether to go first or second.

RESERVES: When available, the attacker's reserves move on from either edge of their deployment zone. The defender's reserves enter from either edge of the opposite quarter.

GRAND ASSAULT

After weeks, months or even years of brutal conflict, the opportunity has arisen for one army to strike a decisive blow, either to push the invaders out of the city or alternatively to finally crush any resistance.

MISSION OBJECTIVE: PLANT THE FLAG

All the buildings in the defender's deployment zone begin the game with the defender's flags planted within them (see the Firesweep objective rules in the Organising a Cityfight section). To win the game, the attacker must plant his own flag in every such building. If the attacker does not claim all of these buildings at the end of the game, then the defender wins.

The assault has been planned for many weeks, and as such, the attacker gains a free preliminary bombardment, not counting this against his Cityfighting stratagems total.

SCENARIO SPECIAL RULES

Cityfighting Stratagems, Dusk & Dawn, Random Game Length, Reserves

SET-UP

1 Decide which player is to be the attacker and which the defender. Alternatively, make a Strategy roll-off, with the winner deciding whether to attack or defend.

2 Roll a D6. The winner may choose which of the long board edges to deploy on.

3 The attacker places his entire army within 6" of his table edge.

4 The defender places as much of his army within 24" of his table edge, at least 18" from enemy models. Any units not deployed may be kept in reserve.

5 The defender gets the first turn.

RESERVES: When available, the defender's reserves move on from their deployment zone board edge.

THUNDER RUN

The attacker aims to make a strategic advance into the city in order to demoralise the defenders and cause them to flee in disarray. He plans to achieve this by way of an imposing incursion along the city's main thoroughfare. Committing his heaviest units to such a mission is dangerous, however, for should the defenders prove uncowed they may be able to mount a counter-attack, perhaps striking a critical blow to the attacker's strength.

MISSION OBJECTIVE

The attacker must get as many of his units off the defender's board as he can. Add the points value of every unit the attacker gets off the table to his Victory Points total. Double the Victory Points awarded for destroying or damaging the attacker's units. The player with the highest Victory Points total wins the game. No Deployment stratagems may be used.

SCENARIO SPECIAL RULES

Cityfighting Stratagems, Dusk & Dawn, Victory Points, Random Game Length, Reserves.

RESERVES: When available, the defender's reserves move on from either long board edge.

SET-UP

1 Decide which player is to be the attacker and which the defender. Alternatively, make a Strategy roll-off, with the winner deciding whether to attack or defend.

2 Set up the table, ensuring that there is a road leading from the centre of one short table edge to the centre of the other.

3 The attacker chooses a short table edge as his deployment zone.

4 The defender sets up his entire army within 6" of either long table edge and not within the attacker's deployment zone. He may leave any units he wishes in reserve.

5 The attacker deploys his entire army within 12" of his short table edge.

6 The attacker gets the first turn.

THERE IS NOTHING SO WRETCHED OR HATED IN ALL THE WORLD AS A TRAITOR.

ALTERNATIVE FORCE ORGANISATION CHARTS

The standard Force Organisation chart is a useful tool to ensure both armies in a Cityfight standard mission start the game on an even footing. However, there are occasions when it is worth altering the composition of the chart, particularly in attack/defence set-ups or in especially unusual scenarios.

Below is an alternative Force Organisation chart that represents a small, elite attacking force making an assault upon a far more numerous, but inferior, defender. The following mission – Assassination – shows how such a chart can be used.

HIT AND FADE: ATTACKER

COMPULSORY	OPTIONAL	OPTIONAL
1 HQ 2 Elites 1 Fast Attack	1 HQ 4 Elites	2 Troops 2 Fast Attack

HIT AND FADE: DEFENDER

COMPULSORY	OPTIONAL	OPTIONAL
1 HQ 3 Troops	6 Troops 1 Elites	3 Heavy Support

ASSASSINATION

A small, fast-moving attacking force has infiltrated deep within enemy held territory and is seeking to destroy the enemy leadership before exfiltrating the battlezone.

MISSION OBJECTIVE

The attacker must destroy the defender's HQ unit, or cause it to fall back off the table. If this unit is a slot on the Force Organisation table that comprises multiple elements, then it is the single unit that defines the Headquarters choice as such that must be wiped out, such as the Command squad in an Imperial Guard Command platoon.

If the target HQ unit is destroyed then the player with the most Victory Points wins the game.

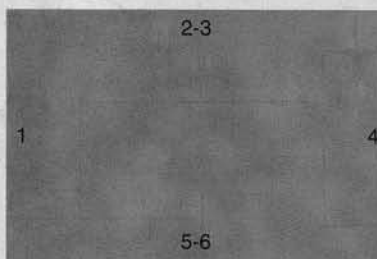If the target HQ unit is not destroyed, the defender wins, regardless of Victory Points.

The points value of each of the attacker's Scoring Units alive at the end of the game is added to his Victory Points total. Each attacking unit is worth twice its Victory Points value to the attacker.

This Cityfighting mission uses the Hit and Fade Force Organisation table presented above.

SCENARIO SPECIAL RULES

Cityfighting Stratagems, Dusk & Dawn, Victory Points, Random Game Length, Reserves.

SET-UP

1 Decide which player is to be the attacker and which the defender. Alternatively, make a Strategy roll-off, with the winner deciding whether to attack or defend.

2 The defender deploys all of his compulsory units, anywhere beyond 12" of any table edge. The remainder of his force is held in reserve.

3 The attacker deploys his Fast Attack and Elites units within 12" of any single board edge. The remainder of his army is held in reserve.

4 The attacker goes first

RESERVES: When available, the attacker's reserves move on from his deployment zone board edge. The defender's reserves enter play from a randomly determined board edge, rolling for each unit as it arrives.

DESIGNING NEW MISSIONS

The special missions represent just a small selection of those made possible by the Cities of Death setting. Many, many more can be imagined. This being the case, the remainder of this chapter presents some ideas for taking your gaming to the next level, by designing your own missions.

The simplest starting point is to take the Warhammer 40,000 standard missions, or the Cityfighting standard missions, and adjust them to fit your own needs. It is actually pretty easy to tweak a few of the basic variables found in each, instantly creating a new mission. Following are a number of 'tools' available to the budding mission designer.

Mission Special Rules

Simply altering which mission special rules are in use can make a big difference to any battle, but players should not feel restricted to those special rules presented in this book. The Warhammer 40,000 rulebook contains a number of special rules that can be used when designing your own Cityfighting missions, including Escalation, Concealment, Hidden Set-up, Sentries and Sustained Attack. A dawn raid upon an enemy building, guarded by weary sentries, for example, would make for a very characterful game.

Objectives

The standard missions included in the Warhammer 40,000 rulebook present a range of objectives. Only one of these is used in a Cityfighting standard mission – Annihilation. This leaves Table Quarters, Enemy Lines, Loot and Field of Battle up for grabs, and there is no reason these should not be considered when designing your own Cityfighting missions. Enemy Lines, for example, might be defined by an important street, perhaps one across which many bitter battles have raged back and forth. Loot could be imagined to represent valuable stores uncovered in the rubble.

An important note regarding objectives – four of the five standard Cityfighting missions have as their objective the capturing of one or more buildings. This is intended to focus the action in and around city ruins. When using objectives other than the capturing of such buildings, be clear on where you want the bulk of the action to take place. The four objectives mentioned above may take the action away from the ruins and out into the open. Of course, this might be exactly the effect you are after!

Set-up

All of the Cityfighting standard missions use the same method of setting up; ie, dividing the table into quadrants and placing the terrain centrally. This is done in order to focus the action in a very specific manner, distinguishing the setting from the main game of Warhammer 40,000. Requiring the armies to set up in opposite quarters limits their lines of fire, encouraging them to move forward towards the objective buildings. When it comes to designing your

own missions, however, altering the set-up will give you a very different game. The best games of Cityfight are battles in which the action is focussed within and around city ruins, so it is worth considering how your objectives and terrain set-up instructions will interact. Consider the types of deployment given in the Warhammer 40,000 rulebook – these range from deployment zones up to 12" in along the long table edges, to L-shaped zones at the corners, to rectangular zones in the centre of the table. All of these examples and more should be considered when designing your own Cityfighting mission. One type of set-up would be to place all of the buildings in one half of the table, with the objectives also in that half. Such a scenario would represent the attacker making an incursion into the outskirts of a city, fighting their way across an open no man's land.

NARRATIVE MISSIONS

A narrative mission is one in which the aim is more to tell a story than to engage in an entirely balanced, competitive match-up. Many players find this approach to gaming highly rewarding, and it is one which many veteran players enjoy long after the simple pleasures of crushing all comers has faded. A narrative mission seeks to tell a story, and the manner in which that story is told is actually more important than the end result. This does not mean, of course, that the players will not be playing to win – it wouldn't be much of a story if one side simply gave in – but the manner in which the game is won or lost is all.

A classic, if somewhat extreme, example of this type of mission is the infamous 'last stand'. History and fiction are replete with such battles. Cities of Death makes an ideal setting for such a scenario, perhaps representing a battle in which a small force is holed up in a fortified building whilst wave after wave of attackers are sent in to drive them out, whatever the cost in casualties. If you were to design a last stand mission you would need to ensure that the odds were stacked against the side making the last stand, and the fact that they are very likely to be wiped out to the last trooper is understood by all. What's important in such a mission is the account the defender gives of himself, how long he holds out, how many of the enemy he takes with him, etc. An added twist is to play the mission and then swap sides, seeing how long each player can hold out before his force is destroyed.

A less extreme example might be a mission in which one side is seeking to recover an object from the battlefield, much like the Rescue mission in the Warhammer 40,000 rulebook. Exactly what this object is could form part of the narrative – it could even play a direct part in the

game. Perhaps the setting is a governor's palace at the heart of a war-torn city, and the objective is to activate a distress beacon, thus summoning nearby reinforcements to the governor's aid.

HISTORICAL RE-FIGHTS
The Warhammer 40,000 background is jammed-full of tales of mighty heroes and nefarious villains. Any number of sources are just waiting to be plundered for inspiration when it comes to designing your own missions, including the Codex books, Black Library novels, White Dwarf articles and more. Many of these, such as Black Library's *Honour Guard* and *Necropolis,* heavily feature cityfights. The battles presented rarely, if ever, describe even match-ups between equal-sized armies. More likely, they feature small bands of heroes facing impossible odds, yet saving the day despite the enemy's best efforts. If you examine these events you'll see that the heroes invariably win not by inflicting overwhelming casualties upon their enemy, but by outwitting or simply escaping them. It is very easy, therefore, to design a mission in which one side is vastly outnumbered, but is aiming to achieve a relatively simple objective.

This book contains a number of examples of famous cityfights, all of which should provide ample inspiration for designing your own Cityfighting missions.

STRATAGEMS
When designing your own missions, you may find that certain stratagems suggest themselves as appropriate. Conversely, you might come to the conclusion that a player might ruin all your hard work by playing a stratagem that doesn't fit the background or the set-up.

Don't be afraid to play around with stratagems, defining which and/or how many either side can use. Furthermore, there is nothing to stop you inventing new stratagems, and they present a very useful way of introducing one-off special rules. You will notice that a number of the special missions allow players extra Cityfighting stratagems, such as the 'free' key building in the Relief Force mission. This principle could easily be extended to many other scenarios.

ATTACK/DEFENCE SET-UPS
One feature of many historical and fictional battles is that one side will be attacking, whilst the other is defending. Both the standard missions presented in the Warhammer 40,000 rulebook, and the standard Cityfighting missions presented in this book, are 'encounter' games, in which both sides start the game in a more or less identical tactical situation. With a little preparation, however, an attack/defence scenario can be devised. Such missions require that both players choose their armies with the role of attacker or defender in mind, and doing so will result in some interesting and unusual choices the players may not normally have to make. A number of the special missions are set up in this manner.

IN CONCLUSION
In the types of games described above, battles become more than simple competitive match-ups – they take on a life and a story all their own. Games become all the more memorable with a little extra effort invested in designing your own special missions. That's the sort of game Cities of Death has been designed to make possible, and that's how legends are made.
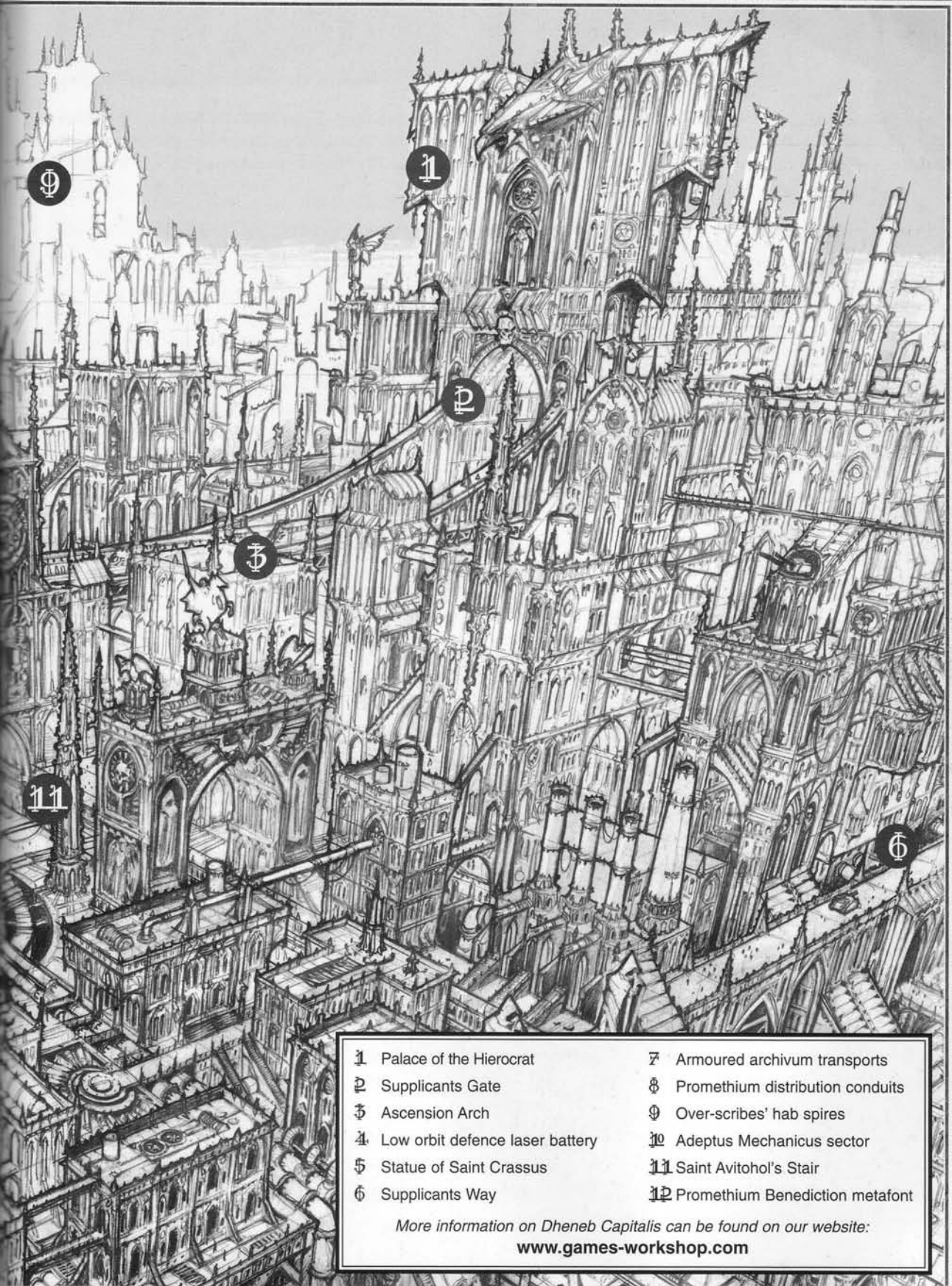
DHENEB CAPITALIS

The promethium-rich planet of Dheneb lies close to several Ork empires and has frequently come under attack from its covetous neighbours. The world's capital city has been reduced to ruins many times.

As well as providing an insight into an Imperial city, these pages could inspire countless modelling projects and new missions.
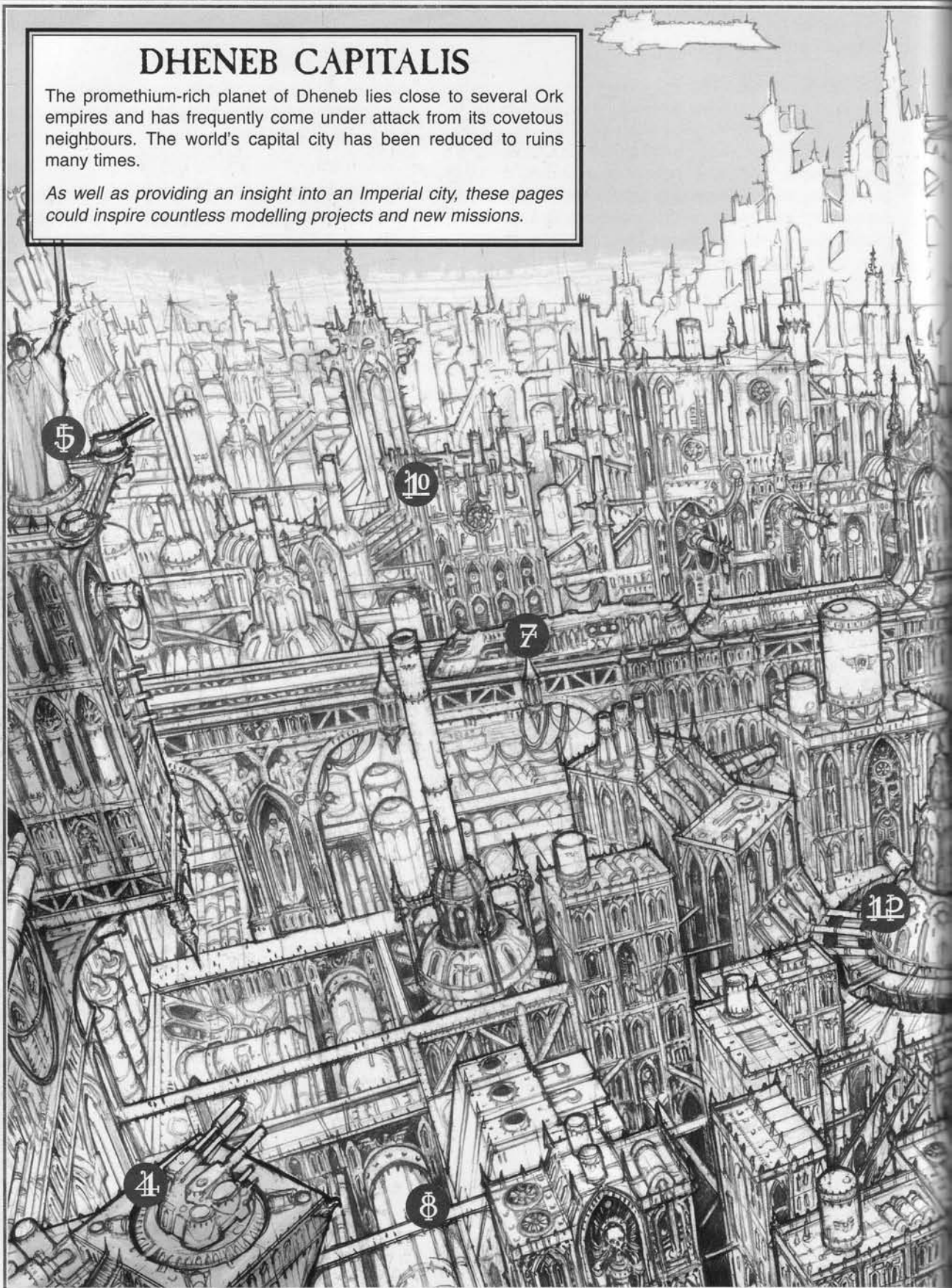
1	Palace of the Hierocrat	7	Armoured archivum transports
2	Supplicants Gate	8	Promethium distribution conduits
3	Ascension Arch	9	Over-scribes' hab spires
4	Low orbit defence laser battery	10	Adeptus Mechanicus sector
5	Statue of Saint Crassus	11	Saint Avitohol's Stair
6	Supplicants Way	12	Promethium Benediction metafont

More information on Dheneb Capitalis can be found on our website:
www.games-workshop.com

BATTLE FOR POLIA

Information pertaining to the Battle for Polia on Nimbosa has only recently entered Imperial records, however what little is known highlights the frantic and desperate nature of conflicts fought in an urban environment. At Polia the Imperial Guard of the Vostroyan Firstborn clashed with the Tau Hunter Cadres led by Commander Brightsword in an epic confrontation.

THE SECOND SPHERE EXPANSION

When Hive Fleet *Kraken* invaded Ultima Segmentum, Imperial forces from across the length of the Eastern Fringe were diverted to meet this new threat. Sensing an opportunity to enlarge their empire while the Imperium was thus distracted, the Tau wasted no time in annexing a series of Imperial worlds along their border. Nimbosa was the most important of these worlds.

With the majority of Imperial Guard and Imperial Navy units redeployed to fight the Tyranid threat, the Tau landed a vast invasion force on Nimbosa. Commander Brightsword, the leader of the Tau, set about the systematic extermination of the populace. The only Imperial Guard force able to resist them was the Vostroyan Firstborn IX, who made their stand in the factory city of Polia. Serving under Graf Toschenko, the Firstborn knew that against such an overwhelmingly large invasion force their only hope was to hold out against the Tau long enough for reinforcements to arrive: something that could take weeks if not months to happen.

The manufactoria complex was a vast industrial zone with buildings that reached high into the skies. It consisted of scores of machine workshops, a labyrinthine warren of Administratum archives spanning six city blocks, an Ecclesiarchal cathedral and the great manufactorum itself.

The Vostroyans wasted no time in digging in, establishing a series of strategic strongpoints from which they could hold off the Tau. Internal walls were knocked down to allow easy movement and industrial machinery was used to heap wreckage into makeshift barricades that blocked off streets. Several buildings were carefully rigged with booby traps while a few that were deemed indefensible had anything of use scavenged from within before engineers loaded them with enough explosives to collapse them when the time came.

Ammunition was stockpiled in three key locations, and the great manufactoria was reinforced with flak board and support struts and a vox caster network linked it to the other positions. Toschenko and his officers used the manufactoria as their command centre and it wasn't long before the Vostroyans began referring it as Toschenko's 'Fortress'.

BRIGHTSWORD STRIKES

When Brightsword's force arrived he found the Imperial troops ready and waiting. Other, less impetuous Tau Commanders would have offered the enemy a chance to surrender, but Brightsword, a student of the aggressive Farsight, had no such desire and with aggression characteristic of the Vior'la he launched the attack. Shoals of Devilfish led the advance while Sky Rays and Hammerheads pounded the forward Imperial positions. Pathfinder teams rappelled down from their hovering transports and struggled through bloody firefights to secure the rooftops from the Vostroyans.

With a foothold secured, Brightsword hoped to bombard the Imperial Guard into submission, but the walls of the cathedral and Toschenko's 'Fortress' were too robust for the weapons he had on the ground. After several days of bombardment the Imperial forces showed no signs of surrender so, using the barrage as cover Brightsword implemented a variation of the Kauyon 'patient hunter' philosophy and sent teams of Kroot forward to flush out the Guardsmen. The Kroot were met with a hail of lasgun fire that tore into their ranks slowing their advance. But unerringly accurate shooting from Pathfinders armed with rail rifles silenced the Imperial guns and eventually the Kroot fought their way inside the cathedral. Once inside, the savage Kroot carnivore squads hacked into the Vostroyan defenders, devouring their victims as they went.

COUNTER-ATTACK

Toschenko realised that his enemy was systematically cutting off one point of defence after another and eradicating it. There was no chance of victory unless he launched a counter-attack. Across the Vostroyan positions the order was given to rise up and assault the Tau. More than two thousand Vostroyans burst from their cover

in the factory and charged down the cratered streets to the cathedral where their comrades were being exterminated. Vengeful they stormed the building, only to find the Kroot already in full flight, retreating in the face of their fury.

Buoyed by this apparent success, Toschenko and his men, backed by what tanks remained, moved forward to engage several Tau units holding position in the machine workshops. As the Guardsmen stormed down the open streets they encountered only light resistance and their vanguard was only metres away from cover when Brightsword sprung his trap. Crisis battlesuits on rooftops fired down at the Guardsmen in the wide streets below. Tanks were blasted apart as seeker missiles guided by Pathfinder teams targeted their weaker rear armour and concealed Stealth teams armed with burst cannons blew entire infantry companies apart.

TOSCHENKO'S STAND

At the forefront of the Vostroyan advance, Toschenko's command squad was caught in the open and cut down in a blistering hail of fire. Rising, bloody and injured, from the dirt Graf Toschenko snatched up the regimental banner from the dead hands of its bearer and exhorted his men to fight to the last. As his remaining warriors rallied to him a monumental battle erupted. The Tau Fire Warriors, sensing their foe was beaten surged forth and lent pulse rifle fire to the fury of the battle and soon a swirling mêlée erupted in the streets.

Hundreds of Tau warriors died as the Imperial Guard hacked into them with bayonets and chainswords but in the end the Vostroyans had no chance. Leading his bodyguard to the front line, Commander Brightsword soared above his army and in a devastating volley killed Toschenko and all hope of Imperial victory.

When the Imperium was finally able to begin reconquering Nimbosa, Castellan Folker of the Black Templars despatched a force to reconnoitre the last known position of Toschenko and the Vostroyan Firstborn. Brother Lodhuvicus reported that the ruins of Polia were strewn with the remains of thousands of Imperial Guard, their weapons and wargear untouched. Within the shattered buildings of Polia itself, the Tau left no presence.

THE PALACE OF THORNS

One of the most renowned cityfights in Imperial history was brought about by the vile apostasy of Space Marines Chapter Master Lufgt Huron. Turning his back on his duty to the Emperor, he led his Chapter, the Astral Claws, into open rebellion against the Imperium.

> "Though my guards may sleep and ships may lay at anchor, our foes know full well that big guns never tire."
>
> The Tyrant of Badab.

HURON'S BETRAYAL

If anyone ever knew the reason for Chapter Master Huron's rebellion against the Imperium, its truth is now forever lost. Initially Huron refused to pay the relevant tithes in gene-seed required of a Chapter Master, but his mutiny was fully revealed when, in 901.M41, he ordered an attack on an Imperial investigation fleet sent to examine his tithing deficit. Unrepentant of his breach of fidelity and the slaughter of more than twenty thousand loyal servants of the Emperor, he declared himself the Tyrant of Badab and announced the system's secession from the Imperium. Three other Space Marine Chapters – the Mantis Warriors, Executioners and Lamenters – declared themselves for Huron, incensed by the Imperium's apparent willingness to turn against one of their number.

Over the course of eleven years, the Astral Claws and the Space Marine Chapters that sided with them, fought a violent and destructive war throughout the Badab system against everything the Imperium could muster. One by one the Chapters that had rebelled in support of Huron surrendered and repented of their transgressions, but the Astral Claws would not be bowed.

DEATH FROM ABOVE

The final battle of the Badab War took place at the Palace of Thorns, Huron's seat of power, where the Star Phantoms Chapter laid siege to the remaining Astral Claws. The Palace of Thorns was a sprawling complex that rested in one of the mountainous volcanic ranges of the planet and covered an area of more than twenty square miles. On every side was a sheer drop of hundreds of feet and its walls were bedecked with defence lasers and vast artillery batteries. Almost impregnable to ground attack, the Star Phantoms instead assaulted the Palace of Thorns via drop pod and Thunderhawk, under the cover of a colossal orbital bombardment. Dozens of drop pods crashed into the towering minarets of the palace and were smashed apart as they hammered into heavily fortified buildings. Despite this, pinpoint timing and incredible fortune allowed more than five hundred Space Marines from the seven full companies that participated in the drop to survive their initial entry. This put them inside the fortified walls of the palace and within arm's reach of the enemy.

A bitter struggle erupted between the Astral Claws and the Star Phantoms as they vied for control of the palace. While the battle fleet in orbit above Badab continued to trade punishing volleys of fire with the big guns of Huron's stronghold, the Star Phantoms gradually began to press forwards to the rebels' most secure inner defences.

BATTLE IN THE PALACE

Huron's Chapter was not without resource though, and the buildings that formed the heart of the Palace of Thorns were well prepared by the defenders. Doors were barricaded and watched over by devastator squads while streets were clogged with razor wire. The Astral Claws, with their intricate knowledge of the city, mounted daring ambushes against the attackers, utilising the palace's extensive sewer network to stage surprise assaults. Key buildings were fortified and used as munitions dumps or staging points for the Astral Claws' daring guerrilla attacks. Huron's Chapter had always specialised in hit-and-run tactics, and their expert training allowed them not only to hold the Star Phantoms at bay, but also push them back for a time.

Assault squads on both sides shed their jump packs in favour of stealth, enabling them to better enter the crumbling ruins swiftly and quietly, whilst Terminators armed with thunder hammers or chainfists often spearheaded assaults, usually directly through the walls. Breaching charges were used to blast through armoured bulkheads and tactical squads on both sides found that their bayonets and chainblades saw as much use as their bolters. The order to lead any attack was a virtual death sentence, and Space Marines on both sides vied for the honour. Hundreds of Adeptus Astartes – Loyalist and Renegade – were slaughtered as they battled through the Palace of Thorns.

THE EMPEROR'S JUSTICE

In the end, it was the tactical acumen and steadfast persistence of the Star Phantoms that allowed them to win. Teams armed with meltabombs and specialised demolition charges battled their way through the sewer network beneath the palace until they finally reached the defence batteries that had kept the city safe from massed invasion. Destroying the power generators that supplied them, Badab's guns were finally silenced and a full-scale assault could commence. A legion of Ordo Hereticus Storm Troopers effected landfall within mere hours of the defence emplacements being destroyed and joined the Star Phantoms' offensive. Forced back once again, the renegade master and his remaining warriors were thrown into full retreat.

It was then, as the battle swung against the renegades for the last time, that Captain Androcles of the Star Phantoms confronted Huron, ambushing him as the traitors struggled to fight their way to their landing craft. Not pausing to give the traitor an opening, the Star Phantoms Captain fired his combi-melta, critically injuring Huron and putting the remaining renegades to flight. Even in defeat, the Astral Claws fought a determined rearguard, leaving booby traps to slow down their pursuers. Marble towers were brought crashing down by timed explosions, blocking the path of the Star Phantoms as the Astral Claws spirited away their gravely wounded master, fighting through to their remaining Thunderhawks. Though the Fourth Quadrant Rebellion had finally been put down, best estimates suggest that more than two hundred of the traitors escaped the Palace of Thorns and into the Maelstrom.

HADES HIVE

The Ork warlord Ghazghkull Thraka – arguably the mightiest Ork warlord ever to threaten the Imperium – invaded the heavily industrialised hive world of Armageddon at the head of a massive Ork Waaagh!

THE ORKS INVADE

At the time, Armageddon was under the command of Overlord Herman von Strab, who was once described by Princeps Prime Kurtiz Mannheim of the Iron Skulls Titan Legion as, "the greatest waste of flesh and bone born in the last five hundred years". It was von Strab's complete lack of preparation that cost the Imperium dearly. Even when a hulk of massive size was sighted in the Armageddon system, von Strab did nothing to investigate or report its appearance to Imperial authorities. When the Orks crashed onto the western continent of Armageddon Prime, von Strab sent out his planetary defence regiments piecemeal, and they were smashed to pieces by the vastly superior Ork armies.

The continent of Armageddon Prime quickly capitulated; its supply lines were cut and Ork warriors stormed through the tunnels of its hives. An entire continent was subjugated in a matter of weeks by Thraka's vast army. Seeing the devastation, and von Strab's inadequacy, Commissar Yarrick came to the fore. A grizzled veteran of the Ork wars on V'run, Yarrick had an excellent understanding of the Ork mind, even learning their language during his time fighting against them. Seeing the slaughter of von Strab's armies and sensing impending disaster,

Commissar Yarrick ordered the Astropaths to send a signal for aid, which in turn earned him von Strab's displeasure and exile to Hades hive. However, it was this act that was to ultimately save the planet of Armageddon from falling to Ghazghkull.

THE DEVASTATION OF INFERNUS

Sweeping through the dense jungles that separated Armageddon Prime from Armageddon Secundus, the Orks crossed the Stygies and Diabolus rivers, despite von Strab's assurances that such a thing was not possible from such base creatures. Unchecked, they ploughed through the thinly spread and poorly formed defensive lines that von Strab had set and headed for the heart of Armageddon – her hive cities. Infernus hive surrendered without a fight, although if the populace expected mercy they were to be disappointed. The Orks enslaved every man, woman and child, slaughtering any who dared to resist. They were put to work manufacturing munitions and mining the raw materials needed for their war machines. The Orks made no distinction between the old and the young, male or female, and hundreds of thousands died as their enslavers forced them to work in unbearable conditions.

With Infernus hive conquered, the Orks turned their attention to the Hades and Helsreach hive clusters, and here some of the most ferocious fighting ever documented in the history of the Imperium took place.

In Helsreach the defenders swore to die fighting rather than surrender to the Greenskins and prepared their defences accordingly. Hastily converted super-tankers carried those unable to fight to safety across the Tempest Ocean – those that remained knew there could be no other outcome than death, and readied themselves for the coming battle. Dock workers welded themselves into the armoured cabs of their cranes and fought with the gigantic Gargants that rampaged across the city, whilst doomed teams of men carried home-made bombs deep into the Ork encampments before detonating them with devastating effect. For a time, the defenders of Helsreach held the Orks in check with a combination of cunning and desperation, but the Orks could not be stopped and in the end Helsreach fell.

HADES RESISTS

While Helsreach battled in the south, in the north Hades too faced the might of the Ork hordes. A vast contingent of Greenskins marshalled by Ugulhard, a towering Ork warlord of immense physical prowess, assailed the Hades cluster. Their task was simple; to break the defenders of Hades as swiftly as possible, allowing the Waaagh! to press forward to Acheron and Tartarus. Fortunately, the Orks had not counted on the presence of Commissar Yarrick and the effect that one man could have on the war.

Under the command of Ugulhard, two and a half million Greenskins stormed across the ash wastes, a horde of green as far as the eye could see. Waves of Gretchin absorbed the worst of the withering firepower that came from the defenders of Hades hive, only for stronger and more deadly Ork Boyz to clamber over them, stamping on their bodies, dead or alive, with indifference. Dozens of battlewagons and Gargants spearheaded the assault, soaking up fire with their vast bulk and punishing the defenders in return with their insane arsenal of rokkits and blastas. Only the Titans stationed in defence of Hades hive were able to slow their mechanical advance.

The Orks pushed right into Hades itself, battling through the outer industrial area. Grim and violent close quarters fighting erupted between the ruins of manufactoria and administratum offices as the Orks slaughtered the hard-pressed defenders of Hades hive with choppas and shootas. Squig Hounds rooted out snipers and ambush teams, whilst Gretchin threw themselves across the defenders' carefully prepared minefields. Battlewagons smashed buildings that had been braced against bombardment using armoured ploughs, the defenders crushed to death by falling masonry and the iron tracks of the Ork vehicles. Everywhere the Imperial forces were in disarray and the Orks were advancing. At their head was the colossal Ugulhard. Surrounded by his toughest warriors he advanced on the Basilica of Saint Katherine where the exhausted Commissar Yarrick desperately tried to rally the shattered defenders.

COMMISSAR YARRICK

At this vital moment, Ugulhard and Yarrick met. With a barbarous roar, the Ork threw himself upon the Commissar. He swung his snapping battle claw at Yarrick, and with a terrible rending sound tore his right arm off at the elbow. But Ugulhard's bellow of triumph quickly turned to a scream of horror. Ignoring pain so intense that any normal man would have passed out Yarrick swung his chainsword in a crimson arc and with one slice lopped off Ugulhard's head. The Ork's body stood upright for a moment, blood gushing from the lethal wound, and then crashed to the ground. Yarrick calmly bent down, pulled the power claw from the Ork's body, and held it aloft in triumph. For a moment a hush fell over the battlefield. Then with a huge cheer the Imperial troops charged at the reeling Orks and hurled them back.

Stunned at the death of their Warlord the Orks fell back in disarray – Ugulhard's grand assault had failed. Only once the Orks had been beaten back from Hades did Yarrick allow himself the luxury of passing out.

If Ghazghkull had hoped Ugulhard would provide him with a swift, decisive victory, he was wrong. News of this incident spread like wildfire amongst the Orks. They said that Yarrick could not be killed and that his gaze was death to even the most powerful Ork. Wherever Yarrick fought, the Orks would flee in terror, or whatever passed for terror inside their inhuman green skulls. Yarrick understood the Ork mind well and exploited this weakness to the full. He had Ugulhard's battle claw fabricated into a prosthetic limb to replace the arm that he had lost. He even had his own left eye plucked out and replaced with a special bionic implant that could fire a powerful pulse of laser energy. If the Orks thought he had the evil eye then, by the Emperor, an evil eye he would have!

GHAZGHKULL

The Orks made such little headway against Hades hive that Ghazghkull himself joined the attack, leading his forces from the front. The Old Man of Armageddon would not stop his Waaagh! Thus the stage was set for the greatest contest of wills in the entire war.

For weeks Ghazghkull tried every stratagem taught to him by Gork and Mork: under cover of darkness thousands of Ork vehicles streaked through the ruined streets of the hive complex in lightning raids, only to find their way blocked by trenches and tank-traps or buildings collapsed specifically to impede them. Small teams of men armed with missile launchers, guided by local street gangs, hunted the Ork Kults of Speed through the ruins

of the outer hive in a deadly game of cat and mouse. Hundreds of Stormboyz dived towards the city from huge Ork airships. Yarrick had planned for this too and even as they landed on the rooftops, the waiting combat engineers detonated the mines waiting there, blasting the Greenskins apart before they could get a firm foothold. Ghazghkull mustered all of his Kommandos into a huge infiltration force and ordered them to seek entrance to the ventilation, sewage and fuel ducts that spread across the hive-like veins. Whatever outcome the Ork warlord expected from this gambit, he was disappointed – not one Ork Kommando emerged into the bleak daylight of Armageddon.

Thraka had his Mekboyz build him mighty siege engines, enormous towers with jackhammers capable of smashing buildings apart, Gargants with earth-moving blades capable of clearing roadways of thousands of tonnes of rubble and wreckage, and giant earth-boring drills that could bypass the carefully defended industrial districts where the Imperial forces held the Orks at bay. Lots were drawn amongst the hive defence forces for the honour of joining the death squads that sallied out at night and assaulted the siege machines with promethium bombs, chainswords and melta-charges.

Frustrated beyond imagining, Ghazghkull commenced a season of colossal bombardment. Hades hive trembled under the intense barrage of shells and missiles. The Orks lobbed hundreds of thousands of shells into the shattered buildings where the defenders held out and yet, every time the shelling stopped and the Orks advanced, the weary and battered defenders rose from the dust and rubble to fend them off one more time.

HADES FALLS

For six months the defenders of Hades hive held out. Those who survived do not talk much about it, save to praise the bravery of Yarrick. In those dark days he seemed to be everywhere, raising the spirits of the people with his own unquenchable belief in ultimate victory. Amazingly he welded together an army capable of holding off the invaders. The time that they bought with their blood allowed fresh Imperial forces, including three Chapters of Space Marines, to arrive and turn the tide against the Orks. Even as Ghazghkull's final assault on Hades began, a relief force headed by the Salamanders, Blood Angels and Ultramarines raced in an effort to relieve the hive. But tragically, as the Space Marines broke through the Ork lines, Hades fell. Commissar Yarrick was one of the few survivors. His shattered body was found in the ruins, dozens of Ork bodies heaped at his feet.

It took Yarrick many months to recover from his wounds, and by the time he had done so the Battle For Armageddon was over. The valiant defence of Hive Hades slowed the Ork advance to a grinding halt, and allowed the full might of the Imperium to bear down upon Ghazghkull's army. It is hardly surprising that Yarrick is hailed as the Hero of Armageddon for his actions, as without his leadership, the city and planet would doubtless have fallen.

SUMMARY

Movement Effects

Terrain Type	Infantry	Vehicles	Cover Save
Intact Buildings	Impassable	Impassable	n/a [1]
Rubble	Difficult Terrain	Dangerous Terrain	4+
Craters	Difficult Terrain	Dangerous Terrain	4+
City Ruin	Difficult Terrain	Dangerous Terrain	4+
Destroyed City Ruin	Difficult Terrain	Dangerous Terrain	4+
Fortified City Ruin	Difficult Terrain	Dangerous Terrain	3+
Dangerous City Ruin	Dangerous Terrain	Dangerous Terrain [2]	4+
Barricade	Difficult Terrain	Dangerous Terrain [3]	4+
Razor wire	Difficult Terrain	No effect	None
Tank Traps	No effect	Impassable	5+

Note 1
- If models can land on the roof, players should agree what Cover Save is appropriate.

Note 2
- Vehicles roll an additional Dangerous Terrain dice.

Note 3
- A barricade is destroyed if a vehicle moves through it.

DESTROYING CITY RUINS

- Roll a D6 for every non-vehicle model within the city ruin when it is destroyed, including those engaged in assault. On a D6 roll of 4+, the model takes a wound with Armour Saves allowed.

- Unless locked in an assault, all non-vehicle survivors of the city ruin's destruction are immediately entangled. This is the same as being pinned, and applies whether or not the unit is ordinarily immune to pinning.

- Vehicles caught within the city ruin when it is destroyed take a glancing hit.

- Unless locked in an assault, all surviving vehicles immediately suffer a Stunned result, in addition to any other damage taken.

- Any assaults taking place when the ruin collapses continue as normal, the warriors locked in a bitter struggle to the death amidst the fallen debris.

MY WORD IN THE SOUL SHALL BE AS MY BOLTER IN THE FIELD.

CITYFIGHT MODELLING

In this last section, we take a look at some of the ways in which you can really go to town with theming both your terrain and miniatures for taking part in desperate cityfight battles.

The Tau Empire clashes with Cadian Shock Troops on all levels of the city.

STRATAGEMS

You can easily represent stratagems with no more than a scrap of paper, but some hobbyists take the opportunity to make small models that are specific to their army.

The Cities of Death Counter Set is an easy option and provides a counter for nearly every variety of stratagem.

A simple painted base is another convenient way to mark stratagems.

The Sewer Rats stratagems allows troops to pop up in unexpected places.

The four models below can all be placed within a city ruin to represent the Command Centre stratagem.

A small dab of Citadel Wet Effects can make video screens shine.

These three models represent sacred ground.

These two conversions are Ork and Imperial versions of the Medicae Facility stratagem.

This sarcophagi clearly holds the sacred remains of some worthy Imperial citizen.

This power generator is a resin model.
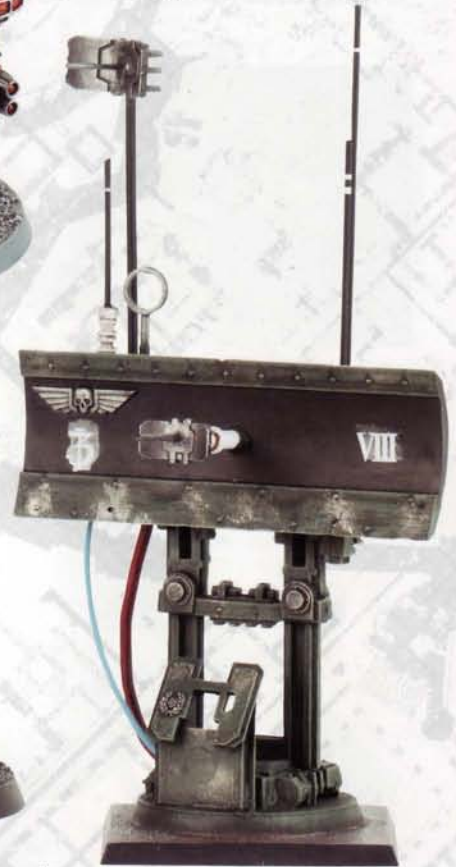
Three versions of the Observation Point stratagem.

This large radar dish can easily double as a Command Centre or just a great looking piece of terrain.

Booby traps come in groups of D3+3, so it pays to make enough for a lucky roll.

VIII

An Ammunition Store stratagem and a Fuel Dump stratagem made from Battlefield Accessories.

An Eldar Guardian squad supported by a star cannon deploys in a key building with a Power Generator stratagem.

CONVERTED BUILDINGS AS STRATAGEMS

Although the most flexible way to represent stratagems is by using markers or small counters, it is highly rewarding to model entire ruins into a theme such as our command post and fortified building examples shown here.

A fortified city ruin is a great way to anchor the centre of any defensive position.

Sandbags are easily shaped from lumps of Green Stuff.

The doors have been barred with strips of plasticard. A few rivets made from plastic rod and an effective rusted metal colour scheme add detail.

This building has been converted to serve as a Command Centre.

In this Command Centre, hastily set up near enemy lines, a general pores over maps and barks orders to an adjunct.

Do you need to go to all the trouble of such a conversion for your stratagems? Of course not! But what a marvellous excuse for a useful diorama.

ARMOURY STRATAGEMS

Armoury stratagems provide a range of opportunities to theme your miniatures to the Cities of Death setting. In a regular game of Warhammer 40,000, these conversions can be ignored or treated as normal wargear.

These Guardsmen are Combat Engineers, modelled with jammers and smoke grenades.

Tau Fire Warriors equipped with converted smoke grenades take shelter behind scratch-built Tau barricades.

Here, an Eldar Wraithlord and an Ork Dreadnought have both been equipped with wreckers. The brutal spiked ball and elegant vibro weapon both reflect their army characteristics.

OTHER TERRAIN TYPES

Although most of the buildings on your cityfight tabletop will fall under the category of city ruin, others might be intact buildings or custom terrain. This gives you free reign to build unusual structures, along with some sensible rules guidelines on how you can incorporate such edifices into your battles.

Devotional Fountain

This massive fountain, although not literally a building, can be treated as an intact building for the purposes of the game. It has been constructed to allow the dramatic positioning of models upon it, or within the foetid pool.

In the war-torn 41st millennium inspirational monuments of fallen heroes are commonplace. Why not further glorify your favourite commander with his own shrine?

The statue is made from an Inquisitor Daemonhuntress miniature.

The large pipes use real piping from a hardware store, with plasticard rivets added around the outside to give them detail and a sense of scale.

The model even has realistic bird-droppings added with white paint.

To create the effect of stagnant water, Camo Green was drybrushed over the base before layers of Wet Effect were applied.

City Mag-line
This structure is an example of custom terrain. Without ladders or other access, it would count as impassable terrain to all troops other than Jump infantry.

Manufactorum
This custom terrain model combines a plastic kit with cooling towers made from cardboard tubes. The towers are counted as intact while the rest counts as a city ruin.

Adeptus Mechanicus Generatorum
This is an intact building, as models cannot be placed within it.

BASING YOUR MODELS

Adding detail or appropriate colours to a miniatures base is a great way to theme an army for fighting in cities.

These examples of finished bases show off the different effects you can achieve by combining materials. The small twist of barbed wire is particularly effective.

A CONVERTED CITYFIGHTING ARMY

A particular joy of Cities of Death is that you can go all-out in tailoring your army to the setting. The Tau Empire army showcased below has been chosen, painted and modelled specifically for cityfighting – it even includes specially converted stratagem markers.

This model has been converted so that it is throwing a smoke grenade. Using parts from several different plastic frames, the grenades have been modelled as hi-tech Tau versions.

This terrain piece has been modelled to represent a Tau version of the Ammo Dump stratagem.

Vespid make excellent cityfighting troops, as their 'Skilled Flyers' special rule allows them to move through terrain, where other such troops would be at risk from failed Dangerous Terrain tests. This manoeuvrability allows them to advance swiftly to a position where they can unleash the full destructive power of their short-ranged, but high Strength, weaponry.

A Sky Ray missile defence gunship has been chosen over a Hammerhead, as its seeker missiles can be targeted by the Pathfinders, and other markerlight-equipped warriors.

This model has been specially created, and represents the Tau version of the Medicae Facility stratagem.

A large number of Fire Warriors are included; infantry being the best units for both taking and holding objectives.

The army's battlesuits have been primarily equipped with missile pods and plasma rifles, a useful configuration against heavily armoured units. However, these are not glued to the miniatures, instead being interchangeable to provide a range of options for fighting different enemies.

ORK CITY

So far, the terrain we've shown has been distinctly Imperial in character, but the Cities of Death setting offers many opportunities to break out from this style. Shown here is an entire table designed to fit with an Ork army. The same could be done with any of the Warhammer 40,000 races.

This huge structure counts as an intact building.

The rickety, but menacing, rokkit launcha could represent a Preliminary Bombardment stratagem!

With an ammunition store placed within, it will take a determined enemy to capture the building!

This building has been fortified in a suitably Orky manner.

This building
counts as a
city ruin.

These bullet-ridden barrels
count as barricades.

A variety of materials have
been used in the construction
of this Orky terrain, all
roughly cut and applied in a
style in keeping with the army.

IMPERIAL CITY

Inspired by art created for the Cities of Death (see page 54) the Studio Hobby team produced this stunning rendition of an Imperial city. Packed with detail, scratch-built buildings, and 41st millennium madness, what tabletop commander could pass up the chance to conquer this massive battlefield?

This inspirational table does not comply to the standard terrain set up rules, but still works brilliantly for Cityfight missions and scenarios.

The Adeptus Mechanicus symbol was constructed from thick card, with additional details from the bits box.
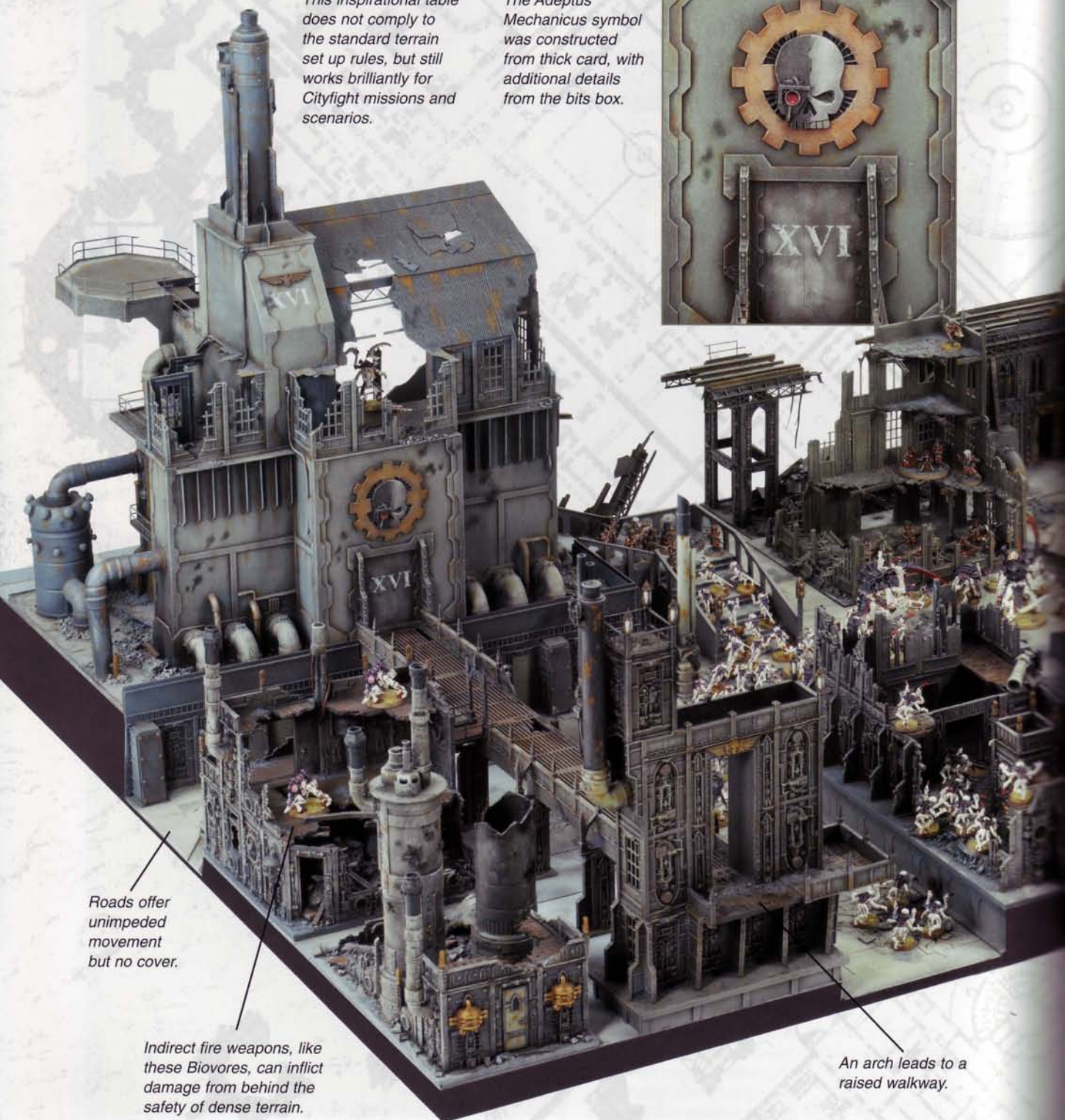
Roads offer unimpeded movement but no cover.

Indirect fire weapons, like these Biovores, can inflict damage from behind the safety of dense terrain.

An arch leads to a raised walkway.

Troops can move along this structure without penalty – until they reach the ruined sections, that is!

Genestealers advance closer to their prey through the narrow alleyways.

The open plaza before the Governor's court is the scene of bitter fighting, as it is one of the few areas in which vehicles can operate freely.
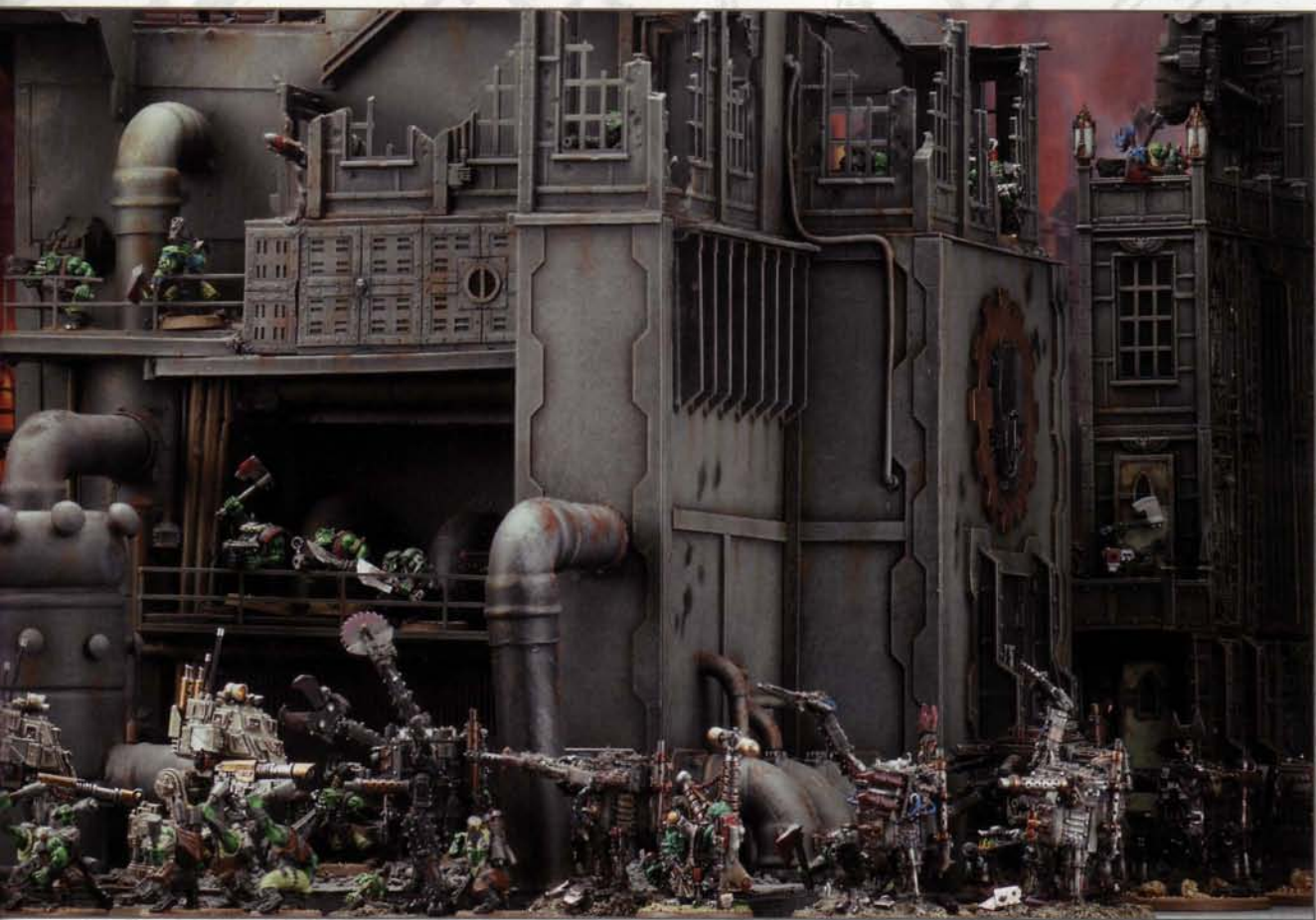
More details on how this terrain was constructed can be found on the Games Workshop website:
www.games-workshop.com

SPEED THE BOLT THAT BRINGS THE END OF ENEMY AND FRIEND.
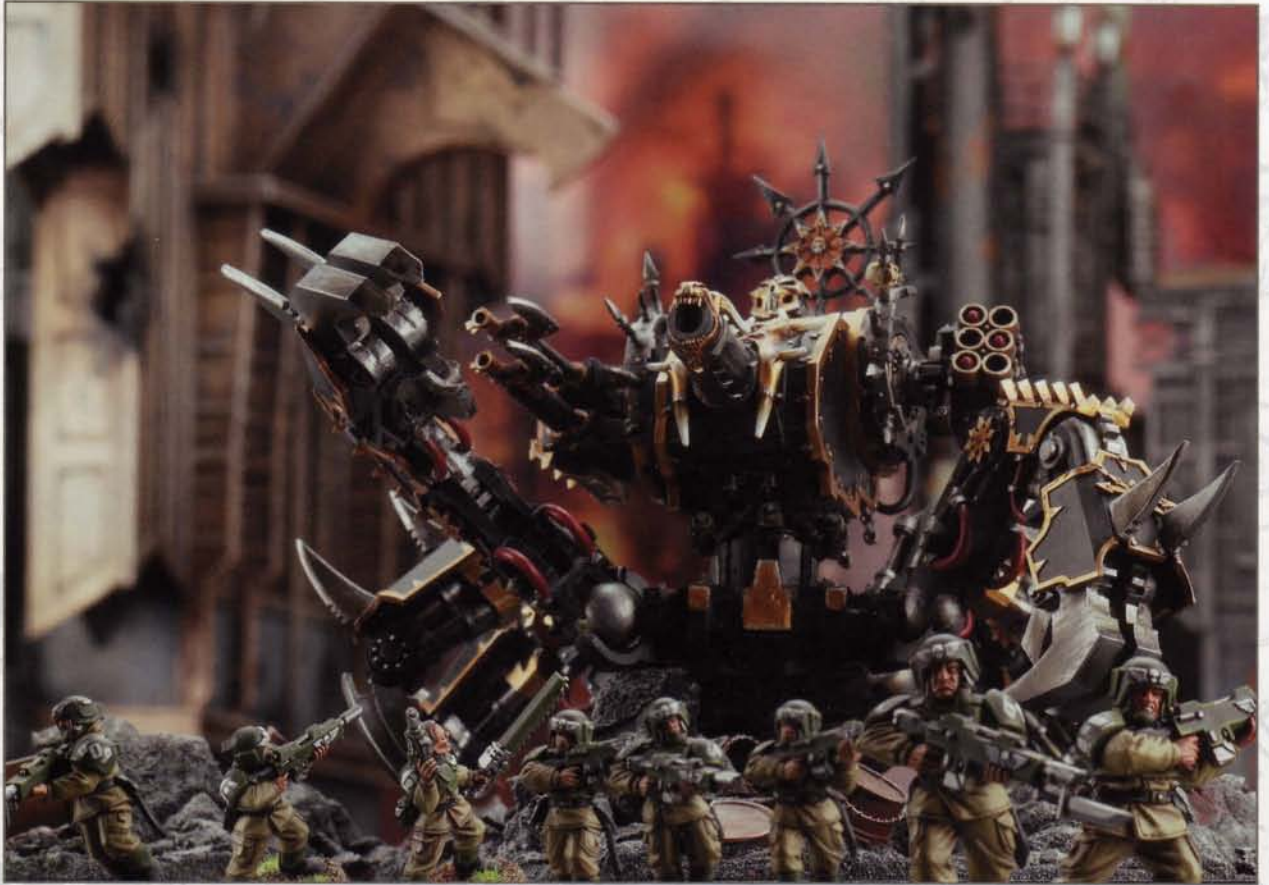
WARHAMMER 40,000

CITIES OF DEATH

In the nightmare future of the 41st millennium, armies battle one another to annihilation amid the shattered ruins of vast cities. Warriors engage in bitter close quarters battle whilst mighty battle tanks smash through ruined buildings, grinding bricks and enemy beneath their treads.

Cities of Death is an expansion to the game of Warhammer 40,000, providing everything you need to fight battles set in the ruined cities of the far future.

"In a cityfight every soldier is a castellan and every building is his fortress."

Inside you will find:

New rules allowing you to take your army into the nightmarish urban warzones of the 41st millennium.

● **CITYFIGHTING STRATAGEMS.** A wide range of cunning ploys, dirty tricks and specialised wargear, available to any army in a cityfight.

● **NEW MISSIONS.** Five unique cityfighting missions, focusing the action on bloody battles for the possession of the city ruins.

● **SPECIAL MISSIONS.** Advice on designing your own challenging cityfighting missions, plus a number of example scenarios.

● **BACKGROUND.** A wealth of background information on the most famous and hard fought of cityfights.

● **PAINTING AND MODELLING.** Two entire hobby sections devoted to modelling terrain and gaming in the Cities of Death.
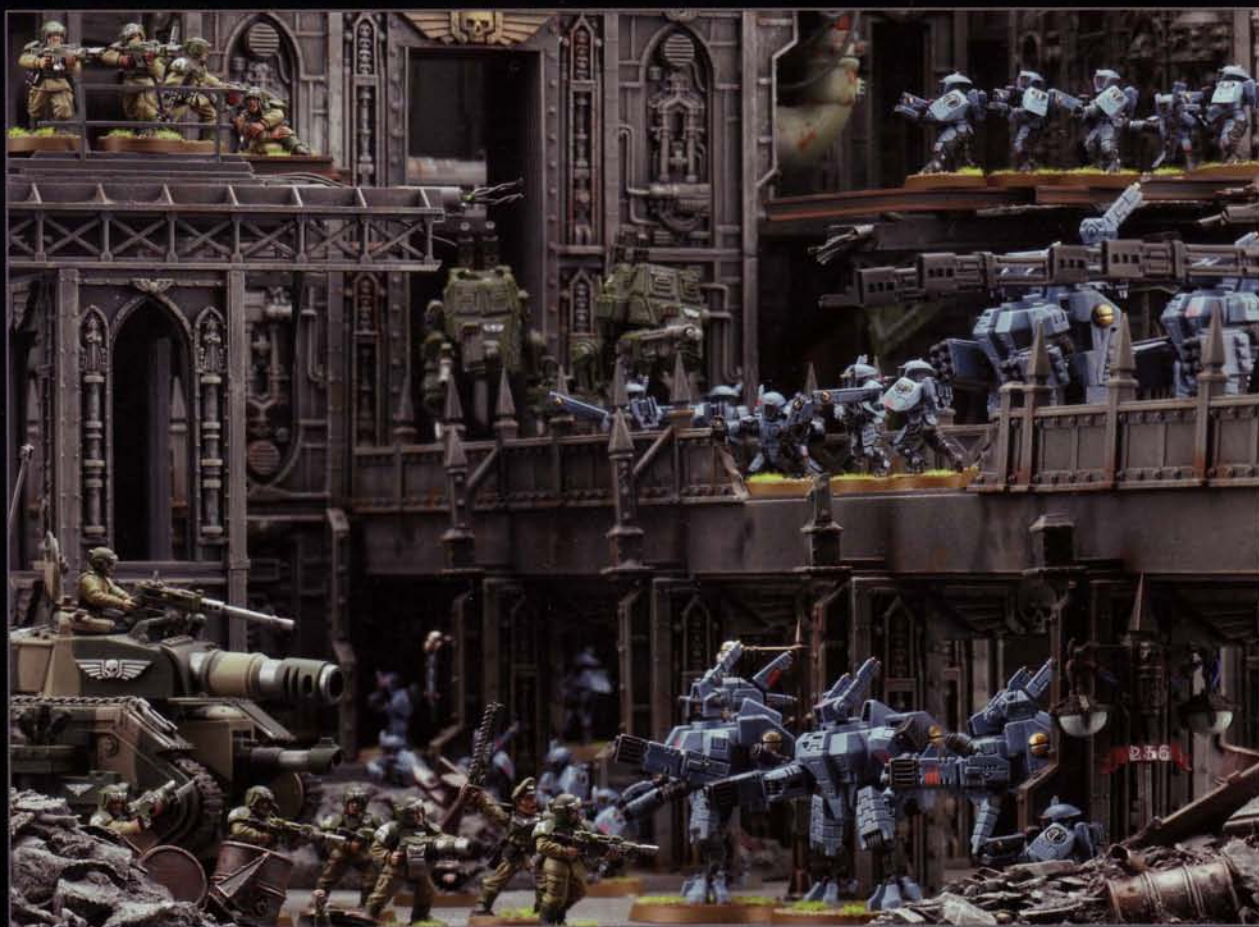
You must possess a copy of Warhammer 40,000 in order to use the contents of this book.