# WARHAMMER 40,000 CAMPAIGN SUPPLEMENT



# OPERATION SHADOWTALON

# WARHAMMER 40,000 GAMPAIGN SUPPLEMENT

BURNING DAWN







## INTRODUCTION

War Zone Damocles: Operation Shadowtalon is the first instalment in the War Zone Damocles saga, the bloodsoaked tale of the war for the Dovar System. The Tau, led by Supreme Commander Shadowsun, have struck from the void, sweeping aside their foes and invading Prefectia, the Dovar System's fortress world. The forces of the Imperium gather to face them in force, their armies massing to strike back at the Tau forces that have secured a toehold on Prefectia. In the vanguard of the Emperor's armies come the Space Marines, the Raven Guard and White Scars Chapters determined to push the invaders back into the gulf and crush their dreams of conquest. Amid the chaos unleashed as these two forces meet, a hunt is unfolding in the ash-choked ruins of Prefectia to decide the fate of a Tau Ethereal stranded in no man's land, and the course of the war may well be decided in a clash between the two brave commanders tasked with his recovery.

### WAR ZONE DAMOCLES

The territory beyond the Damocles Gulf has been hotly contested for centuries by the expanding Tau Empire and the monolithic Imperium, with each side underestimating their enemy with disastrous consequences. Following the recent Tau capture of Agrellan, and their subsequent defeat on the Knight world of Voltoris, both the warriors of the Imperium and their foes of the Fire caste have fresh scores to settle as a new front is opened in the Dovar System.

### HOW THIS BOOK WORKS

*War Zone Damocles: Operation Shadowtalon* includes the following sections:

- The Hunt for Aun'Do: The story of the Tau's recovery of the Ethereal Aun'Do, and the subsequent chase through the ruins of Prefectia as Shadow Captain Kyrin Solaq matches wits and strength of arms with the Pathfinder Shas'ui Starshroud. It is a battle of stealth, deception, and strategy as ambushes are sprung and the net tightens, building to a climactic conclusion.
- Echoes of War Missions: A set of missions that depict the pivotal engagements of the hunt for Aun'Do. Using these rules you can enact each of these desperate battles, recreating the struggle between Solaq and Starshroud in your own games of Warhammer 40,000.
- Datasheets and Wargear: The up-to-date Army List Entries detail the squads included with this book; along with the wargear section, they allow you to play games using all of the beautifully detailed Citadel Miniatures contained within the Operation Shadowtalon boxed set. A unique Formation datasheet also allows you to represent the specific strengths of Shadow Force Solaq on the tabletop.



# WAR ZONE DAMOGLES

For over two hundred years the fringes of the Damocles Gulf have been a no man's land of war zones and rebellious worlds strung out across the Eastern Fringe of the galaxy, separating the emerging Tau Empire from the ancient Imperium of Man. Now, all-out war threatens once more. Under the guidance of the legendary Commander Shadowsun, the Tau have defeated the Imperium on Agrellan, renaming it Mu'gulath Bay. Despite the intervention of White Scars and Raven Guard strike forces, the planet's great hive cities fell before the Tau, the final battles desperate rearguard actions as the Imperium retreated before the relentless assaults and advanced weaponry of Shadowsun's Hunter Cadres.

With a foothold in Imperial space, the Tau were then able to launch fresh campaigns as their war of expansion carried on across the stars. However, despite her many victories, Commander Shadowsun would taste her first defeat on the Imperial Knight world of Voltoris against the combined might of the White Scars, Raven Guard, Imperial Knights and Astra Militarum. Perhaps overconfident after the battle of Mu'gulath Bay, Shadowsun sought to strike another decisive blow by destroying the Imperial forces mustering on the home world of House Terryn.

Shadowsun was lucky to escape, and many Fire caste soldiers perished for her hubris as the jungles of Voltoris were transformed into killing grounds. Yet the Tau are not so short-sighted as to let such a setback deny them their birthright, nor is the Imperium so foolish as to believe one victory will settle the matter of the Damocles Campaign.

Now the attentions of both sides shift to the Dovar System and the resource-rich planets known as the Gilded Worlds. Each planet is abundant in resources and the system is strategically important for the defence of the Ultima Segmentum. However, to reach the Gilded Worlds an invader must first take the ancient fortress world of Prefectia, once the Imperium's gatchouse against the wilds of the Damocles Gulf. A tangled warren of ruined cities, Prefectia has seen millennia of war, its continents choked by endless storms of flame and ash.

Into this cauldron of death the Imperium pours its armies, intent on the defence of the Gilded Worlds and the destruction of the Tau invaders. Now, however, the conflict stands at a crossroads – the Ethereal Aun'Do has been shot down over the ruins of Prefectia on his way to Shadowsun's forward command post. An embodiment of the Greater Good, Aun'Do is a valued prize indeed, whose capture or assassination could alter the path of the conflict to come.





### FOR THE GREATER GOOD

The galaxy groans under the weight of dying empires and ancient tyrants, but the Tau will bring order and prosperity to its worlds. The Tau Empire will liberate the stars for the glorious Tau race, spreading message of the Greater Good. Under the guidance and protection of their septs, an age of prosperity like none other awaits.

The Imperium clings to the worlds at the edges of the Damocles Gulf like a corpse with its fingers stubbornly fixed in a death grip. It falls to the Tau, in their wisdom, to liberate the stars from the dominion of Mankind and free new worlds for settlement and incorporation into the ever growing Tau Empire. With Mu'gulath Bay secured, the Third Sphere Expansion can continue without delay. Despite the minor setback on Voltoris – a planet of little strategic importance to the Tau Empire and their plans for the region – Shadowsun's forces have regrouped and stand ready for the conquest of the Dovar System.

> Yet everything now hangs in the balance as an Ethereal has been brought down over Prefectia his capture is utterly unthinkable. Ethereals are the very embodiment of the Greater Good, representatives of everything that drives the Tau on their relentless expansion across the stars. Unfortunately, the Ethereal has crashed in the no man's land between the Tau and Imperial armies, and Shadowsun must move with haste to recover him. Leading the Infiltration Cadre searching for Aun'Do is the Pathfinder Starshroud, a scarred veteran of Voltoris. Starshroud is well prepared for the battle to come, the memory of his last encounter with the Raven Guard still fresh in his mind.

### THE T'AU SEPT

The T'au Sept hails from the heart of the Tau Empire, and is the oldest and most influential of the septs. Its warriors are the embodiment of the Greater Good and are often at the forefront of the Empire's expansion across the stars., During the war on Agrellan and Voltaris, T'au Sept Hunter Cadres - battle formations drawn from the ranks of the martial Fire caste - fought countless battles against the Imperium. Pathfinders, Stealth Teams and Piranha squadrons lead the line in many of these conflicts, scouting out the enemy, laying ambushes and guiding the Tau advance. The Tau Commander O'Shaserra, known to her warriors as Shadowsun, understands well how to employ these warriors, and holds in high esteem those from the T'au Sept for their courage and unflagging belief in the Greater Good.

Now the warriors of T'au will have a chance to prove their worth once more, as in this hour of darkness Shadowsun turns to them to rescue Aun'Do. To fail at such a task would be unthinkable for any Tau, but even more so for those born and trained upon the sept world of T'au itself. Before their conviction none can hope to prevail.

### BY THE WILL OF THE EMPEROR

After the glorious victory on Voltoris the armies of the Imperium are ready to crush the Tau expansion once and for all. Resolute in their duty, the Emperor's soldiers muster their forces to destroy the cursed xenos. Together they will push back the Tau advance, so that the Damocles Gulf might remain, now and forever, the dominion of Mankind.

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The Gilded Worlds are of critical importance to the Imperium. These mineral-rich mining worlds form the tip of a solar cluster that reaches all the way deep into the heart of Ultima Segmentum. Agrellan was the mighty gatehouse that defended this vital passage between the Damocles Gulf and the Dovar System, but now that it has fallen the Gilded Worlds stand protected only by ancient Prefectia, an ancient fortress world of the Imperium. After defeating Shadowsun's army at Voltoris, the Imperium has flooded the system with defenders, among them Battle Companies of the Raven Guard, returning from the battlefields of that Knight world and eager to add to their tally of victories against the xenos.

Now a rare opportunity has presented itself for the Imperium; the Raven Guard have learned through intercepted communications of the arrival of the Ethereal Aun'Do, Master of the Gifted Stars. On the orders of his Chapter Master, Shadow Captain Kyrin Solaq led a small strike force to Prefectia to capture the Tau, for an Ethereal, especially one so highly placed in their caste, is a prize beyond measure. Laying a cunning trap for Aun'Do, Solaq's Thunderhawk smashed the Ethereal's dropship from the sky. However, the Tau had their own trick to play, and as the Ethereal's lifepod was fired down into the ruins below a dozen drone decoys fell with it. Now the hunt for Aun'Do is on, Solaq determined to claim his prize before the Tau reinforcements can arrive.

### THE RAVEN GUARD

For ten thousand years the Raven Guard Chapter has been counted among the hallowed ranks of the Emperor's Adeptus Astartes, their black armoured warriors destroying the enemies of the Imperium upon worlds consumed, by blood and flame. Each towering genetically engineered battle-brother is easily a match for a dozen lesser soldiers, and only a handful of Raven Guard are needed to turn the tide of a battle. Although exceptional shock troops, the Raven Guard are also masters of stealth and covert warfare. It is the speciality of their Chapter, and when they desire it, Raven Guard Space Marines can move like shadows behind enemy lines, unseen and undetected, until they are ready to strike the killing blow.

To the Raven Guard one's worth is not only to be measured in how ready one is to die for the Emperor, but in the winning of battles and the vanquishing of foes, no matter the means. Thus the Raven Guard do not readily charge headlong into combat when an enemy might be whittled down by hit-and-run attacks, or crippled by a single well timed assault. As the Sons of Corax are quick to point out, deadly is the blade that strikes without warning.







Infiltration Cadre Burning Dawn has been created using models from the stunning range of Tau Citadel miniatures. Painted in the colours of the T'au Sept in service to the exceptional Commander Shadowsun, their pristine white armour plates and ochre markings make them stand out on the battlefield as warriors of the Greater Good.



Ethereal Aun'Do rides to battle upon his hover drone, his head held high and honour blade in hand, as he instils the warriors of the Tau Empire with unshakeable faith in the Greater Good.



Shas'ui Starshroud guides his Pathfinders into battle using the Tau's advanced technology and his impressive tactical acumen. Armed with pulse carbines and rail rifles, the Pathfinders excel at both long and short range firefights, while their collection of support Drones further enhances their abilities, the artificial intelligence of the Drones just another indication of the Tau's technological superiority over their foes.



Guided by their advanced helmet optics and aided by their jump jets, Stealth Team Darktide can move swiftly through even the most dense terrain, while their stealth fields and communication arrays allow them to coordinate devastating ambushes. Their weapons are held effortlessly by the powerful servos of their battlesuits, each massive gun capable of unleashing a storm of energy into the foe.



The Tireless Hunter is a well armed tank hunter and scout vehicle. Its sleek armoured crew compartment is flanked by two powerful anti-grav engines, while on the edge of each of its wings a deadly Gun Drone scans for foes.







Shadow Force Solaq has been assembled using models from the stunning range of Space Marine Citadel Miniatures. Painted in the colours of the Raven Guard Space Marine Chapter, they look ready for war, their black power armour, white icons and burnished weapons creating a striking impression on the tabletop.



Shadow Captain Solaq is a veteran commander of the Raven Guard. Clad in ornate power armour and armed with a power sword and plasma pistol, he leads his shadow force into battle.



Sternguard Veteran Squad Amerex are heavily armed warriors of the Raven Guard. Their ancient power armour is covered in icons and honours these warriors have earned in the service of their Chapter. Each battle-hardened Space Marine carries a devastating array of ranged weaponry, from plasma pistols to fearsome heavy flamers or brutal boltguns loaded with special issue ammunition.



The Land Speeder Darkwind guides the shadow force into battle, the skimmer's heavy bolter and assault cannon raining death down upon its foes as it screams through the skies upon blazing afterburners.



Vanguard Veteran Squad Darvos leap into battle carried upon the roaring engines of their jump packs. Armed with crackling lightning claws, they make short and bloody work of their foes in close combat. Their sergeant, Darvos, wields a broad storm shield and a mighty thunder hammer for taking down more stubborn foes, or even armoured vehicles.

# USING THESE MODELS IN BATTLE

On the following pages you will find the exciting story of the hunt for Aun'do, along with a series of missions which allow you to recreate the action in your own battles. Also included are all of the rules for using the miniatures included in this set in your games of Warhammer 40,000, whether you're fighting on Prefectia or elsewhere in the galaxy.

### MISSIONS

This book includes several Warhammer 40,000 Echoes of War missions inspired by the shadow war fought by Shas'ui Starshroud's Infiltration Cadre in their desperate attempt to rescue Ethereal Aun'Do from the clutches of the Raven Guard. These missions allow you to fight through the hunt for Aun'Do; as the narrative progresses, you'll find a mission for each encounter between the two forces.

These missions can be fought using the miniatures provided in this box and those in the Infiltration Cadre Burning Dawn boxed set, or can be expanded to use additional Citadel Miniatures from your collection if you wish. The Armies section of each mission provides guidance on the forces present so you can replay each battle using just the units described in the accompanying narrative if you wish.

You can simply select a particular mission you are excited about and fight it out, of course, but it can be great fun to turn your games into a campaign by playing through each of the missions sequentially. If you do so, keep a note of how many games you won; the winner of the campaign is the player with the highest number of wins. If you are playing a campaign, we suggest you maintain the same side (the Raven Guard or the Tau Empire) throughout the course of the campaign. Upon the campaign's completion, try swapping roles and see how much better (or worse) you fare when fighting for the other side.

### DATASHEETS

The Datasheets section includes background and rules information that describes the force included in this box. Each unit of models in this set has a datasheet which contains a detailed description of the unit along with the following rules information so that you can use it in your games of Warhammer: 40,000:

**Faction:** The units' Faction will be shown with a symbol. The symbols for these Factions are defined in *Warhammer 40,000: The Rules.* The units described in this book have the Space Marines Faction.



**Battlefield Role:** The units' Battlefield Role is shown with a symbol. The symbols for these battlefield roles are defined in *Warhammer 40,000: The Rules*.

**Unit Name:** At the start of each Army List Entry you will find the name of the unit alongside the points cost of the unit.

**Unit Profile:** This section will show the profile of any models the unit can include.

**Unit Type:** This refers to the unit type rules in *Warhammer* 40,000: *The Rules*. For example, a unit may be classed as Infantry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaulting etc.

**Unit Composition:** This will show the number and type of models that make up the unit. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

Wargear & Weapons: This details the weapons, equipment and upgrades the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name. **Warlord Traits:** If a character has a specific Warlord Trait, it will be listed on his datasheet.

**Chapter Relics:** Any unique items of wargear the model has will be listed on its datasheet.

**Special Rules:** Any special rules that apply to the models in a unit are listed on its datasheet. A special rule that is not explained on the datasheet will be explained in the Special Rules section of *Warhammer 40,000: The Rules*.



### FORMATIONS

This book includes a new Formation that you can use in any of your games of Warhammer 40,000, representing the combined force fighting as one. This Formation is denoted by the icon shown here.

### WARGEAR & WEAPONS

The weapons and wargear used by the models included with this set can be found after the datasheets, in the Armoury of the Space Marines section. If an item of wargear is not explained in the wargear section, its rules will be found in *Warhammer 40,000: The Rules*.



# THE HUNT FOR AUN'DO

As the war for Prefectia rages between the Tau and the Imperium, a desperate hunt begins amongst the world's ancient ruins. Forward elements of both the Raven Guard and the Tau Empire seek out the downed escape pod of Ethereal Aun'Do from among a dozen drone decoys, each side willing to risk everything to secure the revered Tau leader.

Shas'la Tolas guided his Piranha, *Tireless Hunter*, through the broken city landscape. In the seat behind him, his bond-mate Yanto fed vectors and airspeed telemetry into his flight computer, the two pilots working seamlessly together as they had done on countless missions before. Visibility was down to only a few dozen yards, twisted buildings looming out of the storm like the hands of ancient steel gods, the Piranha darting between their grasping fingers.

The Gue'ron'sha craft had vanished again, but every so often Tolas would see its distinctive signature ping on the edge of his sensors, drawing him off in a different direction. If the human skimmer had uncovered the location of the Ethereal it could not be allowed to return to bring reinforcements. A strong signal on his readout drew Tolas back into the moment and, gunning the *Tireless Hunter*'s engines, he sped towards it.

A second before he saw the human craft, lurking on the edge of a crumbling housing block, Yanto alerted his bondmate to the danger. The Piranha bucked like a caged u'it as the pilot banked hard into the ruins. At the same moment the storm came alive with thunderous fire, the concealed human skimmer spraying the Tau craft with rounds. A chunk of hull exploded only inches from Tolas' head, a dozen other rounds sparking off the *Tireless Hunter*'s hull. Even so, as he wrestled the Piranha out of the kill zone Tolas lit up the rubble with explosions of energy fire, though none of his shots found their mark.

As the Piranha screamed away into the billowing ash storm, Brother Kyrex manoeuvred the Land Speeder from its hiding place among the ruins, his gunner continuing to track the retreating xenos with blazing bolt rounds. Weaving and banking through the ruins, the Raven Guard . craft gave chase, its guns snapping off shots as the broken city flashed past. The storm swirled around them as they swooped through the gloom, each trying to bring the other down in a deadly battle of blazing guns and screaming engines. Yet the pilots were equally skilled, and few shots found their target. All the while Kyrex was keeping an eye on his vehicle's auspex, and as the game of cat and mouse wove a path through the city, he made sure it brought them closer to the crash sites of the pods and the resting place of the Ethereal.



# **ECHOES OF WAR:** ASH AND SHADOWS

Alone and stranded after the destruction of his transport vessel, the Ethereal Aun'Do activates his emergency distress beacon in the hope that nearby Fire caste vanguard forces can reach him before the enemy investigates the crash site and discovers his whereabouts.

### THE ARMIES

One player commands the Raven Guard, the other the Tau Empire. Each player takes the following models:

RAVEN GUARD ARMY Land Speeder Darkwind

### TAU EMPIRE ARMY

Aun'Do Stealth Team Darktide *Tireless Hunter* 

### THE BATTLEFIELD

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

### **OBJECTIVE MARKERS**

After terrain has been set up, the players must place 6 Objective Markers using the rules for Placing Objective Markers as described in *Warhammer 40,000: The Rules*.

### DEPLOYMENT

The Tau Empire player deploys first. Aun'Do and Stealth Team Darktide are not deployed at this stage; they arrive later (see Mission Special Rules). The Tau Empire player deploys *Tireless Hunter* anywhere within the Tau Empire deployment zone (see deployment map).

The Raven Guard player deploys second. They deploy Land Speeder *Darkwind* anywhere within the Raven Guard deployment zone (see deployment map).

### FIRST TURN

The Raven Guard player goes first unless the Tau Empire player can Seize the Initiative (see *Warhammer* 40,000: The Rules).

### GAME LENGTH

The game uses Variable Game Length (see *Warhammer* 40,000: *The Rules*), unless Aun'Do is removed as a casualty, in which case the game ends immediately.

Raven Guard Table Edge

### VICTORY CONDITIONS

If, at the end of the game, Aun'Do has been removed as a casualty, the Raven Guard player wins. If Aun'Do is still alive at the end of the game, the Tau Empire player wins. If Aun'Do's location is not discovered during the course of the game, the result is a draw.

### MISSION SPECIAL RULES Reserves.

Alone in the Shadows: In this mission, the Night Fighting mission special rule is in effect for the entire game. Furthermore, the maximum range for any line of sight in this mission is 18".

Hidden Salvation: As soon three or more Objective Markers have been removed (see below) or Aun'Do has been discovered (whichever comes first), Stealth Team Darktide becomes available, and is placed in Deep Strike Reserve. This unit automatically arrives at the start of the Tau Empire player's next turn.

Holographic Decoys: Roll a D6 each time a unit moves within 3" of an Objective Marker, adding 1 to the result if the unit has the Tau Empire Faction. On the roll of a 1-5, the Objective Marker is removed. On the roll of a 6+ the Tau Empire player must place Aun'Do anywhere within 6" of that Objective Marker. All remaining Objective Markers are then removed. Aun'Do is immediately under the Tau Empire player's control and, if it is the Tau Empire player's turn, can immediately move and fight normally.



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The whine of engines echoed off the ruined buildings of the city as the two skimmers duelled out in the darkness. Shas'ui Starshroud looked past the pod from which the Ethereal Aun'Do had emerged upon his hover drone and knew the Space Marines must be closing in. For a moment shas'ui felt a shadow of doubt touch his mind – the Tau were few and the path ahead was long. Yet a quiet nod from Aun'Do banished his fear, the Ethereal's presence already invigorating the Pathfinders. No, they could not fail.

Sweeping the street with his pulse carbine, Shas'ui Starshroud and his warriors advanced into the ruins and toward the extraction point. Around them the ash storm howled with unabated fury, restricting line of sight to only a few dozen yards. Though clouds of grey dust hid them from the foe, they also aided the Space Marines as the Tau were slowed. The wild maelstrom was also making Starshroud's wounds ache – souvenirs of Voltoris that he planned on returning in kind should the enemy show themselves. Strange that the black armoured giants had not struck yet. It did not bode well, and something about it reminded him of the teachings of the relentless hunter.

At that moment he picked out an unnatural noise amidst the howl of the storm, the scream of a turbine cutting through the darkness. Yelling out a warning to his Pathfinders, Starshroud rushed to reach Aun'Do's side even as the first Space Marine leapt down from the sky.

The closest Tau warrior's chest exploded in a fountain of blood as he was torn apart by a crackling lightning claw. A dozen pulse blasts flashed toward the Space Marine, but already the giant was leaping into the air, soaring off back into the black ash above. More yells and more screams of the dying rang out as the air came alive with Tau gunfire and the scream of jump packs.

They had to find a defensible position. Starshroud knew it would only be a matter of time before they were overwhelmed in these shattered ruins. Transmitting a call for assistance to Stealth Team Darktide, he fell back toward the shattered side of a human factory, his carbine lighting up the darkness. Next to him Aun'Do was an island of calm amid the chaos, invoking the elemental truths in a whispered voice that somehow cut through the din of battle. Inspired by the Ethereal's presence, the Pathfinders fought all the harder, holding back the Vanguard Space Marines striking from the ash-filled sky.

Out on the street the night was torn apart by strobing beams of burst cannon fire, heralding the arrival of the Stealth Team and answered in kind by the throaty roar of boltguns. Starshroud silently praised Shas'vre Ryaon and his warriors, and he gave the order to fall back. The surviving Pathfinders hurried through the tangled city remains, snapping off shots at their pursuers as Starshroud scanned his surroundings for a way forwards. Aun'Do stayed close at Starshroud's side, his hover disc carrying him effortlessly over the crumbling landscape. The air thickened with dust and flame, and the Tau swiftly disengaged, while back on the street the Stealth Team held the Raven Guard at bay, buying precious minutes for Starshroud and his Pathfinders to make their escape. Then they simply melted away into the storm.

# **ECHOES OF WAR:** FIGHT THROUGH DARKNESS

Having eluded capture by the Raven Guard, and with dawn fast approaching, Aun'Do must make his way back towards his own lines with great haste. However, the commander of the Raven Guard is not without his wits, and he now blocks his quarry's escape, alongside ten elite warriors hand-picked from his Chapter's 1st Company.

### THE ARMIES

One player commands the Raven Guard, the other the Tau Empire. Each player takes the following models:

### **RAVEN GUARD ARMY**

Shadow Captain Solaq Vanguard Squad Darvos Sternguard Squad Amerex

### TAU EMPIRE ARMY

Aun'Do Stealth Team Darktide Pathfinder Team Aurora

### THE BATTLEFIELD

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

### DEPLOYMENT

In this mission, all models are individual units, and so move, shoot, arrive from Reserve etc. independently.

The Raven Guard player deploys first. With the exception of the members of Vanguard Squad Darvos, who must begin the game in Deep Strike Reserve, no other models can be placed in Reserve. The Raven Guard player must divide their models equally between the two Raven Guard deployment zones (see deployment map)

The Tau Empire player deploys second. They deploy their models anywhere within the Tau Empire deployment zone (see deployment map). With the exception of the members of Stealth Team Darktide, who can placed in Reserve or deployed as normal, no other models can be placed in Reserve.

### FIRST TURN

The Tau Empire player goes first unless the Raven Guard player can Seize the Initiative (see *Warhammer* 40,000: The Rules).

#### GAME LENGTH

The game uses Variable Game Length (see *Warhammer* 40,000: *The Rules*), unless Aun'Do is removed as a casualty or exits the battlefield (see Mission Special Rules), in which case the game ends immediately.

### VICTORY CONDITIONS

If, at the end of the game, Aun'Do has been removed as a casualty, the Raven Guard player wins. If Aun'Do has exited the battlefield (see Mission Special Rules), the Tau Empire player wins. If Aun'Do is still on the battlefield at the end of the game, the result is a draw.

### MISSION SPECIAL RULES Night Fighting, Reserves.

**For the Greater Good!:** If Aun'Do is within 6" of a friendly model, he can attempt to make a Look Out, Sir attempt as if that model were part of his unit.

Lines of Retreat: Any Raven Guard units that fall back do so towards the nearest table edge. Any Tau Empire units that fall back must do so towards the centre of the board, where they will remain until they regroup.

**Out of Danger... For Now:** If Aun'Do starts his Movement phase within either of the Raven Guard deployment zones (see deployment map), and there are no enemy models within 6", he can exit the battlefield.



As the storm ebbed and the first rays of day touched the battlefield, Shadow Captain Solaq led the Raven Guard in pursuit of the Tau cadre, chasing them through the tangled ruins. With every city block the Tau gave ground, laying ambushes and then retreating before his warriors could bring them decisively to battle, but the xenos were losing ground. Eventually, Shadow Captain Solaq and his Raven Guard strike force gathered to make their final assault.

Shadow Captain Solaq looked down on the processional of broken saints. An avenue of crumbling statues, it had once been a glorious entrance to Prefectia's capital city, its winding road lined with the stone silhouettes of longforgotten saints. Now it was so much rubble and rock shards. In the distance he could see the telltale shimmer of engines, and he marked the spot in his mind. The Tau were there, waiting for their Orca transport to come and take them beyond his reach.

The time for being subtle had passed. Signalling the attack, Solaq joined Squad Amerex as they moved out, the heavily armed battle-brothers quickly checking their bolter clips and grenades. On the far flank the thrusters of the Land Speeder *Darkwind* howled, its pilot, Brother Kyrex, giving the Shadow Captain a nod as it raced past. In the wake of the Land Speeder, the Vanguard Veterans of Squad Darvos leapt into the air, their jump packs carrying them out into the tangle of ruins that ringed the edge of the ancient, ash covered city. Drawing his crackling power sword, Solaq followed his brothers into battle. From his hastily organised defences along the edge of the rubble-strewn street, Shas'ui Starshroud watched the Raven Guard advance. Out amid the broken terrain, the rest of the Infiltration Cadre lay in wait, their burst cannons and pulse carbines set up to create a complex web of crossfire patterns. Whispering the motto of the patient hunter, Starshroud counted out the seconds in his head, knowing that they had only to hold out until the Orca arrived.

As the first Raven Guard came within range the ruins came alive with howling burst cannons and thumping bolters. Out of the smoke and dust, Space Marines strode toward the Tau positions and were met by a crackling volley of energy. From above, the scream of jets heralded the arrival of *Darkwind*, its guns raking the Tau position with explosive rounds. In the centre of the Pathfinders and their Drones Aun'Do stood atop his hover drone, his sure voice cutting through the carnage of battle to reach the ears of the Tau. Even against the brutality of the Raven Guard assault they stood their ground, retreat or surrender as alien to them in that moment as betraying the Greater Good.

Across the shattered city rooftops the Vanguard Veterans duelled with Stealth Team Darktide, their jump jets leaving hazy smoke trails as they leapt from one building to the next while their cannons spat fire. Starshroud threw himself into cover just as bolt rounds tore the ground apart where he had been standing. He looked up to see the Space Marine Captain striding towards him, and both warriors knew that here and now the battle would be decided.





# **ECHOES OF WAR: ESCAPE FROM THE RUINS**

After fighting through the Raven Guard forces sent to prevent his escape, Aun'Do has made it to the extraction point. An Orca dropship is inbound to take him to safety, but before he can escape, Starshroud must once more face the Raven Guard as Shadow Captain Solaq makes one last attempt to seize his prize.

### THE ARMIES

One player commands the Raven Guard, the other the Tau Empire. Each player takes the following models:

RAVEN GUARD ARMY Shadow Force Solaq

TAU EMPIRE ARMY Infiltration Cadre Burning Dawn

### THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in Warhammer 40,000: The Rules.

### DEPLOYMENT

The Tau Empire player deploys first. They deploy their units anywhere within the Tau Empire deployment zone (see deployment map).

The Raven Guard player deploys second. They deploy their units anywhere within the Raven Guard deployment zone (see deployment map).

### FIRST TURN

The Tau Empire player goes first unless the Raven Guard player can Seize the Initiative (see *Warhammer* 40,000: The Rules).

### GAME LENGTH

The game uses Variable Game Length (see *Warhammer* 40,000: The Rules).

### VICTORY CONDITIONS

If, at the end of the game, Aun'Do has been removed as a casualty and Shadow Captain Solaq has not, the Raven Guard player wins. If Aun'Do and Shadow Captain Solaq have both been removed as casualties, the result is a draw. Any other result is a victory for the Tau Empire player.

# MISSION SPECIAL RULES Reserves.

**Lethal Crossfire:** The first time each unit in the Tau Empire player's army shoots, it can re-roll failed To Hit rolls.

17





Shadow Captain Solaq vaulted over the ruins, energy rounds sparking off his armour. The Tau moved like pale shadows among the ruins, their domed helmets seen for a second between crumbling walls and broken structures as they darted from cover to cover. Nearby the Sternguard laid down a brutal storm of fire, their bolt rounds turning the ruins to dust and stone shards wherever they struck.

### 'Get to the Ethereal!' Solaq bellowed. 'He is the prize!'

After all the feints and ambushes, stealth and tricks, it came down to this. Solaq was a master of such tactics – indeed it was his skill that had brought the Ethereal's craft down in the first place – but he also knew that when the time came for open battle the Codex was clear.

Smashing through the remains of a rusting hab doorway, Solaq charged two Tau Pathfinders. The aliens tried to raise their weapons but Solaq swept up his power sword in a blinding blur. He cut straight through barrel of the first xenos, and decapitated the second in a spray of gore with his backswing. The first cast down his ruined weapon and tried to reach for a sidearm, but he was too slow. Solaq spun around, opening the xenos from chest to face, the Tau's armour little protection against the arcing power field of the Shadow Captain's sword.

Pressing on, Solaq could now see the Ethereal, standing motionless upon some manner of flying disc. Strange how the creature seemed unconcerned about its fate – though Solaq would soon show it the meaning of fear.

Out in the ruins the battle was reaching a fever pitch, the lines between attackers and defenders becoming hopelessly tangled. Tau Pathfinders and Stealth Teams fought a mobile battle of lethal crossfire and swift manoeuvre, while the Raven Guard used their size and strength like a ceramite hammer.

Closing with the Ethereal, Solaq levelled his blade, and yelled out across the roar of gunfire.

#### 'There is nowhere to run, xenos!'

Suddenly a shadow passed over the battlefield, and a Tau dropship emerged from the clouds with its engines screaming. With a curse Solaq lunged forward, but as he did another Tau barred his way – the leader of their Pathfinders. Before the Shadow Captain could cut him down, a blast of energy threw Solaq back, as a thrumming Drone rose out of the ruins to cast some kind of shield around his prey. Drawing his plasma pistol he fired a searing blast into the Drone, its shields collapsing under the onslaught before it exploded in a shower of flaming scrap. But it was too late.

Screaming in rage, Solaq could only watch as the Ethereal scrambled aboard the dropship, his shots glancing off its hull as it fled into the sky.



### A STORM OF SHADOWS

Though Aun'Do had slipped though the Raven Guard's grasp this was to be but the beginning of the war for Prefectia. Starshoud's victory in the ruined city would be short-lived, as would Shadowsun's perfect plans of invasion – for the Imperium does not give up ground so easily, and the Raven Guard does not forsake their prey once the hunt has begun.

Shas'ui Starshroud returned Aun'Do to Shadowsun, earning great honour for his deeds within the ash-choked ruins of Prefectia, even if he did not find the peace or revenge he sought for the failures on Voltoris. In the ruins of Prefectia, the Shas'ui met with Shadowsun, and was sworn to silence over Aun'Do's encounter with the Raven Guard – while a great victory had been won, none among the Tau could know how close the Ethereal had come to capture.

Aun'Do brought with him the secrets Shadowsun had been waiting for – and the truth about the broken world upon which they fought. The commanders of the Imperial forces believe the Gilded Worlds to be the true prize that Shadowsun seeks, but they fail to see the untapped resources of Prefectia – the wealth of geomagnetic energy that lurks beneath its surface. This is to be Shadowsun's great gambit, her war for the ruined planet the key to dominion over the Dovar System and the next step in the Third Sphere Expansion. If the power of Prefectia could be harnessed, it would fuel Shadowsun's armies, and she would have a new base from which to launch her attacks, one that stood beyond the vastness of the Damocles Gulf. Yet the Imperium has no intention of surrendering Prefectia so easily to the Tau, and the armies of the Emperor are already mustering to try and hurl the invaders back into the Damocles Gulf. Worse for Shadowsun, Chapter Master Corvin Severax suspects the Tau's true purpose on Prefectia, and is moving to counter her plans. Key to Severax's efforts is Shadow Captain Solaq. Though he failed to capture Aun'Do, the Space Marine has learnt much of his foe. Assembling his veteran shadow force once more, Solaq returns to the battlefields of Prefectia.

The stage has now been set for the Prefectia War, its ruined cities and ash covered wastes echoing to the roar of Imperial war machines and Tau battlesuits. Millions of Imperial soldiers dig trenches and ready their lasguns as the Tau Hunter Cadres advance, moving swiftly over the broken ground under the masterful direction of Commander Shadowsun. Supporting the teeming ranks of the Astra Militarum are the Space Marines, chief amongst them the Raven Guard and the White Scars – the memory of the fall of Agrellan still fresh within their minds. For both sides there can be no surrender, and no retreat – the fate of Prefectia is to be decided in blood and flame.







### **INFILTRATION CADRE BURNING DAWN**

Resolute and proud, the Tau of Shadowsun's Infiltration Cadres have unwavering faith in their commander and the Greater Good. Shas'ui Kalas Starshroud commands his skilled warriors with cold determination as they stride across the dust-choked battlefields of Prefectia, seeking out the enemies of the Tau Empire wherever they may hide.

Still bearing the scars of Voltoris, Shas'ui Kalas Starshroud advances into the war zones of Prefectia determined to bring the light of the Tau Empire to this dark and barbaric place. Backed up by his cadre of Pathfinders and Stealth warriors, Starshroud is well schooled in the ways of the patient hunter. In dozens of conflicts along the fringes of the Damocles Gulf his warriors have brought ruin and death to the Imperium, ghosting out of ruins and jungles to scythe down their foes in a storm of pulse rounds.

Commander Shadowsun herself has chosen Starshroud for the sacred task of recovering Ethereal Aun'Do, Master of the Gifted Stars. The commander, a student of Puretide, sees in the young shas'ui the same spark of tactical genius that her master once saw in her. It is an understanding of the art of war that defies human comprehension; only a Tau mind devoid enough of distractions and emotion is able to capture its subtle nuances.

Moving with the swiftness of a cold night wind, Starshroud has gathered up his attack force, calling upon veterans of the Damocles War to form Infiltration Cadre Burning Dawn. The fighters of Stealth Team Darktide are swift hunters who add devastating firepower to his force, while the Piranha *Tireless Hunter* is a scout and tank killer without peer. The core of the cadre, however, is Starshroud's own team of Pathfinders and their Drones, who fought with him on Agrellan and later on Voltoris.

Infiltration Cadres are flexible formations of vanguard troops, often dropped deep behind enemy lines. Led by experienced Fire caste warriors, they are the silent and unseen will of the Greater Good, assassinating or capturing influential Imperial officers, destroying facilities vital to the enemy infrastructure or recovering resources important to the Tau Empire.

Shas'ui Starshroud has served many times in the Infiltration Cadres of Shadowsun's invasion forces, each time earning honour for himself and furthering the manifest destiny of his race. On flame-scoured enemy battlefields the Pathfinders and their allies advance toward their objectives, Starshroud scanning the horizon for threats. Starshroud accepts his duty without question; the chance to serve his people as they colonise the stars is the only motivation the shas'ui requires.



# AUN'DO MASTER OF THE GIFTED STARS

Shrouded in the authority that surrounds all Ethereals, Aun'Do's aura of command inspires all who look upon him. As he moves gracefully among his people, his ritual honour blade held lightly in his grip, the Tau recall their duty to the Greater Good. Far from officials and functionaries, many of the Ethereal caste fight on the front lines beside the cadres of the Third Sphere Expansion. It is here, amid the scream of shells and the thump of explosions that Aun'Do's leadership comes into its own - Fire Warriors fighting all the harder under his gaze.

Despatched to the Dovar System by the Supreme Ethereal Aun'Va, Aun'Do carries with him secrets that could well turn the tide of war on Prefectia, and have far-reaching consequences for the surrounding sectors. It is knowledge that Aun'Do bears with dauntless resolve, and even stranded among the ruins of Prefectia the Ethereal remains calm and resolute in the face of the Imperium's efforts to capture him. Aun'Do knows that, in the end, the Greater Good will always prevail.

**Unit Composition** 

1 (Unique)

### Aun'Do

**WS BS S T W I A Ld Sv** 4 3 3 3 3 3 3 3 10 5+ Unit Type Infantry (Character)



- Honour blade (pg 28)
- Homing beacon (pg 29)
- Hover drone (pg 29)

### WARLORD TRAIT: Exemplar of the Selfless

**Cause:** One use only. Declare Aun'Do is using this ability at the start of one of your Movement phases. All friendly units with the Tau Empire Faction on the battlefield that have Gone to Ground are no longer considered Gone to Ground and can move, shoot and charge normally his turn.

### SPECIAL RULES: • Fearless

• Independent Character

Failure is Not An Option: All friendly units with the Tau Empire Faction within 12" of Aun'Do use his Leadership for Morale tests as well as Fear, Pinning and Regroup tests. However, if Aun'Do is removed as a casualty in a mission that uses Victory Points, your opponent gains one additional Victory Point. **Invocation of the Elements:** At the start of each of Aun'Do's Movement phases, choose one of the four elemental powers listed below to invoke. Aun'Do and all friendly non-vehicle models with the Tau Empire Faction within 12" benefit from the effects of the elemental power until the start of Aun'Do's next Movement phase. If Aun'Do is slain, the elemental power ends immediately.

- *Calm of Tides*: Affected models have the Stubborn special rule.
- Storm of Fire: Affected models fire an extra shot with pulse weapons (such as pulse carbines) when firing at a target within half the weapon's maximum range.
- Sense of Stone: Affected models have the Feel No Pain (6+) special rule.
- Zephyr's Grace: Affected models can fire Snap Shots after Running.

# STEALTH TEAM DARKTIDE





Cloaked in shimmering distortion fields, the warriors of Stealth Team Darktide appear like ghosts among their foes, their burst cannons sending out blazing blasts of energy that rip apart their victims, and the shas'vre's fusion blaster destroying vehicles in roaring detonations. Although their leader, Shas'vre Ryaon, is the most senior Fire caste warrior in the Infiltration Cadre, cadre command rests with Shas'ui Starshroud of the Pathfinders. This allows Stealth Team Darktide to concentrate on their designated mission parameters, whether they be the destruction of a high-value target or provision of supporting fire for their comrades, certain that the superior situational awareness of their comrades will guide the rest of the cadre to the successful resolution of their mission.

	WSBSSTWIA	Ld Sv	Unit Type	Unit Composition
Stealth Shas'ui	2 3 4 3 1 2 2	8 3+	Jet Pack Infantry	2 Stealth Shas'ui
Shas'vre Ryaon	2 3 4 3 1 2 3	9 3+	Jet Pack Infantry (Character)	1 (Unique)
Marker Drone	2 2 3 4 1 4 1	7 4+	Jet Pack Infantry (Drone)	1 Marker Drone

### WARGEAR:

- Shas'vre Ryaon has a stealth battlesuit (pg 29) and a fusion blaster (pg 28).
- $\bullet$  2 Stealth Shas'ui have a stealth battlesuit (pg~29) and a burst cannon (pg~28).
- Marker Drone has a markerlight (pg 29).

### SPECIAL RULES: • Infiltrate

Precision Shots

**Bonding Knife Ritual:** A unit with this special rule benefits from Heroic Morale, even if they are not accompanied by a model with the Independent Character special rule.

**Supporting Fire:** When an enemy unit declares a charge, friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also the targets of the charge. Remember that a unit can still only fire Overwatch once each phase.

# PATHFINDER TEAM AURORA



Shas'ui Starshroud is a gifted student of war, and a favoured protege of Commander Shadowsun. Under his expert leadership his Pathfinders have won many victories in the wars against the Imperium, their pulse carbine fire cutting down their foes as their specialist Drones reveal the positions of their enemies and shield them with defensive grav-waves. However, during the defeat on Voltoris Starshroud was gravely wounded, only his determination to see his warriors to safety driving him on. Now, despite the recently healed wounds he sustained in that engagement, Starshroud is resolved to bring honour to his sept and to Supreme Commander Shadowsun. The shas'ui believes that only in the cauldron of war upon Prefectia will the failures of Voltoris be washed away with the defeat of his enemies.

										The second se	and the second
	WS	BS	S	Т	W	I	A	Ld	Sv	Unit Type	Unit Composition
Pathfinder	2	3	3	3	1	2	1	7	5+	Infantry	9 Pathfinders
Shas'ui Starshroud	2	3	3	3	1	2	2	8	5+	Infantry (Character)	1 (Unique)
Recon Drone	2	2	3	4	2	4	1	7	4+	Jet Pack Infantry (Drone)	1 Recon Drone
Grav-inhibitor Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)	1 Grav-inhibitor Dr
Pulse Accelerator Drone	2	3	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)	1 Pulse Accelerator

### WARGEAR:

- Starshroud and 6 Pathfinders have a pulse carbine (pg 28), a markerlight (pg 29) and photon grenades (pg 29).
- $\bullet$  1 Pathfinder has an ion rifle (pg~28) and photon grenades (pg 29).
- 2 Pathfinders have a rail rifle (pg 28) and photon grenades (pg 29).
- Grav-inhibitor Drone has a gravity wave projector (pg 29).
- Pulse Accelerator Drone has a pulse accelerator (pg 29).
- Recon Drone has a burst cannon (pg 28), a homing beacon (pg 29) and a positional relay (pg 29).

### SPECIAL RULES:

- Feel No Pain
- (Starshroud only)
- Scouts
- Stubborn (Starshroud only)

Bonding Knife Ritual: A unit with this special rule benefits from Heroic Morale, even if they are not accompanied by a model with the Independent Character special rule.

rone r Drone

Supporting Fire: When an enemy unit declares a charge, friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also the targets of the charge. Remember that a unit can still only fire Overwatch once each phase.



Kicking up plumes of ash as it fishtails through the ruins of Prefectia, the Piranha Tircless Hunter seeks out its prey. Veterans of a dozen battles of the Third Sphere Expansion, the crew of the Tircless Hunter have gunned down squads of Imperial infantry and blasted apart lumbering battle tanks, the craft's fusion blaster roaring with fury as it unleashes spears of searing energy. Time and attrition have reduced the Tircless Hunter's original squadron until only a single Piranha remains. Faithful servants of the Tau Empire, the Tircless Hunter's crew have adapted to their role as a lone hunter, forming a strong bond. Each Fire Warrior has learned to anticipate the actions of the other, working in concert to bring down their foes as they scream across the battlefield.

	[Armour]		
	BS F S R HP	Unit Type	Unit Composition
Tireless Hunter	4 11 10 10 2	Vehicle (Fast, Skimmer,	1 (Unique)
		Open-topped)	
	WSBSSTWIALdS		
Gun Drone			2 Gun Drones

### WARGEAR:

- *Tireless Hunter* has a fusion blaster (pg 28)
- 2 Gun Drones each have a twin-linked pulse carbine (pg 28)

### SPECIAL RULES:

• Supporting Fire (pg 25) (Gun Drones only)

### **DETACHING DRONES**

During any friendly Movement phase, Drones may detach from their vehicle in the same way as Infantry disembarking from an Open-topped Transport. All Drones from a vehicle or vehicle squadron must detach at the same time – they then form a single new unit.

After detaching, Drones cannot re-attach to any vehicle, but they can embark on Transport vehicles in the same manner as other Drones.

Drones that started the game attached to a vehicle do not award Victory Points when destroyed. In addition, your opponent only needs to destroy the vehicle, and not that vehicle's detached Drones as well, to be awarded any Victory Points it is worth.



As the wise words of Puretide teach, in the art of war the killing shadow or shield of silence is often as deadly as the naked blade or thundering gun. Starshroud is a student of the art of the patient hunter, choosing only to strike when his blow will do his enemies the most harm. Leading his team of Pathfinders, he operates deep behind enemy lines, moving unseen among the foe. In the shadows, Stealth Team Darktide lends its firepower to Starshroud's warriors, their hulking battlesuits moving with uncanny grace and silence as they stalk their prey. While Starshroud uses the darkness to conceal their advance, the Tircless Hunter uses speed, streaking forward to protect their flanks. Finally, in the midst of Starshroud's Infiltration Cadre stands Aun'Do, whose leadership gives them purpose and inspiration.

### FORMATION:

- Aun'Do (pg 23)
- Stealth Team Darktide (pg 24)
- Pathfinder Team Aurora (pg 25)
- Tireless Hunter (pg 26)

RESTRICTIONS: None.

### SPECIAL RULES: • Stealth

**High Councillor:** Once per game, when using the Invocation of the Elements special rule, Aun'Do can invoke up to two elemental powers, instead of just one.

**Infiltration Cadre:** All units in this Formation have the Scouts special rule. Units that already have the Scouts special rule instead gain the Infiltrate special rule.

### SHADOW FORCE SOLAQ

Moving like shadows among the ruins of Prefectia, Kyrin Solaq's shadow force stalks its prey. Few armies excel at stealth like the Raven Guard; the black armoured warriors are experts in the hunt, and masters of the ambush, sweeping down from the darkness to bring death and defeat to their enemies.

Silent as death, Shadow Captain Kyrin Solaq leads his battle-brothers across the ash-choked ruins of Prefectia, its crumbling buildings and broken barricades providing ample darkness for the Raven Guard to do their work. Formed around a core of hardened 1st Company Space Marines, all veterans of the Damocles Gulf campaigns, and supported by a highly mobile and heavily armed Land Speeder Tornado, Solaq's shadow force was selected to be a compact and lethal tool.

On the orders of Corvin Severax – Chapter Master of the Raven Guard – Solaq's warriors have deployed to Prefectia, following the trail of the Tau Ethereal Aun'Do. Utilising the collective combat skills of his battle-brothers, Solaq intends to run his prey to ground and will sweep aside anything that stands in his way. For this purpose the Raven Guard are ideally suited, for the Space Marines are a versatile and potent force, and their Sternguard and Vanguard Veterans even more so.

In keeping with the doctrines of the Raven Guard Chapter, a shadow force is a specialist formation, created for pinpoint raids and acts of audacious sabotage or assassination. When the Chapter has identified a high value target or crucial enemy resource, often deep inside enemy territory and beyond the reach of conventional troops, a shadow force will be dispatched.

So it is in the Dovar System, with Shadow Captain Solaq given his pick of the Chapter to fill out the ranks of his force, each battle-brother chosen for their specialised skills. With such a small, elite force, every battle-brother must be able to fulfil multiple roles, or be able to operate on their own for extended periods of time. The warriors of Solaq's shadow force know that they go into a war zone without support, and that their abilities alone will mean the difference between victory or defeat for the Raven Guard.

While some other Chapters might consider the use of a shadow force an affront to the Codex Astartes or a dishonourable use of the Adeptus Astartes, the Raven Guard care not. For Solaq and his brothers, only a fool does not use every weapon at his disposal, and when stealth and darkness will serve their purposes they do not hesitate to embrace them. As the Raven Guard teach their warriors: the most effective blow is one your foe does not see coming.



# SHADOW CAPTAIN SOLAQ



Clad in armour of midnight black and bone white, Shadow Captain Kyrin Solaq strides from the shadows like a vengeful ghost to bring swift death to the foes of the Imperium. A hardened veteran of countless battles, Solaq has risen to the rank of Shadow Captain not just through his skill at arms, or his keen battlefield acumen, but also for his talent for bold and daring tactics. When Chapter Master Severax called upon his expertise to capture the Ethereal Aun'Do, Solaq was swift to answer the call, selecting a shadow force tailored to trap the Tau on Prefectia. Now the Shadow Captain hunts his prey without mercy or remorse, casting aside doubt or caution in his efforts to claim the prize that Corvin Severax seeks – for Solaq believes without a doubt that only through daring are great victories made.

	WS BS S T	W I A Ld Sv	Unit Type	Unit Composition
Shadow Captain Solaq	6 5 4 4	3 5 3 10 3+	Infantry (Character)	1 (Unique)

### WARGEAR:

- Plasma pistol
- Power sword
- Frag grenades
- Krak grenades
- Iron halo (pg 29)

### WARLORD TRAIT:

Angel of Death: Shadow Captain Solaq has the Fear special rule. Furthermore, enemy units locked in combat with the Warlord must take Fear tests on 3D6.

### SPECIAL RULES:

- And They Shall Know No Fear
- Independent Character

Chapter Tactics (Raven Guard): Strike From the Shadows: So long as a unit with this special rule does not begin the game in a Transport vehicle, it has the Shrouded special rule until the start of the second game turn. Furthermore, when rolling to see whether the Night Fighting special rule is in effect during game turn 1, add 1 to the result if your army contains at least one unit with this special rule.

### CHAPTER RELIC

The Raven Helm: An ancient relic of the Chapter, the Raven Helm shrouds its wearer in a flickering halo of darkness that distorts their outline and confounds even the most sophisticated enemy sensors. When combined with the natural talents of a battle-brother of the Raven Guard, the wearer becomes a ghost on the battlefield; his enemies are left unsure of whether or not they have laid eyes upon him, or if it is merely another shadow in the darkness.

Non-vehicle units that target Shadow Captain Solaq or his unit with a shooting attack must first pass a Leadership test. If this test is failed, that unit can only fire Snap Shots for the rest of the turn.

# STERNGUARD SQUAD AMEREX





Appearing as if from nowhere, the armoured giants of Sternguard Squad Amerex unleash a storm of explosive shells into their foes, every shot blasting apart flesh and hurling enemies to the ground like bloody rag dolls. In the shadow of Furion Peak on Voltoris, Squad Amerex added another honour to their tally of victories when they helped shatter Shadowsun's daring assault. Moving through the jungle like shadows, they pushed into the midst of Tau formations before ripping them asunder in deafening bursts of merciless bolter fire. Equipped with specialist ammunition to fit any target, plentiful grenades and a devastating heavy flamer, they are capable of laying down prodigious firepower, greatly increasing the killing power of Solaq's force.

	WSBSSTWIALd	Sv Unit Type	Unit Composition
Veteran	4 4 4 4 1 4 2 9	3+ Infantry	4 Veterans
Sergeant Amerex	4 4 4 4 1 4 2 9	3+ Infantry (Characte	er) 1 (Unique)

### WARGEAR:

- All models have frag and krak grenades.
- Sergeant Amerex has a plasma pistol and a power sword.
- 1 Veteran has a bolt pistol and a heavy flamer.
- 1 Veteran has a bolt pistol and a storm bolter.
- 2 Veterans have a bolt pistol, a boltgun and special issue ammunition (pg 29).

### SPECIAL RULES:

• And They Shall Know No Fear

**One with the Darkness:** So long as this unit does not move, run or charge during your turn, it gains the Shrouded special rule until the start of your next turn.

### **Chapter Tactics (Raven Guard):**

*Strike From the Shadows:* So long as a unit with this special rule does not begin the game in a Transport vehicle, it has the Shrouded special rule until the start of the second game turn. Furthermore, when rolling to see whether the Night Fighting special rule is in effect during game turn 1, add 1 to the result if your army contains at least one unit with this special rule.

# VANGUARD SQUAD DARVOS



Carried down from the darkened skies on wings of smoke and fire, the Vanguard Veterans of Squad Darvos rip apart their foes in brutal sudden strikes and thundering aerial charges. On Agrellan, Sergeant Darvos and his squad covered the retreat before Shadowsun's forces. Leaping from the smoke-shrouded sky, they fell on the advancing cadres again and again, leaving only mangled, broken xenos in their wake. For their deeds they earned the name Mont'hvar from the Tau, which means the Killing Darkness, or the Darkness that brings Death. Such is their reputation that even the Tau on Prefectia have heard of their dark deeds, and Shadow Captain Solaq personally requested that they join the strike force he would lead to capture Aun'Do, confident of their battlefield provess.

	WS BS S	тwі	A Ld Sv	Unit Type	Unit Composition
Veteran	4 4 4	4 1 4	2 9 3+	Jump Infantry	4 Veterans
Sergeant Darvos	4 4 4	4 1 4	2 9 3+	Jump Infantry (Character)	l (Unique)

### WARGEAR:

- All models have a jump pack (pg 29), frag and krak grenades.
- Sergeant Darvos has a thunder hammer and a storm shield (pg 29).
- 4 Veterans have two lightning claws.

### SPECIAL RULES:

- And They Shall Know No Fear
- Fear

**Heroic Intervention:** A unit with this special rule can re-roll one or both dice when determining its charge range. Furthermore, a unit with this special rule ignores the penalty for disordered charges.

#### **Chapter Tactics (Raven Guard):**

Strike From the Shadows: So long as a unit with this special rule does not begin the game in a Transport vehicle, it has the Shrouded special rule until the start of the second game turn. Furthermore, when rolling to see whether the Night Fighting special rule is in effect during game turn 1, add 1 to the result if your army contains at least one unit with this special rule.

Winged Deliverance: A unit with this special rule may use their jump packs in both the Movement and Assault phases of the same turn. Furthermore, when they make Hammer of Wrath attacks, models with this special rule can re-roll failed To Wound rolls.

# LAND SPEEDER DARKWIND



A shimmer of darkness upon the night sky, the Land Speeder Darkwind screams down from above, its guns ripping the enemy apart in fountains of blood and flame. From the skimmer's cockpit, Brother-Pilot Kyrex guides the craft through storms of ground fire while his gunner, Brother Ortor, sends explosive rounds tearing down into the foe. Veterans of the wars on Agrellan and Voltoris, Kyrex and Ortor are masters of operating behind enemy lines, ranging ahead of the Space Marine advance and laying deadly ambushes. Countless foes have met their end at the hands of Darkwind's elite crew and their craft. Hugging the ruined streets of Prefectia's crumbing fortress-cities, Darkwind guides Solaq's shadow force to its target, leading the hunt for the Ethereal Aun'Do.



SHADOW FORCE SOLAQ



Sweeping through the ruins of Prefectia, Shadow Captain Kyrin Solaq's strike force move like ceramite-clad spectres, each one a deadly predator hunting down their prey. Darkwind weaves through ruined buildings as its crew scan for targets, scouting far ahead of the force at need; in the sky overhead, Vanguard Squad Darvos leaps across the ruined rooftops, their jump packs glowing crimson in the gloom, ready to descend into the foe with righteous fury. Finally, Shadow Captain Solaq personally leads Sternguard Squad Amerex as they close in on their quarry, their bolters at the ready. Each part of the shadow force is lethal on its own, but when the four units combine they form a web of silent death from which no enemy can escape.



### FORMATION:

- Shadow Captain Solaq (pg 23)
- Sternguard Squad Amerex (pg 24)
- Vanguard Squad Darvos (pg 25)
- Land Speeder Darkwind (pg 26)

RESTRICTIONS: None.

### SPECIAL RULES:

- Acute Senses
- Move Through Cover

Swift Redeployment: All units in this Formation have the Scout special rule. Furthermore, non-vehicle units in this Formation can re-roll the dice when determining their Run moves and vehicle units in this Formation can move an additional 6" when moving Flat Out.

# PROFILES

				ł	ΤČ	2					
	WS	BS	S	Т	W	I	A	Ld	Sv	Unit Type	Pg
Aun'Do	4	3	3	3	3	3	3	10	5+	In (ch)	23
		nc	100		IT		-		c	II.'.	D
	1		10 M	1.3	2.25		21	1.1.1		Unit Type	-
Stealth Shas'ui	2									JF3	24
Shas'vre Ryaon	9	2	4	3	1	9	3	9	3+	Jp, In (ch)	24

				7.87				Ld		Unit Type	Pg	1.28
Pathfinder	2	3	3	3	1	2	1	7	5+	In	25	
Shas'ui Starshroud	2	3	3	3	1	2	2	8	5+	In (ch)	25	

### VEHICLES

	rArmour <sub>]</sub>										
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Pg
Tireless Hunter	-	4	-	11	10	10	-	-	2	F, S, O	26

### DRONES

	WS	BS	S	Т	w	I	A	Ld	Sv	Unit Type	Pg	
Grav-inhibitor	2	2	3	4	1	4	1	7	4+	In, Jp (D)	25	
Drone												
Gun Drone	2	2	3	4	1	4	1	7	4+	In, Jp (D)	26	
Marker Drone	2	2	3	4	1	4	1	7	4+	In, Jp (D)	24	
Pulse Accelerator	2	3	3	4	1	4	1	7	4+	In, Jp (D)	25	
Drone												
Recon Drone	2	2	3	4	2	4	1	7	4+	In, Jp (D)	25	

### RANGED WEAPONS

	Range	S	AP	Туре
Burst cannon	18"	5	5	Assault 4
Fusion blaster	18"	8	1	Assault 1, Melta
Ion rifle				
- Standard	30"	7	4	Rapid Fire
- Overcharge	30"	8	4	Heavy 1,
				Blast,
				Gets Hot
Pulse carbine	18"	5	5	Assault 2,
				Pinning
Rail rifle	30"	6	1	Rapid Fire

### MELEE WEAPONS

	Range	S	AP	Туре
Honour blade		+2	1949-1946 1949-1946 1949-1946	Melee,
				Two-handed

### UNIT TYPES

Infantry = In, Jet Pack unit = Jp, Fast = F, Skimmer = S, Open-topped = O Character = (ch), Drone = (D)



# PROFILES

				F	ΗÇ	)					
	WS	BS	S	Т	W	Ī	A	Ld	Sv	Unit Type	Pg
Shadow Captain Solaq	6	5	4	4	3	5	3	10	3+	In (ch)	23
	ws	RS			IT w			Ld	Sv	Unit Type	Pø

Sternguard Veteran	4	4	4	4	1	4	2	9	3+	In	24
Sergeant Amerex	4	4	4	4	1	4	2	9	3+	In (ch)	24
Vanguard Veteran	4	4	4	4	1	4	2	9	3+	J, In	25
Sergeant Darvos	4	4	4	4	1	4	2	9	3+	J, In (ch)	25

### VEHICLES

	[Armour]										
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Pg
Land Speeder	-	4	-	10	10	10	-	-	2	F, S	26





### MELEE WEAPONS

	Range	S	AP	Туре
Krak grenade	-	6	4	
Lightning claw	-	User	3	Melee, Shred
				Specialist
				Weapon
Power sword		User	3	Melee
Thunder hammer	-	x2	2	Melee,
				Concussive,
				Specialist
				Weapon,
				Unwieldy



### RANGED WEAPONS







In the midst of the Tau invasion of the fortress world of Prefectia, a deadly hunt is unfolding in the planet's ash-choked ruins. Pathfinder Shas'ui Starshroud has been sent into no-man'sland to rescue the Tau Ethereal Aun'Do before he falls into the hands of the Imperium.

Starshroud and his Infiltration Cadre must move with both speed and stealth if they are to outmanoeuvre the forces arrayed against them, and they must. For Aun'Do cannot be allowed to be captured – no matter the cost.

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A supplement for



You will need a copy of Warhammer 40,000: The Rules in order to use the contents of this book





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In the midst of the Tau invasion of the fortress world of Prefectia, a deadly hunt is unfolding in the planet's ashchoked ruins. Shadow Captain Solaq leads a handpicked shadow force to capture the Tau Ethereal Aun'Do.

He must use all his cunning and skills as a Space Marine of the Raven Guard Chapter if he is to outwit and outfight the Tau, and he must. For Aun'Do carries a secret that could change the course of the war, and seal the fate of Prefectia once and for all.

A supplement for



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