









999.M41

WAR ZONE: DAMOCLES -0 Thereast



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INTRODUCTION

All across the galaxy, massive campaigns are fought to control vital planets or annihilate hated enemies. These vast conflicts are so momentous that they shape history itself, as armies clash for years or even decades to secure victory.

Some of those campaigns have become synonymous with save rat a scale unimagnable; planet whose names have become a latury of diasater – Armageddom, Medhus V, Damos, Skalahrav, Terrai stief – the list stretches into the annals of the Imperium for ten thousand years and more sphel campaigns turn the planets and systems where they are fought into ranged war zones, where the only thing the lattle-lardrened minhubaturis know is death and destruction.

This book describes the Damocles War Zone and the battles that were fought there between a Tau Empire invasion force led by Commander Shadowsun and a coalition of Imperial Knights, and Space Marines from the White Scars and Raven Caurd Chapters. The campaign was fought across a star area that encompased several Imperial Sectors and dozens of Imperial planets. Initially the forces of Manikand were Endrepresed to halt or even slow the Tau onshight. It was only with the armital of contingents of Imperial Knights from House Terry and Space Marines from the White Scars Chapter that the tide began to turn, and even these mighty warriors were unable to save the Junchipin hire world of Agrellan from being overrun. The campaign now hangs in the balance, and final victory could go to entire side.

APOCALYPSE WAR ZONES

Each Apocalypse War Zone is a self-contained supplement to the Apocalypse rules, based on a famous campaign from the history of the Warhammer 40,000 galaxy. Each War Zone starts off with a detailed history that describes the course of the campaign, the famous battles that were part of it, and the combatant sthat waged the war.

The background is followed by special rules, Stratege Assets, missions and Apacabyse Formutions, all of which are based on the history and background of the War Zone. You can use all of these things when you fight a battle set in the War Zone, and with a little bit of common sense they can also be used for Apocabyse battles set in similar theatres of war elsewhere. It's worth noting that the War Zone, Apocabyse Formations can be used in any Apocabyse battle that you fight, regardless of the setting.

Last but not least, each Apocalypse War Zone includes a gatefold that unfolds to show a 'battle report' of an Apocalypse game set in that War Zone. We hope that it will serve as an example of what can be achieved with tume and effort, and as an inspiration for the games of Apocalypse you take part in yours.







THE DAMOCLES GULF TOTAL WAR ACROSS THE FRONTIER

For more than 250 years, the region of space near the Damocles Gulf has been a source of bitter dispute between two empires - the indominable Imperium of Mankind and that of the vigorous alien race known as the Tau. Despite an uneasy true developing in the wake of the Damocles Crusade, war now rages anew as the Tau begin their next phase of conquest

A SECTOR IN FLAMES

The Imperial worlds beyond the Damocles Gulf were once again embroiled by war. Echoing their Second Sphere Expansion more than two centuries earlier, the Tau Empire surged into Imperial space on a sectorwide front. They offered mery to worlds that welcomed the teachings of the Greater Good, but a swift death to those that opposed them. The Tau Empire was in ascendancy and nohing, it seemed, could keep them from fulfilling their destiny.

The Imperium, despite its impossibly numerous armies, was ill-prepared to deal with the suddenness and strength of the Tau invasion. Many of the Imperial forces once stationed to defend the Damocles Gulf had been withdrawn to fight another, more pressing, threat in the form of an encroaching Tyranid hive fleet. In this manner, the Tau offensive could not have been better timed and they made swill progress deep into Imperial space. The Imperium's remaining armices were forced to retreat to their garrison worlds and fortify them as best they could. The rapidity of the Tau advance was abetted by many Imperial worlds that were sympathetic to the Tau's beliefs, the legacy of Water caste diplomats who had long been preparing the way for the Third phere Expansion. So successful were these ambassdors that some worlds capitulated without even firing a shot, welcoming the Tau as assivours, not imaders



WAR ZONE: DAMOCLES





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As Ethereal Supreme, Aun Va bears his own unique symbol – a stylised variation of the revered Ethereal caste emblem.

A NEW ERA OF EXPANSION

This new war against the Imperium began when, in the year 997.M41, the Tau Empire launched its Third Sphere Expansion. The revered leader of their race, the venerable Aun'Va. decreed that their strength was great enough to expand the borders of their burgeoning empire once more. Never before had the Tau wielded such military might, and the confidence of this ambitious race was at an all-time high. But their self-assurance was well justified, for the Tau Empire was as large and as powerful as it had ever been. Working as one for the greater good, the Tau Empire's entire population was placed on a total war footing. The Fire caste in its entirety prepared to set forth on great transports to distant battlefields. The Tau were further augmented by millions of alien auxiliaries that had already been subsumed into the Tau Empire, all ready to do their part in helping to expand its boundaries.

Hundreds of expeditionary forces set out in every direction from the Tau sept worlds, each explicitly tasked with the assimilation or subjuqation of a chain of star systems deemed destrable by advanced drones. With all four castes working in precise harmony, and driven ever onwards by their Ethereal leaders, the Tau Empire expanded at an incredible rate. Within the first year, several potential sept worlds had already been established, wrested from Ork warlords or other xenos species and colonised within weeks of computs.

But inevitably, it was against the Imperium of Man that the Tau were to face their greatest challenge. Indeed, Aun Va Wasknd, for Imperial realiation in the wake of the Tau Empire's Second Sphere Espansion had raught him much about the dangers of rousing this sleeting againt. The Fire caste had learned a fearful lesson by during the bloody reprasta of the Imperium's Damocles Crusade. So it was that Aun'Va chose to personally oversee the expeditionary force that was to force a passage into Imperial territory through the narrow route spanning the Damocles Gulf.

Ann 'Ay would not be alone in this venture: At his side was the most brilliant military strategist of her age, Commander Shadowan, Named as the replacement for the trantor, Farsight, Shadowan now bore the manule of Supreme Commander of the Tan Fire caste. Having carned much fame and renown for her actions against the greenskins during the Great War of Confederation, Shadowann was now a famous her of the Tan Empire and a worthy successor to her mentor, the legendary Commander Purcide.

CROSSING THE VOID

Propelled at ever greater speeds by the latest Earth caste impulse reactors, the vast armada of Aun'Va's Tau Coalition powered across the Damocles Gulf and into Imperial space. The expeditionary force met little in the way of significant opposition, even from the Imperial worlds that rejected the offers of the Water caste's ambassadors. Despite their defiance, resistant worlds soon fell prey to Shadowsun's tactical genius and the dedication of her Fire caste warriors. Vastly outgunned by the pinnacle of Tau weapons technology and overmatched by their aerial dominance, the meagre Imperial forces that defended these outlying planets offered little more than sport for Shadowsun's veterans of the Ork wars.

Spurred ever onwards by the Ethereal Supreme at their head, world after world fell to the Tau in a series of precision strikes. Time and again, Shadowsun's Rapid Insertion Forces – elite formations comprising multiple battlesuit teams – were deployed from low orbit to circumnavigate the hastily prepared defences and annihiate the foc wholesale.

The small mining world of Thelion IV was conquered in less than tweek hours by the relenites attacks of a hundred Hunter Cadres. The densely populated hive world of Jorvas fell even faster – after vimessing the arrival of the overwhelming Tau forces, planetargy governor Balthuis Forr called for his commanders to stand down, surrendering without a shot being fired.



ETHEREAL SUPREME AUN'VA If members of the ruling

Ethereal caste inspire devotion and a willingness to obey in those around them, Aun Va's presence invokes a fanaticism that borders on zealotry. As Ethereal Supreme, Aun Va is venerated above all others. and his presence is celebrated wherever he travels. By his command have the great star-faring armadas of the Tau set forth to bring the enlightenment of the Greater Good to the galaxy; by his will are their foes crushed.



COMMANDER SHADOWSUN

O'Shaserra, or Commander Shadowsun as she is known. was one of the elite disciples and personal pupils of the ailing Commander Puntide. Having risen to seniority during the Great War of Confederation, against the Orks, Commander Shadowsun now personally leads the Tau forces of the Third Sphere Expansion Displaying an instinctive mastery of the Kauyon style of Tau warfare, Shadowsun embodies the art of the patient huntress, trapping and crushing her foes in battle countless times.



THE DAMOCLES CRUSADE, 742, M41

Towards the end of the Tau Empiris' Second Sphere Expension, a threadbarough two much when, gler many falled attempts, the Air casts successfully manyatade a soft must carrows the Denselves Griff. The Tau sumediately began realmising this ripe near source of words and, in doing us, made first contact with the source of words and, in doing us, made first contact with the source of words and, in doing us, the Informan of Mandad. Water casts emissions moved to integrate horisoftware without the words on the periphery of theorem spore, regulations fraid defaults and sproading the message of the Grater Good to those long oppressed beneath the message of the Grater Cood to those long oppressed beneath the message of the Grater Cood to those long oppressed beneath the message of the Grater Cood to those long oppressed beneath the message of the Grater Cood to those long oppressed beneath the message of the Grater Cood to those long oppressed beneath the message of the Grater Cood to these theory oppressed beneath the message of the Grater Cood to these long oppressed beneath the message of the Grater Cood to these long oppressed beneath the message of the Grater Cood to these long oppressed beneath the message of the Grater Cood to the Tau Empire

The Imperium's response, though shear in gathering parce, won far now brink than the Taux could need new fore predicted. Thus won the Damaedre Cruzade learnched It waves there 1 – an gifty contine-statick that there there may the resonance of the source state of the term and draw there hash across the Damaedre Cuif. Internet a tribution for the back across the Damaedre Cuif. Internet at tribution draw them hash across the Damaedre Cuif. Internet at tribution draw them hash across the Damaedre Cuif. Internet at tribution draw them hash across the Damaedre Cuif. Internet at tribution Dalyth. However, after a long and bloods comparing on the draw them for the Information measurements now superior and draw the optimation the optimation the measurements the Damaedre Guiff to comparing the optimation.

WAR OF WORDS

Even as the conquest of the planets beyond the Damoeles Galf continued in carnest, ambassadors from the Water caste were making equally impressive gains. Their battlefield, however, was on the negotiating table, swajing the hearts and minds of distrifranchised populations and resenful planetary governors. Many of these worlds wasted no time in rejoining the Tau Empire, just as they had done during the Second Sphere Expansion.

However, as Astropathic warnings and pleas for military adgradually began to circulate around the Inperial worlds of the subsector, the persuasive methods of the Water caste became increasingly ineffective. The further these emissaries of the Greater Good advanced into Imperial territory ahead of the Tau expeditionary forces, the more likely they were to be rebuilted or face persection.

When a Tau ambassadorial ship landed on the Knight world of Voltoris, the Water caste diplomats on board duly presented themselves at the gates of Furion Peak, the towering stronghold of House Terryn. As the ruler of a knightly house, Patriarch Tybalt was honour-bound to invite the heralds in to present themselves and say their piece He listened patiently as the alien orators span tales of peaceful relations between species and the harmony which the Greater Good would bring to an otherwise barbaric galaxy. But Tybalt knew that, behind their silky words, the xenos ambassadors offered a simple choice - give fealty to the Tau Empire or be destroyed. The suggestion that Tybalt should betray his oaths of loyalty was an insult to his honour, and when the Tau diplomats finished speaking. Tybalt rose to his feet and vehemently denounced them for their lies, banishing them from Voltoris under pain of death. As the emissaries hastily left, the Patriarch roared a mighty oath that House Terryn would oppose the impudent xenos of the Tau Empire should they ever threaten the sovereignty of a world that belonged to the Emperor - a vow that cost the Tau dearly in the ensuing months.

STORM CLOUDS GATHER

The gravity of the Tau expansion was not lost on the Imperial commanders of the Linksh Sector Indeed, it was becoming increasingly evident that the senos forces were far greater in both number and strength than they had been during their Second Sphere Expansion two centures armes in response to the Tau threat, though it would still take time before a force large enough to counter the alece advance could be fully mustered. With the exception of a few softly mobilised vanguard formations, the Impernant defenders were on their own.

With memories of the overwhelming victories won at the outset of the Damoeles Crusade fresh in their minds, the Imperium's commanders grossly underestimated the Tau. Their arrogance only served to leave the Empeord's armies further at the mercy of Shadowsun's finely honed military strategies. It was only when the first wave of

Imperial reinforcements arrived that the Tau were forced to adapt the tactics that, thus far, had proven so efficient. So were the Imperium's embattled defenders bolstered at the last by the White Sears 37d Company, the Catachan II 'Green Vipers', and Partiarch Tybalt at the head of five household detachments of his Knights.

GATEWAY TO THE SYSTEM

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The northernmost region beyond the Damodes Gull was now fully under Tau control, and a number of new sept worlds were already being established in key systems Further to the galactic west lay the mineral-rich Dovar System – the primary objective of Aun Va's expeditionary force

With the Impertum's defenders having errerated to their most heaving defended worlds, protocols of engagement would normally have called for the Tau expeditionary. force to circumnavigate the populous hive world of Agreellan and concentrate on the more vulnerable planets beyond. However, the Dovar System's proximity to an impassable region of the Damoeles Guilf meant that it was all but impossible for the Tau armada to gain access to it without passing through Agrellan's orbit. The hive world had to fall.

To prepare for the unavoidable assuit on Agrellan, Commander Shadowsum cunningly distracted the other nearby human worklo to keep their defenders occupied. Hunter Cadres fought hit and run skirniskies supported by huge numbers of specialist Drone-net VXL9 formations freed Shadowsun to muster the better part of her forces to attack Agrellan



AGRELLAN Designate: Hive world Population: est, 16.7 billion Pop. Centres: 12 hive cities Tuhe Grade: Exactis Prima



PATRIARCH TYBALT

Henting from the Knight world of Voltons, Tobal is a Nobe of great remown. As the Destinard of House Terryn, Tybat has led his fellow Knights to war for more Angerssive, warlike tendentes I man century. Despite the Angerssive, warlike tendentes from which the Knights of House Terryn ar famed, Tybalt fghts suith a cod head and an non wall. Even in in tenighty yone, Tybalt is a true moster of soar and a





TIMELY ARRIVAL

Interfact the second se

Agrellan's orbital defences, though formidable, could not withstand the might of the Tau fleet. In a few hours, their guns had been silenced by wave after wave of sleek xenos fighters, and Agrellan lay open to attack. But the planet's surface represented an entirely different challenge to the Tau expeditionary force. Each hive city was defended by towering ferrocrete walls, bristling with colossal guns that covered carefully prepared killing zones. Beyond these mighty bulwarks lay entire fields of gravity mines designed to channel enemies into deadly crossfires. Even the planet itself was capable of killing the unwary. A virus bomb had long ago permanently scarred its surface in an Inquisitionsanctioned Exterminatus following a daemonic incursion that even the Ordo Malleus could not contain. However, in the aftermath of the virus bomb's deployment, a unique element in Agrellan's atmosphere reacted unexpectedly with the fallout from the attack, creating an environment so toxic that it became incredibly hazardous to live outside



WAR ZONE: DAMOGLES

of the rebuilt hive cities and their air reclamators. To make matters worse, the val between reality and the Warp remained incredibly him in the affermath of the darmome attack; mutated flora and the taint of Chaos commonplace were beyond the sametuary of the valles. Such a history of volence had led the inhabitants of Agrellan to heavily fortify their have cities, and the Inquisition has remained vaplant should the Daemons ever return.



OH-H

Commander Shadowsun's personal symbol was to identify the cadres of the Mu'gulath Bay Expeditionary Force.

SHADOWSUN ASCENDANT

Into this crucible of hostility swept the Tan, their fearless Commander the first to set foot on Agrellan's surface. Shadowsun, ever the patient huntress, sought to test her enemies rather than waste the lives of her brave warriors in a bloody assault on the imposing defences. Orbital scans had revealed the presence of a small force of the Imperium's deadly Space Marines, alongside a number of Imperial Knights, against which the Fire caste had not yet been tested. Shadowsun wanted to study this formidable new foe in battle and, if the opportunity presented itself, destroy them before launching her main offensive on Agrellan.

In order to draw out and expose the Knights, Stadowsn's formations probed the defences of hive eites across the planet's surface, stretching the timperal forces to their limit. So effective were Shadowan's hir and run tactics that, had it not keen for the hereulean efforts of the White Scars, it is certain that the three hive eites of the Acacins Basin would have Blaen in spite of their great valls.

In response, and in order to deny the White Scars their swifters transmotof transportation, Shadowan ordered Tau Air Superiority Wings to hum the White Scars Thunderhavk Camshaps whenever they took to the skess. Only the noble sentifice of their accompanying Stormlalon squarrows kept any of the invaluable Thunderhavks operational, With the Imperial forces woofully out-matched in the air, the White Scars commander, Kor'sarro Khan, was forced to deploy half his company's transports as an Armoured Vanguard to act as a mobile reserve.

Meanwhile, Shadowsun positioned the majority of her heaviest weaponry around the capital hive. Agrellan Prime, using a Kauvon ploy to draw the Imperial Knights stationed there out into the open. Such tempting bait was too much for Patriarch Tybalt and the Knights of House Terryn, and they duly sallied forth to engage their foe. However, the moment they left the city walls, the Knights were targeted by carefully concealed Hammerhead Interdiction and Ranged Support Cadres. Scores of hyper-velocity railgun shots slammed home. The Tau were, as yet, unaware of the effectiveness of the Knights' ion shields, and only one succumbed to the fusillade. Within moments, the Knights were in amongst the Tau armour with devastating effect. Only the personal intervention of Shadowsun at the head of her Firststrike Assault Hunter Cadre forced the Knights to withdraw.



KOR'SARRO KHAN In addition to his rank as Captain of the White Scars 3rd Company, Kor'sarro Khan bears the honorific of the Master of the Hunt, a title unique to the White Scars Chapter. As such, the Khan is honour-bound to hunt down those that have wronged his battlebrothers, seeking to claim their heads as trophies in bloody recompense for their transgressions. As yet, no such enemy has escaped the fatal stroke of Kor'sarro Khan's blade, Moonfang,



With the White Scars' home world of Chogoris under heavy attack by the Red Carsairs, Kor'sarov Khan showed unswerving dedication to duty by answering the call for aid and leading his 3rd Company to Agrillan. They would prove to be a constant thorn in the side of the Tau invaders.



SHADOW CAPTAIN SHRIKE

It is said that, of all the Raven Guard, it is Shadow Captain Shrike that best exemplifies the tenets of the Chapter's Primarch, Corax. With a mastery of the hit and run attack that rivals even the Tau Empire's Commander Shadowsun Shrike excels in leading the 3rd Company in brutal campaigns of guerrilla warfare. Shrike's Raven Guard appear as if from nowhere to deliver death to their foes before melting back into the shadows once more.

THE HUNT BEGINS

As the White Sears' Master of the Hunt, Kor'sarro Khan had hunter and slain many powerful enemy warlords, returning to Chogoris with their heads amid great ceremony. In undertaking these quests, Khan had become well versed in reading the tactics employed by his centes in order to idensify the presence of such a query. In Commander Shadossum, the soon recognised a worthy foe – more specifically, for whose detail wordig greatly undermine the Tain forces fighting on Agrellan. So did Khan sweara a great oath to see ther slain.

Surround yourself with the greatest warriors at your command, or cower in the deepest and darkest hole you can find. It matters not. I shall take your head for the Great Khan and for the Emperor.' - Korsonno Kuon Leaving the defence of Agrellan to a war council led by Patriarch Tybait and the Catachan Gohonel Straken, Mann led a bike-mounted demicompany to track down the Tau commander. As they roozed off to wage war behind enemy lines, an Optimised Steathl Group doing advanced reconnaissance brought word of this change of tactics directly to Shadoosan

Foreward against the threat posed by the White Scars that humted her, Shadowan reacted with her ypical composure and actual pragmatism. Rather than seeking refuge from her pursuers, she planned to use the dogged determination of the space Marrines – a trait which they had frequently displayed during the bitter fighting of the Damocles Crusude – against them.

Though the White Scars caused great barm to the Tau infrastructure with hear lightning raids, more often than not, they were unwittingly drawn towards battlefields of Shadowsun's choosing. In the Battle for Blackshale Ridge, Shadowsun even offered Shad



Khan and his fellow White Scars would have been cut off and annihilated were it not for the timely arrival of a Land Speeder Stormbringer Squadron which was able to punch an escape route through the encircling Tau army.

Far from sitting idle and waiting for the White Scars to make their next move, Shadowan had been working with Aum Va, preparing to unleash her boldest action yet of the Third Sphere Expansion. In order to prevent the var on Agrellan from descending into a grinding stalemate, she unended to marshall her fores and launch a carefully orchestrated, simultaneous attack against every line city on the planet. To combat the Imperial Knglish, the attack on Agrellan Prime would be speatheaded by the latest breakthrough in Earth case technology – the XV104 Ripide battlesuit. If Shadowsun's ambitions stratagem worked, Agrellan would fall in a single day.

COMETH THE RAVENS

RA

As the White Scars gathered at a hidden munitions cache, a lone figure emerged from the darkness. It was Shadow Captain Shrike of the Raven Guard, and he delivered a message to the alerted White Scars from his Chapter Mater, Corvin Severax. The White Scars were to return to the capital and prepare to retreat offworld. A powerful Imperial fleet, including the Raven Guard Battle Barge, Wings of Delaverance, stood ready to aid in the evacuation. Agrellan could no longer be held against the Tau.

IMPERIAL EVACUATION FLEET

- Wings of Deliverance, Raven Guard Battle Barge
- Stormshadow, Raven Guard Strike Cruiser
- Lord of Heavens, White Scars Strike Cruiser
- Star of Terra, Emperor class battleship
- Iron Virtue, Dauntless class cruiser

Battlefleet Damocles:

- 5 x Battleships
- 19 x Cruisers
- 13 x Escort Squadrons

Fleet Assets:

- 4 x Front Line Battle Groups
- -2 x Rear Echelon Battle Groups
- 1 x Independent Strike Group

A SHADOW IN THE DARK

The flubering firelight caused the shadows of the fur-clad vertices galared around Kor'start Khan to donne acress the carele of bikes surrounding them. Their poserful machines faced outwords in cerey direction, ready for the White Soars to mount up and disperse at a moment's noise. The Khan's variences listened in attentive silence as he propered to issue instructions to his ware councel, for the next stage of the hunt.

'Our quarry is cunning, and not to be underestimated,' he began. 'The xenos bitch has had the better of us once, but will not do so again. At sunrise, we will-'

Kor'sarro's voice broke off as a faint silhouette began to take shape amid the darkness. As one, every White Scar aimed his bolter at the ebon figure's head. The stranger did not flinch.

In the name of the Great Khan, identify yourself" roared Jebe, Kor'sarro's Company Champion, as he unsheathed his sword.

'Stand down, brothers,' ordered the Khan, gesturing to his men to lower their weapons. 'I know him.'

Kor'sarro Khan was aware of only one person in the entire galaxy that could infiltrate a Space Marine comp undetected. The Khan's warrors obeyed his command without question, though the scornful sneer he wore did little to ease the tension.

Without a word, the newcomer reached up and unclasped his helm to reveal a narrow, pallid face beneath a veil of lank, black hair It was Shadow Captain Shrike. So we meet again, Raven Guard,' the Khan growled. What brings your kind here? Have you come to spill xenos blood or skulk in the shadows and leave the fighting to real warriors?'

'My "kind" have been engaging the enemy in covert operations for ten days,' stated Shrike. 'Did you not wonder how you managed to escape the ambush at Blackshale Ridge against such odds?'

The Khan's eyes narrowed at this, but Shrike continued before the White Scar could respond. I bring orders from my master, Corvin Severax. This world is lost. These mos forces arroyed against are too great and my Scouts report that the Tau are massing for a final assault.

The realisation of what Shrike was about to say hit the Khan like a sledgehammer. 'You wish to us retreat? Craven!'

Severax has assumed full command of Imperial forces in this sector and has called for the evacuation of all military assets and personnel on Agellan – including you, bother. Given our... history, he thought it prudent you heard this from me. He knew these orders would not be to your taste. You are to accompany me back to Agrellan Prime for immediate extraction...

Then he was wise to send you and no other, lest I gut them for their cowardice,' growted Khan. But if these are indeed my orders, then I will do my duty, even though it stains my honour. White Scars! We ride! See you in Agrellan or hell, brother!

Hell awaits us all at Agrellan Prime, ' Shrike muttered grimly.



CORVIN SEVERAX As the Chapter Master of the Raven Guard, Corvin Severax's honorific, the Lord of Shadows, is well founded. Seldom is the enigmatic commander seen - even by the Space Marines of his own Chapter - yel his authority is absolute. Despite his covert style of leadership, Severax fights as a consummate predator in battle. The Lord of Shadows strikes with the speed and ferocity of a thunderbolt, his form a blur of motion as he carves his foes to bloody ruin without hesitation or remorse before disappearing into the shadows once more.

THE FALL OF AGRELLAN

It was well indeed for the Imperium that Corvin Severax had such a shrewd tactical mind. Had he not acted so swiftly and decisively to organise a full-scale evacuation, the planet-wide Tau assault would have decimated the Imperium's fighting strength in the Lithesh Sector.

When the Tan attack came, it was so ander and brundly efficient that many once circle fell within the first few hours of the mass assumt. The defences of every hise circle has been discovered, and the appropriate cadres deployed to ensure their total destructions. Stadowan developed a different plan of attack for each hive circ. ensuring that if any defensive strategp proved effective, it would not work against Tau forces cleewhere.

In Gorvus Hive, the Hydra batteries that protected the city from aerial assault were eliminated by Optimised Stealth Groups. Within the hour, the defences had been bombed to rubble by wave after wave of Paradox Squadrons. Meanwhile, in Inoritis Hive, ten Ranged Support Cadres



The Knights of House Terryn proudly bear their highly decorative heraldry for all to see

concentrated their railgun fire to level a section of the outer wall. Hunter Cadres by the dozen poured out of then Devika transports to storm the breach, and soon the hive city's streets ran red with the blood of the slain.

At the forefront of each and every assault strode the new XV104 Rpitcke. Wherever these mighty battlesnin engaged the beleaguered linepretal defenders, they slaughtered them and shattered their bulkarsk. Only the Imperial Knights seemed able to withstand them on the battlefeld, and even then, five Knights were felled by Rpitcle Wings during the Battle for Agreellan Prime.



THE BATTLE FOR AGRELLAN PRIME

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The battle for the capital live saw the greasts concentuation of both, Imperal and Tau forces engage in the heaviest fighting of the war. It was here that Commander Shadowsum led her Eiststrike Assault Cadre mto the fray, urged on in person by Aur Va and this Ethereal Council Inspired by the legends in their mids, the Fire case fought at the harder

The defenders of Agrellan Prime had been bolsered overnight be the nessly arrived **Faver** found 6th Company and the Cadian **(29th)** Wardens', under Colonel Jericho Voss. Covrin Severas humself directed the hime eity's defences, determined to see them hold long enough for Shirke and the White Sears to fight their way back muto the eity for extraction.

There were moments of meredible skill and heroism on both sides. During the course of the battle, the marksmarship of Magogg's Ratling Ritles accounted for no less than thirty Crisis battlesuits. Meanwhile, the famous Tau Hammerhead Meanwhile, the famous Tau Hammerhead commander, Longstrike, reaped a fearful tally of battle tanks before the city gates. and crippled a pair of Imperial Kinghts.



A SECRET REVEALED During the opening

WAR ZONE: DAMOCLES

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months of the Third's phere Expansion, a mysterious ship named travelled with the expeditionary filet of physical to plart in any of the diplomette an offensive automs of the expeditionary filet, and its cargo remaining clossified to all but the Etherenist and the linghet ranking officers of the Erre casts

All this was to change as Commuter Shadowsun fore/ard for the compusit of Agrillan. In the hours before Agerllan fell, the secret was foully revealed when a contingent of ganit protection buttlesuits, noned XV104 Reptides, was transported to the planet's surface to lead the cascalit

THE PATH OF THE FREEBLADE KNIGHT

One of the great enigmas of the Imperial Knights is the Freeblade Knight phenomenon. Each of these nameless warriors once belonged to one of the knightly houses of the Imperium, yet as a result of some grave incident or personal tragedy, has left his former life behind. A Freeblade Knight renounces any claim to birthright or title until such time as he has redeemed his past discretions or death claims him.

Freeblade Knights traditionally take on a pseudonym and lead a solitary or mercenary existence. The Obsidian Knight that fought on Agreilan was one such Freeblade, though it remains unclear if he was indeed the same Knight who battled so ferociously against the Tau during the Damocles Crusade, or if another fights in his name.

A FIGHTING WITHDRAWAI

Beyond the southern walls of the capital, Straken's Catachan Jungle Fighters engaged in savage ambush and counterambush against Kroot Hunting Packs amid the desiccated woodlands beyond the hive walls. It was here that Shrike led the White Scars on their route towards the city. The arrival of the Space Marines and a pair of Hellstorm Squadrons from the hive city soon saw the Kroot mercenaries defeated. Having forged a clear path through the Tau lines, the Imperial forces retreated back towards the relative safety of the city.

Just when it seemed that the Space Marines and Catachans would make it back to Agrellan Prime, Shadowsun sprung her trap. A simultaneous pincer assault comprising four Counterstrike Cadres and Shadowsun's own Firststrike Assault Cadre slammed into both flanks of the Imperial column. Despite a ferocious counter-attack from the White Scars and Raven Guard driving the first wave of Tau attackers back. the arrival of a Riptide Wing turned the tide back against them. Shadowsun darted between the desperate fire fights, picking off the Imperial transports with methodical efficiency. It was at that moment, just when all appeared lost, that Corvin Severax played his trump card.

The explosive arrival of this new combatant was evidenced when a vast chainblade burst from the chest of a Riptide, before tearing the battlesuit apart in a welter of sparks. The Obsidian Knight had entered the fray Acutely aware of the specialist skills of this fabled Knight, Severax had sought out the relentless Tau-killer and transported him to Agrellan. The violence that ensued proved the Chapter Master wise, for the Obsidian Knight slaughtered the Tau forces with terrible purpose.



symbol of the Catachan II 'Green Vipers

COMMANDER SHADOWSUN'S FIRSTSTRIKE ASSAULT CADRE A THE BATTLE OF AGRELLAN PRIME

- Shadowsun and Command Team [Crisis Bodyguard Team]
- Fire Warrior Teams with Devilfish x 6
- Fire Warrior Teams x 6
- Pathfinder Teams with Devilfish x 2

- XV25 Stealth Teams x 2

- XV104 Riptide x 2

- XV8 Crisis Team x 2

- Hammerhead Gunship x 3

- Sky Ray Gunship x 3

Razorshark Strike Fighter x 4

Inspired by this veritable engine of death, the embattled Space Marines redoubled their efforts and hurled the Tau back

At the last, the Knights of House Terryn were able to fight their way through to relieve the retreating Imperial host. There, the Knight Paladins stood sentinel, bombarding the Tau with their rapid-fire battle cannons as the Catachans and Space Marines reached the hive city at last. The Knights suffered for their brave rearguard action, the Tau Broadsides, Hammerheads and Riptide battlesuits making them pay dearly. Only when the first of the Imperial transports were launched did Patriarch Tybalt grudgingly lead his few remaining Knights back towards the awaiting Imperial drop ships. With that final act, the Imperium withdrew from Agrellan, leaving the planet in Tau hands.

Shadowsun's planet-wide assault had proved to be a tactical masterstroke. In a single day, the Imperial forces had been humbled and every hive city had been taken. Within hours of the Imperial fleet breaking orbit, work had already begun to settle this newest Tau sept world, which would be named Mu'gulath Bay.



WAR ZONE: DAMOCLES

THE OBSIDIAN KNIGHT

During the Damocles Crusade, the deeds of a lone Freeblade Knight became legend amongst the Imperial soldiery. The Knight's origins were unknown and his refusal to speak only deepened the myth behind the man. Even the title by which he became known was little more than an epithet based on the grim hue of his Knight Paladin suit.

The only fact about the Obsidian Knight that was truly beyond question was his talent for killing the warriors of the Tau Empire. The exact nature of the terrible events that transpired to bring about the Knight's burning hatred of the xenos race can only be imagined. Whatever his reasons, the Obsidian Knight fought at the forefront of every major Imperial assault, and slew the Tau is their hundreds

VOLTORIS

The lank Anight world of Violoms in to the epilectic ward of the turbulent region of space known as the Danuelec Gitly. Viat oceans the ensual have of the voterthe ensual have of the votermenscopic algor that reaction with the light of the planet's tions sums. The landmass with the light of the planet's tions sums. The landmass of Voloms compress, three tropical continents, each command by abundant tropic pungles terming with droper future.

Many of the creatures native to Voltoris are harmless, but there are three predatory beats that even the Knights of House Terryn must be wary of the monstrous, batwary of the monstrous, batwinged vendell; the multilimbed amphibians known as kroktars; and the howlers – nocturnal bipeds that use sonar to hunt their pro-

THE IMPERIUM REGROUPS

After the defeat at Agrellan, Corvin Severax held a council of war aboard his flagship, Wings of Deliverance. It was here that Patriarch Tybalt made a solemn gesture of sacrifice, offering up his own home world as a favourable battleground on which they could fight the Tau. After many long discussions, all were in agreement that the Imperial fleet would withdraw to nearby Voltoris. If the Tau could be drawn into attacking this verdant Knight world, it could be defended more effectively than any other planet in the sector. The key to this strategy was the fact that the planet's only populated area was centred around the mighty stronghold of House Terryn, Furion Peak. If the Tau were to conquer Voltoris, they would have to attack the fortress directly. The Imperial forces could thus muster their strength in a single location.

The galactic location of Voltoris had kept the planet largely isolated from the many wars fought over the millennia by the Imperium and the Knights of the planet's ruling house. But in 980999 M41, that was all about to change.

DEATH COMES TO VOLTORIS

In the wake of her stuming sicioty at Agretian, Shadowsun led her Tau expeditionary fleet onwards to fresh conquests without delay, adhering to the sage axion of her lar emotor. Commander Puretide. The Dorar System now lay open to the Tau, and Shadowang forces swept through the planets of the region in swift succession.

'Follow up a victory by striking quickly, and you will win another.'

- COMMANDER PURETIDE

Yer Shadowun had her doubs. Ever in the back of her mind was what had become of the Imperial forces that had eluded her at Agrellan. Though he knew she would never admit it, Aun Ya could sense Shadowsun's frustration and determined to case her state of mind. So did the Ethereal Supreme grant Shadowsun sanction to leave and hant down her quarry whilst the rest of the expeditionary fleet consolidated their conquest of the Dovar System. Not only would their destruction shatter Imperial



VOLTORIS Designate: Knight world Population: unknown Pop. Centres: 1 Stronghold, Furion Peak Tithe Grade: Decuma Particular

resistance in the sector, but Aun'Va was confident that after fulfiling her quest, Shadowsun would return to him more hungry than ever to expand the Tau Empire and strike deeper into the heart of the Imperium.

Semig forth with fully half of the Tau Coalinon's military strength behind her, Shadowan wated no time in tracking the whereabouts of the Imperial host, stending our surveillance drones in their thousands to seek her prey. It wan't long before she had discovered their location, for Voltoris was close and the Imperial forces stationed there had made no effort to conceal their presence. Shadowann gave the order to head for Voltoris without hesitation.

When the Tau flect arrived at Voltoris, Shadowam was supprised to find the planet's orbit was not held against them. Despite system-wide scans revealing that an Imperial flect was indeed present nearby, it is son became apparent, that it had no intention of engaging the much larger Tau armada. Cautious of the damger, but fully confident in the superior strength and number of ships under her command, Shadowam chose to press on with the attack on Voltoris. A few hours later, the Tau flect was in position and Voltoris. A few hours later, the Tau flect was in position and

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Covin Severas had ordered the Imperial fleet to retreat before the Tau armada, feigning weakness. He needed to ensure that Voltoris was a suitably irresistible target to the pursuing Tau, who now had the perfect opportunity to seek revenge on the Knights that had so vehemently rebuked their anabasadors and caused so much harm on Agrellan.

House Terryn would not sand alone. Their stronghold of Erron Pesk stood proud atop a rocky plateau that pierced the jungle canopy, and it was there that the Imperium would make its stand. With great effort, the White Scars Stornseer, Sudabeh, had concealed the main fighting strength of the Raven Guard beneath a shadow paychic mitt. Meanwhile, the Caachans were carefully resourced within the dense jungle surrounding Furion Peak. Even the dangerous predators that stalked amongst them held no feat for those borri and raised on Catachan. The duty of Jeat went to the break shadow popers of the Caditan 724th, yet even they were heavily dug in before the great gates of Furion Peak. Within the stronghold itself wated the sharpest juss of the trap – Khan's 3rd Company and the full fighting strength of House Terryr's Knights.

MONTKA - THE KILLING BLOW

Shadowsun had carefully reviewed the force disposition arrayed against her on the planet's surface. All of the Imperium's strength was concentrated in one location around a solitary fortress. She was, however, well aware that the enemy formations that were visible to the armada's orbital scanners could not represent all of the Imperial forces that had escaped Agrellan. This meant any reserves were either stationed inside the enemy stronghold itself, or remained aboard their fleeing ships and planned to leave the planet to its fate. To Shadowsun's well-honed instincts, such a situation called for Mont'ka - the killing blow. She would launch a lightning assault to crush the exposed enemy with overwhelming force. Counterstrike Cadres and Rapid Insertion Forces would form a hard-hitting reserve, ready to react to any fresh enemy threats yet to be revealed. If she could conquer an entire Imperial hive world in a single day, what hope did one enemy fortress have?

For the first time in her illustrious career, Shadowsun was sorely mistaken. Blinded by her determination to eliminate those that had previously eluded her, Shadowsun had fallen for the same strategy that had won her victories beyond coming. Lared into launching an allout attack on the Imperial battle Ime. Shadowsun realised too late the sheer size and strength of the Imperial army bying in wait.



THE ZEIST CAMPAIGN

The Think Sphere Expension heralided a new app of compact and development for the Tan Entropy, mirrorad by its books's belog in their manufast supernority. The success of each exploritionary (The that undertook hing your expansion uses for firm assand, however Even as the annuals of Aun Yu and Commander Shallowarus continued by Gaus Tan expeditionary flots: meaning the other agoins of your Tan expeditionary flots meaning the Tai wave even direct holes, labor 10 are the sound even back suffic ophesistion from Informal fores. It some areas, the Tai wave even direct hole, laborg many of the floatest and seft works that they had so recently claimed in the name of the Conter Cossol.

The most notable of these subacks for the Tau took place in the Zest Sector. In a highly successful campaign hel by Captain Starms of the Utimmannes 2nd Campany, the Imperium deflected the Tau advance. Supported by elements from more than num either Space Marine Calipers and many Imperial Guard regiments, the Utimmarines reclaimed those Imperial works that had been lost.

Meanwhile, the Ultramarines 3rd Company liberated the Lagan System from the Tau Empire in a string of decisive engagements. There victory, however, was something of a forthic one, for even as they worn back these worlds, several key flannet in the neighbouring Dolmac System capitulated to Water caste ambassadors.

KAUYON - THE PATIENT HUNTER

The Tau cadres swept towards Furion Peak, preparing to smash the Imperial army aside with a single crushing blow Shadowsun led from the front, embodying the tip of the spear that would deliver the killing blow.

A series of distant illuminations was all the warning the first wave of Tau cadres received before explosions suddenly blosomed amigst their lines. The heavy ordnance blasted apart armour, flesh and bone with equal impunity. Carefulja concealed Direct Support Batteries had been due into the fanks of the stronghold's foothils, and they proceeded to bombard the onnishing Tau with increasing feroisy as they drew nearer. As soon as the first shells crashed down, the Catachans swarmed forth from the jungle thickets and begin to pour fire into the flanks of the Tau advance.

The disciplined Tau Fire Warriors reacted swiftly to these multiple new threats, rallying around their might Rupules and returning fire. Seemingly impervious to the sensic explosions erupting in their midst, the battleauits laid down salves of missiles in an attempt to blunt the imperial counterstatck. Entire platoons of Guardsmen were tom part but hiese of death stirtlend by heavy butst cannons.

But the Raven Guard have ever been masters of the ambush, and they knew their craft well. They had anticipated such a response from the Tau - indeed, they had counted on it. The artillery batteries began to refocus their aim, targeting their bombardments to land behind the main body of the Tau invasion force to cut off any lines of retreat. Moments later, shadowy figures began to emerge from within what the Tau had mistaken for thick morning mists. The Raven Guard had entered the fray, seemingly assailing the Tau from every direction. They swiftly surrounded pockets of Tau resistance, cutting them down before disappearing back into the mists once more. Amongst them strode Furion Peak's Counter-strike Command, each Space Marine an indomitable champion of Humanity. Without fear or hesitation, they sought out deadly Riptide battlesuits and, with blade, claw and psychic energies, they struck them down.

Shadowsun was caught in the thick of the fighting when the Space Marine commanders joined the attack. Even though her race's knowledge of psykers was limited, she had encountered the gue'la witches before and was well aware of the threat they posed. Activating her XV22 battlesuit's cloaking device, she blended into the mists and darted her way through the press towards the Stormseer. Scant heartbeats later, Sudabeh was consumed by the superheated fury of Shadowsun's fusion blasters, and with his demise, the ghostly psychic mist that had shrouded much of the battlefield began to dissipate. As the air cleared, the full gravity of Shadowsun's predicament was revealed. She looked on in horror at the sight of yet more Imperial reinforcements. Pouring forth from the gaping maw of Furion Peak's majestic gate came the White Scars, engines roaring as they sped forth to encircle the Tau army. Behind them marched the full might of House Terryn - over thirty

Imperial Knights with Patriarch Tybalt and the Obsidian Knight at their head. The Cadian 724th emerged from their dugouts to lend their weight to the big Imperial push, each company supported by a Steel Phalanx Tank Squadron.

Shadowsun knew that victory against such odds was night impossible, but resolved that she would try to save as many of her kin as possible. She relayed urgent instructions to her reserve caffers that were inhound aboard a wave of Mantas, rather than take the fight to the enemy below, they were to focus on driving them back from a number of key locations and buy the Tau ground forces time to retreat. In the meantime, she gave the order to fall back and regroup.

Shadowsun turned her attention back to the battle just in time to save her life. Having carved his way through the press, Kor'sarro Khan was almost upon her, his oath to slay the Tau Commander not forgotten. Were it not for the intervention of her loyal bodyguards, the Khan



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k ma in ma Focki (man domain da a internet In an attempt to restore morale in the wake of the fall of Agrellan, the Departmento Munitorum issued the Imperial Guard regiments and other military divisions that took part in the conflict with a special campaign badge in honour of their courage and sacrifice would undoubtedly have taken Shadowsun's head. As it was the scriftice of her kin enabled her to overcharge her battlesuit's shields just in time to divert the White Scar's blow So did the Tau Commander cheat death. Ker's stro Skan's blade careed a furrow across her chest instead of severing her head. Shadowsun's reprieve came with the timely arrival of a Rapid Insertion Force dropping from above to rescue their sorely wounded commander. Khan was driven back by the overwhelming frepower of the ethe Cristis battlesuit teams before he could finish this prev.

THE DAMOCLES WAR CONTINUES...

Despite the arrival of Tau reinforcements, it was too hate for them to trum the tide. The Imperial ambush had been so wolf that the Tau forces were assailed on every front within munites of setting foot of Voltoris. When word spread of the near-fatal injuries sustained by their Supreme Commander, the resolve of the Fire casts broke. With their leader cast down and lacking the iron discipline of the Adeptus Astarts, the Tau suffered appalling easualities as they retracted from Furon Peak. The Imperial Knights and Space Marines gave merciles chass and only the formidable firepower of the Tau Mantas and Paradox Squadrons prevented a total massere.

Many Tau gave their lives to ensure that Shadowsun was safeb extracted from the war come – a sacrifice she has not forgotten and has sworn to avenge. The Tau armada returned to rejoin Aun'Va's expeditionary fleet, humbled by their disstrutus defeat. Having learned much from her failure, Shadowsun swore before Aun'Va to redouble her efforts and now leads the Tau onwards with remeved zeal.







THE BATTLE FOR AGRELLAN PRIME, 757999.M41

Agrellan's capital hive stands as a last bastion of resistance against the invading Tau armies. The remaining forces of the Imperium gather to hold the gates of the city open long enough for their allies to make it back in time to evacuate,

The defences of hive tites across Agrellan, once thought to be all but unassalable, were found wanting against the ingenious actics employed by the Tai's leader. Commander Shadowau. Only at Agrellan Prime did the Imperium's forces offer significant resistance to the seeming/ unstoppable Tau onslaught. Even as the fighting continued to rage outside the capital's walk, the other hive cities were reduced to little more than blood-soaked memorials to the brave soldiers that died defending them.

The Tan assault on Agrellan Prime had already tested the readye of the Imperial defenders to its limit. The fighting ranged which ever-increasing intensity as additional forces from both sides continued to converge on the firredy contested war zone. The military leaders of the Tau and Imperum clashed in a battle of wits as their armits engaged in bitter conflict on the front line. Yet the Imperial forces knew that they could not hold out forever. The defenders fought to buy time to allow an emergency excatation from the planet, even as contingents of White Scars and Catachans fought their way back towards the embattled hive city to join them. It was before the gates of the city that the ductome of the war on Agrellan would be decided – there, the mightiest forces of each race were gathered and would face one another in open hattle or the first time.

Commander Shadowan's strategic genus had led to the subjugation of every hive city on Agrellan in a simultaneous, planetovide assault. She koes, however, that Agrellan Prime would be a much tougher nut to crack, defended as it was by both Imperal Knights and Space Marines. She therefore decided to lead the assault personally, where she would be able to creat according to how the battle unfolded. Fighting alongside her to inspire the brave warriors of the Tau's military caste was none other than the Ethereal Supreme, Am'Va Bawang the formidable Imperial guns, Aur Va and his council of attendant Ethereals followed the fromline formations, urging them to greater acts of courage and determination. Inspired by the spiritual leader of their rate and commanded by the greatest military strategist of ther empire, the massed ranks of the Fire caste were feeling usufiably confident as they prepared to launch their attack.

Despite the illustrious presence of the two luminaries in their midst, another factor was to prove equally crucial to the success of the Tau attack. The assuult on Agrellan Prime would be spearheaded by a commigent of new XV10 Rapide' battlesuis – towering, heavyelass prototypes with weapon systems powered by newly-developed noar reators Despite the many long years of rigorous testing during the development of the Rapide battlesuits, they had never been field tested until this moment. Piloted by the most experienced Crusis battlesuit sha'tres, each rigorously trained in the use of the Rapide, the attack on Agrellan Prime promised to be an exciting proving ground for the guant new battlesuis.

Vet even with all their latest weapons technology, vicory for the Tau at Agrellan Prime was far from certain. Two companies of Raven Guard Space Marines manned the defences alongside the full might of the Cadian 724th Regment. Also standing guard were all of the remaining Knights of House Terryn that had travelled to Agrellan and were still combust ready. Each of these powerfal fighting machines would likely prove a challenge for even the immense new buttesuits.

The final obstacle facing Shadonsun's forces were the heavy defences of Agreellan Prime itself. The bitter war against the Daemons that almost led to the destruction of Agrellan had taught those rebuilding their shattered cities to ensure that her mighty walk soudd never again be breached should the Daemons return. Even to reach the walls, the Tau would face heavy bombridments from cannon emplacements and gun platforms, before circumnavigating the tight, solidly built defence lines.

As reports continued to arrive confirming that, all across Agrellan, hive city after hive city was falling to the Tau forces in accordance with her plan, Commander Shadowsun gave the command to attack the capital Regardless of the outcome, the Battle for Agrellan Prime was certain to be the bloodiest and hardest fought of the entire war.



AGRELLAN PRIME

Singularly the largest and most impressive of the hire view stattered across the ord deserts of the planet, Agrellan Pime is an incredible fast of Pime is an incredible fast of Pime is an incredible fast of the prime is an incredible fast of the pime is an incredible fast of th

THE BATTLE FOR AGRELLAN PRIME

At the height of the planet-wide Tau assault on the hive world of Agrellan, the Imperial defenders stationed at the capital hive, Agrellan Prime, bravely held out for as long as possible to buy time for returning allied forces to evacuate off-world.

THE ARMIES

The armies used are listed on the following pages. Each side must select one of their Warlords to be their force's Warmaster.

DEPLOYMENT

The Imperial players deploy the Defenders of Agrellan Prime first of all. They must be placed in the Defenders of Agrellan Prime deployment zone (see map).

Then, the Tau Empire players deploy in the Tau Coalition deployment zone (see map) or in Strategic Reserve.

Finally, the Imperial side deploys their Breakthrough Force in the Breakthrough Force deployment zone (see map).

FIRSTTURN

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The Imperial side gets the first turn.

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21), or until the Imperial players have successfully secured the Line of Retreat (see below).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (Apoc. pg 22). If both sides have an equal number of points then the battle is a draw.

LINE OF RETREAT

If, at the end of any game turn, the Imperial side holds all four of the central Strategic Objectives (see map below), they have successfully cleared a safe line of retreat for their forces breaking into the hive city – the Imperial side immediately wass.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets (see below), Strategic Objectives, Strategic Reserves (see the following pages for where these must deploy), Strategic Victory Points (Apoc. pg 22-37).

Agrellan War Zone: This mission uses the Agrellan Unnatural Disasters table (pg 36).

Specific Strategic Assets: The Strategic Assets used by each side are listed on the following pages.



FORCES OF THE IMPERIUM

Agrellan Prime is under heavy attack by the Tau Empire's military clite. It is the last bastion of hope on a planet overrun by xenos forces. The defences have to hold until the last few units can evacuate the besteged hive city.

As the fighting outside Agrellan Prime intensifies, Shadow Captuan Shrike puides Korvarro Klana's White Scars and the Catachan II 'Green Vipers' back towards the hive city. The Imperial forecase are under orders to exeate the overrun hive world with immediate effect. However, before they can withdraw from Agrellan Prime, it is imperative that no ground is goven unit the tast possible moment – they must give the retreating Space Marines and Catachans enough time to make it back to the Imperial lines.

IMPERIAL STRATEGIC RESERVES Strategic Reserves: Imperial Strategic Reserves must arrive at the following locations:

- · Deep Striking Units: Anywhere on the table.
- Agrellan Prime Reserves: May enter play from any table edge east of the Imperial forward defence line (see map).
- Breakthrough Force Reserves: Any Breakthrough units held in Strategic Reserve enter play from the westernmost table edge (see map).

IMPERIAL STRATEGIC ASSETS

The following Strategic Assets must used by the Imperial army: Beast Hunters, Chargel, Embrace the Darkness, Flank March, Gravity Mines, Patriarch Tybalt, The Star Hunt, Trophy Kill,

IMPERIAL BATTLE PLAN

The Imperial commanders planned to hurd their huge induty formations forwards in an attempt to stynic the dealdy Tan fireposer by begging them down in combat. Casatalies would doubtless prove high, but they were confident that the Tau army would not be able to withstand their sheer weight of numbers, expectably when supported by a wave of Imperial Knights later in the game. In order to lend some extra fibiting power to the Breakfrurgul Force, the Imperial players would bring on the Obsidian Knight behind the Tau lines using the Flank March Strategic Asset. The defenders of the embattled hive city are assalled on all sides by Tau ground and air units. The Raven Garad (the Company, Gadian 724th Regiment and the Knights of House Terryn are all that stand between Commander Shadowsun's army and ultimate victory on Agrellan. Outnumbered, outguined and facing the greatest Tau military strategist for a generation, the defenders of Agrellan Prime must stand their ground or the Imperium's fighting strength in the Lathesh Sector will be shattered.

IMPERIAL ORDER OF BATTLE

The forces used in the Imperial army are listed below.

DEFENDERS OF AGRELLAN PRIME

- Raven Guard Chapter Master
- 2 Raven Guard Battle Companies
- I Grand Redoubt
- 2 'Imperial Shield'
 - Infantry Companies
- I Baneblade
- 1 Steel Phalanx Tank Squadron
- 1 'Rain of Fire' Direct Support Battery
- 1 Thunderhawk Gunship
- · I Stormraven Gunship
- 1 Stormtalon Gunship
- 1 Raven Guard
- Stormbringer Squadron
- 2 Armoured Sentinels
 1 Scout Sentinel
- a scout Sentin
- 1 Hellhound
- 1 Devil Dog

AGRELLAN PRIME RESERVES

- The Obsidian Knight
- I Imperial Knight Household Spearhead

BREAKTHROUGH FORCE • Shadow Captain Shrike

- 1 Raven Guard
- Vanguard Veteran Squad
- Kor'sarro Khan
- 1 White Scars Hunting Force
- 1 White Scars Vanguard Veteran Squad
- 1 White Scars Battle Company
- 1 White Scars Scout Squad
- 1 White Scars Librarian
- 2 White Scars Land Speeders
- Colonel 'Iron Hand' Straken
- I Catachan Ambush Patrol
- I Hellhound
- 1 Steel Phalanx Tank Squadron

AGRELLAN DEFIANT

The Landhada Iron Decinarce, Jopeda a cursual me in the departing stages of the bath. Again and again at singhp Bandbade cannon ward, and heavistating payload basting lunge ruts and the disciplication runks of the Tau Fire Warrows, the Tron Definite was to seed Hanwenthead ace, Issued a Markan and Amarkan and Amarkan and the might war machine's hall which climical previous.



THE BATTL

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CHARCE OF THE WHITE SCARS The White Scars featiesly ploughed into the heart of the Tau army, cutting the senso forces down with blazing botter froand revelling in the chance to engage them in bloody meter

THE BATTLE FOR AGRELLAN PRIME

AGRELLAN, 757.999.M41



SHADOWSUN ATTACKS

Barely interposing broad letizers the Raven Commonder Schule and their Witte Scare allow, Commander Schadmann arrived just in time as present the sciencing Imperial Jones Jones and the Scare and Scare Schule Schule Raven Barel Harter Calaboration and Scare Franking the Assess Harter Schule Schule Schule Bard Joseph Harter Schule Schule Schule and Barder mather throng the sciencing machines for math their goal.

The Reven Guard immediately changed tactics to counter this new threat, emerging from their defensive positions to take the fight to Shadowsun directly, two of their revered Devalmoughts and a userity company of Imperial Guardmen in support.



THE TAU COALITION

Agrellan Prime represents the last foothold of Imperial resistance on the planet. If Agrellan's defenders can be crushed before they can evacuate the planet, the worlds of the Dovar System beyond will be ripe for the taking.

Supreme Commander Shadowsun has masterminded a planet-wide assault that has seen every hive city overrun by Tau forces in a matter of hours. Only one yet remains unconquered - the capital hive, Agrellan Prime. All the remaining Imperial forces on the planet have gathered here. The hive city's defenders are desperately fighting to hold this final bulwark long enough for the last few formations to return in time to evacuate. A host of Space Marines approaches Agrellan Prime at high speed - the White Scars of Kor'sarro Khan - and they seek to secure a safe route to the hive city at all costs. Shadowsun herself stands ready to counter this threat in a Kauyon manoeuvre.

TAU EMPIRE ORDER OF BATTLE

Shadowsun's Firststrike

Assault Hunter Cadre

• 4 Counterstrike Cadres

Insertion Forces

. 1 Riblide Wing

· 3 Rapid

· 1 Piranha Firestream Squadron So vital is the battle to claim Agrellan Prime that the Ethereal Supreme, Aun'Va, has accompanied the Tau forces assaulting the city walls. Along with his Ethereal Council, the venerable leader of the Tau Empire urges his kin onwards for Greater Good. and the warriors of the Fire caste fight ever harder. inspired by his presence. At the forefront of the Tau offensive stride the mighty Riptide battlesuits, the newest breakthrough in Earth caste technology These nigh-unstoppable battlesuits have already been instrumental in conquering hive cities across Agrellan. Where they fight, victory for the Tau is all but assured,

WAR ZONE: DAMOCLES

and dozens now lead the assault on Agrellan Prime. TAU EMPIRE STRATEGIC RESERVES

Strategic Reserves: Tau Strategic Reserves must arrive at the following locations:

- · Deep Striking Units: Anywhere on the table.
- Tau Coalition Assault Force Reserves: Any Tau Coalition Assault Force units held in Strategic Reserve may enter play from any point on the northern or southern table edge that is in the Tau Coalition Deployment Zone (see map).
- · Tau Coalition Reserves: May enter play from any point on the northern or southern table edge that is in the Tau Coalition Deployment Zone (see map).

TAU EMPIRE STRATEGIC ASSETS

The following Strategic Assets must be used by the Tau army: Crack Formation, Global Data-net, Precise Coordinates, Replacements, Orbital Strike, Shield Generator, Supreme HQ, Unleash Disaster.

TAU EMPIRE BATTLE PLAN

The Tau commanders planned to take advantage of the fact that they began the game in command of the majority of their objectives, deploying all of their support units to protect these valuable assets whilst the rest of their force advanced to engage the Imperial forces in close-range firefights. They hoped to be able to inflict massive losses on the Imperial Guard infantry with massed pulse weapon fire, whilst targeting the Space Marines with their elite units. As the game developed, they would utilise their enormous pool of reserve formations to reinforce their main attack or reclaim any objectives from the enemy to deny them any chance of an automatic victory

The forces used in the Tau army are listed below. TAU COALITION TAU COALITION ASSAULT FORCE RESERVES

• 1 Ethereal Council

P-P-P

- · 2 Hunter Cadres
- 1 Riptide Wing
- 1 Hammerhead Interdiction Cadre
- . I Ranged Support Cadre
- · 1 Skysweep
- Missile Defence
- . I Air Superiority Wing
- 1 Paradox Squadron
- . I Knoot Hunting Pack



VICTORY IN DEFEAT

The Tau inflict grievous losses on the Imperial forces, but are unable to deny the dogged defenders victory.

The Tau advanced on the walls of Agrellan Prime without fear or remores, scything down the gue la defenders in their hundreds with a relentess wave of disciplined volleys. Against such murderous firepower, the Imperial Guard rapidly dwindled in fighting strength, and only the tunely charge of the White Scars on the other side of the Tau lines began to relieve the pressure.

Not wishing to lose momentum, the Tau forces wasted no time in committing their reserves to keep their enemics' forces apart. Against such a show of force, even the Adeputs Astartes were hard pressed to continue the fight, and the Raven Guard were hurled back even as the White Stars' attack began to falter.

Only the fury of the Imperial Knights turned the tide, with House Terryn's brave various and the Obsidian Knight rampaging into the fray in a last-ditch effort to forge a breakhrough. Their valiant actions proved sufficient to the task, the merciles sweeps of their reaper chaniblades clearing a path through the press just long enough for the Mitle Sax and Catachans to fight their way clear. 'Let none doubt that the Tau Empire will bring unity to all – let none doubt that now is our time. Forward, for the Greater Good!'

- AUN'VA, ADDRESSING THE FIRE CASTE CADRES FROM ATOP THE RUINS OF AGRELLAN PRIME






12



State and

Tellers

Shadow Captain Shrike of the Raven Guard helped the White Scars force a path to the city.



Captain Kor'sarro Khan of the White Sears fought with all the fury of his Primarch.



The Raven Guard 3rd Company Banner fluttered atop the walls of Agrellan Prime.



An elite team of Raven Guard Vanguard Veterans served as a powerful bodyguard around Shadow Captain Shrike.



Stormseer Sudabeh of the White Scars



White Scars Tactical Marines took a fearful toll of Tau lives.









Shadoussun, Supreme Commander of the Fire caste, led the Tau assault on Agrellan Prime personally.



Fire Warriors formed the front line of the assault on the hive city. Pathfinder with pulse carbine

Stealth Teams launched ambushes within the city walls. *

The Tau utilised Grav-inhibitor Drones to disrupt the White Scars.



CLI-LENCE

-15-2-2









Each Riptide battlesuit bore a wide variety of support systems to further its destructive capabilities.

Prototype XV104 Riptide battlesuits were unleashed for the first time in the assault on Agrellan Prime.

AT THE AL





DAMOCLES RULES OF ENGAGEMENT

The major battles of the Tau Third Sphere Expansion in the Lithesh Sector took place on the hive world of Agrellan and Voltoris, the Knight world of House Terryn. Here we present rules for fighting battles on these two unforgiving planets.

On the following pages we have included additional Environmental Rules, Apocalypse Missions, Strategic Assets and Finest Hours, and Apocalypse Formations.

The missions and environmental rules presented here have been designed to represent the various environs of Agrellan and Voltoris, as well as the unique battles the combatants engaged in during the second Damoeles Gulf campaign. The Strategic Assess and Finest Hours allow you to recreate the strategics and herois of the campaign's champions and villans.

The additional Apocalyse Formations presented in this War Zone portray important formations that fought in the battles of the Damodes Gulf campaign. Many of these formations, or ones similar to them, have fought in other campaigns, so they may be used in any Apocalyse game.

FORGING A NARRATIVE Remember that over a million worlds) within the boundaries of the Imperium Many of these planets invariably share similar properties to the two planets described in this section. It is a harsh fact of life in the 41st Millennium that

Tact of me in the visc standard usas many worlds have suffered the sanction of Exterminatus, and will likely share some of the environmental hazards that afflict Agreellan. Similarly, Voltoris is far from the only lush, jungle planet in the Imperium. As such, you should feel free to use some of all of the rules described here in your own games of Apocalypse.



Contraction District Contract

VOLTORIS UNIQUE HAZARDS

The Knight world of Voltoris is home to a range of uniquely hostile creatures. The planet is too isolated and insular for Imperial scientists to have yet catalogued all of the monstrous creatures that live in its jungles and oceans, but some of the more common types that can be encountered on Voltoris are described below.

VENDELLS

Vendelis are huge batwinged creatures that make their lairs in the cases of Volkovi's highest mountime plots. They primarily feed upon flocks of the docile menta-guilts that soor in the skica above the planet, thosing volten food is science, they will tatake any other spice of fying creature, or pray upon flocks of cattle formed by the safet, of House Torry. Their prevence in Voltori's visco makes the use of airborne vehicles extremely hearndous, as a full grown windel is perfected capable of cattaking and damaging even a hearnhy formous Imperial aircraft. The inaccessible nature of the vendelis' laircraft and enging the still House Torry. has been able to do to rid their planet of the creatures, and hoy therefore ables to a to rid their planet of the creatures and hoy therefore.

At the start of each game turn, roll a D6 for each Flyer, Super-heavy Flyer, Flying Monstroux Creature, or Flying Gargantana Creature in play. On a roll of 2-6 nothing untoward happens this game turn. On a roll of 1, the model being rolled for has been attacked by a vendell, and suffers D5 strength 8 AP- hits.



KROKTARS

Kiekara are large multi-linked amphilsan creatures that luck in Viltoris' may lakes, rivers and costans. When creatures come to drink at the water's edge, the kindkar lashes will will once a more of its princisal links, grabiling the vurtim and pulling them under the water to be swallhoed in a single gulp by the lurking creature. The grasp of a kirklar is notoriously strong, and hey in specificity copied of tarting of Jarks of an aromand vehicle

Any model moving in open ground within 1" of the edge of a lake, river or ocean shoreline must take a Dangerous Terrain test.



HOWLERS

Howers have in hidden underground lars, only heaving them at night to host there proy. They are stronge, sightless creatures, concerin di mode solid, for that modes them almost impossible to splet. They leaves there proy by constituting high-pictode screams and highposting the location of the within from the resulting ecloses. Their presence makes mooring at night extremely dangerous for appleds on post. The series that screen these Terry more stranger to the series of the series that screen these Terry more stranger appleds on post. The series that screen these Terry more stranger to the series that screen to de adv.

If the Night Fighting special rule is in effect, then Infantry models treat open ground and difficult terrain as dangerous terrain.



2-3

AGRELLAN UNNATURAL DISASTERS

Millennia ago Agrellan was subject to Exterminatus. The planet had been overrun by Daemonic warbands, and a virus bomb was used to scour its surface clear of the invaders. In the centuries since the planet has been re-populated, but the bulk of its surface remains a toxic wasteland inhabited by horrific mutated hieforms.

AGRELLAN UNNATURAL DISASTERS TABL

THE

64

EFFECT

Viral Outbreak: Vestiges of the virus used during Exterminatus still endure in Agrellan's soil, bringing a swift and hideous death to any who don't take the right precautions.

The unit on the battlefield with the most Infantry models has triggered the outbreak. If several units are tied with the most models, the Master of Disaster chooses which is affected. The unit suffers 3D6 Strength 1 AP-hits with the Poisoned (2+) special rule, which are allocated randomly.

4-5 Mutagens: Over the centuries, some strains of the virus have mutated, so that instead of killing their victims, they transform them into frothing psychopaths covered in tumours and hidrons growths.

> The unit on the battlefield with the most Infantry models has triggered the outbreak. If several units are tied with the most models, the Master of Disaster chooses which is affected. The unit suffers 3D6 Strength 1 AP- hits with the Poisoned (2+) special rule, which are allocated randomly.

Any model' talked' by this attack immediately attack the surviving memors of their unit. Before removing them, fight an assult between the models that have been slain and the living members of the unit. The slain models count as having charged, and have the Rage special rule. After the assult has been resolved, remove all of the slain models from play (they finally succumb to the virus).

EFFECT

Chaos Incursion: On Agrellan, the veil between reality and the Warp remains incredibly thin, and at times of crisis can tear completely. When this happens, bands of daemonic creatures materialise from nowhere, attacking any living thing they can find.

The Master of Disaster can deploy D3 units, each comprising of 205 models (roll separately for each unit). These units must be selected from the troops section of *Colesc Chaos Daemons*. The units can be deployed anywhere on the table that is not within 1⁻⁶ of another unit, and not within 12⁵ of a Daemon unit that has already been deployed.

At the start of each player turn, check to see which side controls each Daemon unit, the Daemon always consider the closest model at the start of a turn as their enemy, so are controlled by the opposite side to whoever has the closest model to each Daemon unit. If models from both sides are equally close, roll-off to use which side controls the Daemon unit. Note that this mo mean that Daemon schange sides from turn to turn, and that they may get to move and attack in both sides' turns, one after the other! II your gaming group cannot muster enough models to place all of the units, or there is no room for them all_just place the maximum number you can - the rest are ignored.



A CAGED TIGER

Imperial forces were contained within their fortified hive cities for most of the battle for Agrellan. Occasionally, though, a battle force would be depatched outside, with orders to inflict as much damage as possible on the Tau formations besieging the city, and to then return swift) to the safey of the city walls before the Tau could retaliate effectively.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocatypse Battle section (Apoc pg 18). One army must be composed only of Imperial Guard units, White Scars Space Marine units and Imperial Knights, and the other composed only of Tau Empire units. Each side must select one of their Warlords to be their force's Warmaster.

DEPLOYMENT

The Tau Empire side deploys first. Tau Empire units can be deployed anywhere in their deployment zone, or may be kept in Strategic Reserve (Apoc. pg 37).

The Imperial side deploys second. Imperial units may deploy anywhere in their deployment zone that is more than 12° away from any Tau Empire units, or may be kept in Strategic Reserve.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRST TURN

The Imperial side has the first turn, unless the Tau Empire side can Seize the Initiative (Apoc. pg 22).

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (Apoc. pg 22). If both sides have an equal number of points then the battle is a draw.

SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (Apoc. pg 22-37).

Damocles War Zone: All of the Rules of Engagement from the Damocles War Zone apply to this battle, apart from the Voltoris Unique Hazards.

Hive Wall Batteries: The Imperial Warmaster may make one Hive Wall Battery attack in each of their Shooting phases.

Range	S	AP	Туре
Infinite	8	3	Heavy D6,
			Apocalyntic Barrage

Lightning Raid: The Imperial side scores one additional Strategic Victory Point for each Strategic Objective they control when points are scored for Strategic Objectives in a break or at the end of the battle.

Sally Forth: Any number of Imperial Strategic Reserves can enter play each turn. The normal limitations on when their Strategic Reserves arrive do not apply.

THE BATTLEFIELD

: and the

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two deployment zones, one of which takes up two-thirds of the length of table, and the other the remaining one-third of the table's length. Note that this battle is fought down the length of the table, rather than across its width. All Strategic Objectives must be set up in the Tau Empire deployment zone for this battle. This change aside, they are set up using the normal rules (Apoc. pg 20).



THE HUNT FOR SHADOWSUN

Korkarro Khan has hunted many powerful enemy warlords, and took a great oath to slay Shadowsun herself. He led a White Scars Hunting Force that fought a series of battles behind enemy lines, but Shadowsun was always one step ahead. Evennally, Khan was forced to call off the chase, but be vowed that one day he would fulfi his oah.

THE ARMIES

Select no armites using the rules found in the Fighting an Apochyne Battle section (Apoc pg 18). One army must be composed entirely of White Scars and Raven Guard Space Marine units, and the other composed entirely of Tat Empire units. The Tau Empire army must include Commander Shadowsun. Each side must select one of their Wardrok to be their force's Warmaster.

DEPLOYMENT

The Space Marines side deploys first. Space Marine units may deploy anywhere on their deployment table, or may be lept in Strategie Reserves (Apoc. pg 37). The Tau Empire side deploys second. Tau Empire units can be deployed anywhere on their three deployment tables that is more than 12 from the Space Marines deployment table, or may be kept in Strategie Reserve.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRST TURN

The Space Marines side has the first turn, unless the Tau Empire side can Seize the Initiative (Apoc. pg 22).

The Tau Empire army can Seize the Initiative on a roll of 5 or 6 in this scenario.

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (Apoc. pg 22). If both sides have an equal number of points then the battle is a draw.

WAR ZONE: DAMOCLES

SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (Apoc. pg 22-37).

Bait for the Trap: Commander Shadowsun must be deployed on one of the Tau deployment tables indicated in the diagram below, and may not be placed in Strategic Reserve.

As long as she is alive, Shadowsun is treated as a Strategic Objective controlled by the Tau Empire. If Shadowsun is slau, the Space Marines side immediately receives D3+3 additional Strategic Victory points, and she no longer counts as a Strategic Objective.

Damocles War Zone: All of the Rules of Engagement from the Damocles War Zone apply to this battle, apart from the Voltoris Unique Hazards.

THE BATTLEFIELD

This mission is designed to be played on four 6' by 4' gaming tables, set up in an 'arrowhead' shape as shown by the diagram on the right. Set up the terrain for the battle in any mutually agreeable manner.

Finally, Strategic Objectives are placed (Apoc. pg 20).



RAZE AND RUIN

The Tau used lightning fast orbital assaults as their primary method of overrunning Imperial strongholds throughout the second Damoeles Gulf campaign. Famous examples of such attacks were during the fail of Agrellan's hive cities, and the failed attack on Furion Peak, but there were dozens of other similar attacks both large and small.

THE ARMIES

Select two armics using the rules found in the Fighting an Apocahype Battle servino (Apoc. pg 18). One army must be composed only of Imperial Guard units, White Scars Space Marine units and Imperial Knights, and the other only of Taa Empire units. Each side must select one of their Warlords to be their force's Warmaster. In order to use this mission, the Impircal side must also include a Grand Redoubt formation (Apoc. pg 185). If this is not possible, pick a different mission.

DEPLOYMENT

The Imperial side deploys first. Imperial units can be deployed anywhere in their deployment zone, or may be kept in Strategic Reserve (Apoc. pg 37). At least half of the units in the Imperial army must start in Strategic Reserve.

The Tau Empire side deploys second. Tau Empire units may deploy anywhere in their deployment zone that is more than 12° away from any Imperial units, or may be kept in Strategic Reserve.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRST TURN

The Imperial side has the first turn, unless the Tau Empire side can Seize the Initiative (Apoc. pg 22).

GAME LENGTH

The battle continues until the time limit is reached (Apoc. pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (Apoc. pg 22). If both sides have an equal number of points then the battle is a draw.

SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (Apoc. pg 22-37).

Damocles War Zone: All of the Rules of Engagement from the Damocles War Zone apply to this battle; use either the Agrellan Unnatural Disasters table or the Voltoris Unique Hazards to represent where your battle takes place.

Raze and Ruin: All Strategic Objectives must be placed in the Impenal deployment zone. To facilitate this, Strategic Objectives may be placed more than 6" from another objective, rather than 12" as is usually the case.

Surprised: No Imperial Strategic Reserves may enter play during the first game turn.

THE BATTLEFIELD

This mission is played any rectangular board of suitable size (a 6's 12' gaming table works well). Set up the terrain for the battle in any mutually agreeable manner. The battle is fought down the length of the gaming table.

Finally, Strategic Objectives are placed (Apoc. pg 20), but bear in mind the Raze and Ruin rules described above.



DAMOCLES FINEST HOURS

If the following special characters are included in an army, and are one of the army's Warlords or its Warmaster, then they use the following special rules when they take their normal Finest Hour. These special rules are in addition to the normal banefits of a finest Hour (Apoc. pg 26).

THE PATIENT HUNTRESS COMMANDER SHADOWSUN

Displaying an instinctive mastery of the Kauyon style of Tau warfare, Shadowsun embodies the art of the patient huntress.

If Commander Shadowsun calls her Finest Hour in the third or subsequent game turn of the battle, the following applies:

ales.

in addition to the usual effects, Commander Shadowsun and all friendly Tau Empire units within 24" have the **Preferred Enemy** and **Tank Hanter special rules**. In addition, any units that arrive from Reserves that turn have the **Outflank** special rule, and may charge even if they disembark to Deep Strike.

KNIGHT OF LEGEND PATRIARCH TYBALT

Tybalt has ruled House Terryn for more than a hundred years, and is a mighty leader of men. Following his shining example, the Knights under his command are capable of amazing feats of valour when war calls them.

If Patriarch Tybalt calls his Finest Hour in a game turn following one where he fought in the Assault phase, the following applies:

In addition to the usual effects, all friendly Imperial Knights within 24" of Tybalt are treated as if they were Seneschals, no matter what their actual Knightly Rank (see *Codex: Imperial Knights*).

BEACON OF HOPE SHADOW CAPTAIN SHRIKE

Shrike appears where he is needed most to sink his claws into his foes. His name has become legend amongst beleaguered Imperial troops, who know that if they can just hold out for long enough, Shrike may deliver them from their enemies.

If Shadow Captain Shrike calls his Finest Hour in the game turn that he arrives from Reserve, or in the game turn following the one he arrived from Reserve, the following applies:

In addition to the usual effects, all friendly Imperial Guard units within 24° of Shadow Captain Shrike have the **Counter-attack** and **Fearless** special rules.



SPACE MARINES ARMOURED VANGUARD SQUADRON

States - 1-10 Manual and a state of the stat

Armoured Vanguard Squadrons are dedicated formations of Space Marine transport vehicles. They are usually used to launch an assault or deliver a suff counter-attack. Rearing across the battlyfield, they quickly clase with the energy, and then disgorge the Space Marine squads that they are carrying. The twops about them works no time after they disembark, springing immediately into the attack and lawing the energy with my start seconds to organise a reference.

> 3-5 Rhinos and/or Razorbacks in any combination

> > 2 Stores

WAR ZONE

DAMOCLES

FORMATION RESTRICTIONS

LINE LINE

The vehicles in the formation are not Dedicated Transports, and can be used to carry any cligible Space Marine units 如何心心心

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SPECIAL RULES:

Rapid Assault: If an Armoured Vanguard Squadron is in Arrowhead Attack Pattern, then all the vehicles in the formation have the Assault Vehicle special rule as well as the Tank Hunters special rule.



SPACE MARINES STORMCLAD SQUADRON

A THE STREET AND A STREET AND A

A Thunderhawk Gunship is a precious relic of its Chapter – a great number of these eraft soard through the war-torn skies of the Hony's blackset days, but the secrets of their construction have been long since lost. As such, each Thunderhawk is mear irreplaceable, particularly in the leves of the Chapter's Technamics. In particularly scheduly ower zones, where the Thunderhawk has a visial duty to advice, it is not uncommon for second Storntalons to form up around a Thunderhawk in order to ensure it turns the tide. The selfless plats of these econd eraft think nothing of using their own hulls to server their mighty charge, while the rich lattices of positional data they sensors supply to the Thunderhawk auguent its databal forarow weakons array.



The BOyder Hoyder o Ha

SPECIAL RULES:

WAR ZON

Data Lattice: In each Shooting phase, a Stormtalon from this formation can forgo its own shooting attacks in order to transfer targeting data to the Thunderhawk. If it does so, the Thunderhawk has the Night Vision and Preferred Enemy special rules for the rest of the phase.

Lightning Interception: Each time an enemy shooting attack hits the Thunderhawk, before the enemy rolls for armour peneration, the owning player may elect to transfer that hit to a Stormation in the same formation that is within 4° of the Thunderhawk instead.

SPACE MARINES HUNTING FORCE

Ret and and all

Chever Harein

MISTON MORNES

Many Space Marine Chapters, but nost notably the White Scars, deploy large formations of Space Marine Bike Squads to spearhead attacks, hunt doom enemy leaders, pursue defacted enemy troops as they flee the buttlyfield, or operate as long range fornetration force deep behand enemy lines. A Uniting Force is a sufferintance buttle formation, perfectly capable of operating on its own for prolonged periods of time when necessary, or as pair of much theyer combined arms fore in a major buttle.

SPECIAL RULES:

Hunters: All muts in the formation have the Scout and Outflank special rules. In addition, after deployment, select one IQ mut or Apochyse, Formation in the opposing army as the hunters' pres. All units in this formation have the Preferred Enemy and Furious Charge special rules when attacking them pres in the Fight subplanse.

Seman Deserver Contractor



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DAMOCLES

3-6 Bike Squads

1-3 Attack

I-3 Scout

Bike Squads

Bike Squads

atting Carland

aptain

0-1 Command

0-1 Chaplain

A Provent Home Courses

FORMATION RESTRICTIONS All HQ units must take the Space Marine Bike upgrade

SPACE MARINES STORMBRINGER SQUADRON

Lond Speeders and Land Speeder Starms are used by Space Marine commanders to range alsead of their main battle foree, searing vital objectives and disrupting eventy movements in advance of the payorla ditack. These insertion forces will often operate dozens of miles alsead of their battleburdlers, spaceding forer and confusion wherever they appear and succept the soft for the coming battle Oner, they have explained their objectives, they will secure the position and hold out against evensy attack such their convents battle.

> 3-5 Land Speeders and/or Land Speeder Storms

FORMATION RESTRICTIONS Any Land Speeder Storms in the formation are not Dedicated Transports, and can be used to carry any eligible Space Marine Scout units.

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SPECIAL RULES:

WAR ZONE

DAMOCLES

Insertion Force: All vehicles in the formation have the Scout special rule. In addition, vehicles in this formation that redeploy may do so to any point on the table more than 6° from an enemy model, and any passenges they are carrying may disembark after the redeployment move, and will not count as having moved in the first turn.

Fear and Confusion: Any enemy units that are within 12" of a model from the Stormbringer Squadron after it has been redeployed must immediately take a Pinning test.

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SPACE MARINES FURION PEAK COUNTER-STRIKE COMMAND

Flood

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When the Tau attacked the Imperial Knight stronghold at Furion Peak, they had no way of knowing that they were walking into a deady trap. Hidden watsde the fortness, Imperial fores waited in ambuch, ready to attack the Tau once they were fully committed to the assault. Controlling this vitally important fore was a supreme command wade up of the most reversed leaders of the White Scars and Tawar Guard Speer Morrie Chapters. It was heri duty to coordinate the counterstrike and annihilate the Tau invasion fore.



WAR ZONE

DAMOCLES

dow Captain

Raven Guard

Captain

han

1 White Scars

Librarian

FORMATION RESTRICTIONS

-2 MUIDE MOOIL -1 GI

Dark Shadows: All models in this formation, and any friendly model within 12° of this formation, have the Shrouded special rule unless the White Scars Librarian has been removed as a casualty.

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IMPERIAL GUARD HELLSTORM SQUADRON

Jase Francisco Proprietation and Contraction of Contraction

Helikiam Squadrons are formed when the Imperial Guard face on enews that is likely to overridedm friendly forces by felding vast numbers of infantry, such as Orhish honles or Tyranidi scarms. Helikiom Squadrons are merididly found where the concentration of foest i grantest ached with the singular objective of inflicing on much devantation upon energy trops as possible. In battly, Helikiom Squadrons unleash a rugging inferno of destruction, a deadly blaze that reduces all to smole-and ach. Such a squadron is meller a suble nor a discriminating tool; large northers of lightly packet trops are blankled in burning promothum and many enemies retreat at the sight of several inferior annows rather than attempt to face such a forstorn.



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SPECIAL RULES:

WAR ZONH

DAMOCLES

Combined Fire: If three or more Hellhounds from this formation fire their inferno cannows at the same target, they can choose to resolve the attack using a single hellsorm template positioned such that it covers, at least partially, as many members of the target unit as possible and the entire template is within 12° and line of sight of the command tank. Unswed Wounds inflicted by Combined Fire have the Instant Death special rule.

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IMPERIAL GUARD STEEL PHALANX TANK SQUADRON

The squadrons of Leman Russ tanks that make up an Emperor's First Tank Company often operate independently, in which case they are known as Steel Phalaux Tank Squadrons. The creaces of the vehicles in a Steel Phalaux formation are trained to operate in tighting knit formations, where they can support each other with their workposts and co-ordinate their movements to deliver a shattering charge against formations of errors, toops. After crushing the for beneath their steel tracks, the tanks wave on to find more pregrant formations.

5-5 Leman Russ FORMATION RESTRICTIONS

The Leman Russ may each be of any type.

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SPECIAL RULES:

Steel Assault: If three or more vehicles from the Steel Phalaux formation Tank Shock or Ram the same energy unit in the same phase, then roll on the Thunderbhiz table (Apore pg 67) immediately before taking the Morale check for the unit being tank shocked, or immediately before rolling for armour penetration when ramming. All of the whiches in the formation must be moved into position to carry out the Tank Shock or Ram before the roll on the Thunderbhizz table is made. The formation may only roll on the Thunderbhizz table care card turn.

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IMPERIAL GUARD 'RAIN OF FIRE' DIRECT SUPPORT BATTERY

A Direct Support Battery formation consists of three to five Imperial Guand Basilisks. These big gain units usually provide long range artillary support, firing barrages at distant targets, but a Direct Support Battery operates much closer to the enemy, firing with deadly accuracy alf for they can see directly. Each of these batteries operaties in closer conduction with supporting Imperial Guant infinity and annous, blasting the enemy with its heavy forpeaser sublist being particle from assault by the Guandsman and tanks.

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SPECIAL RULES:

WAR ZONE

DAMOCLES

Accurate Bombardment: When a Basilisk from this formation fires its earthshaker cannon, the controlling player can re-roll the scatter dice.

Direct Support: The Basilisks in this formation have been modified to fire at short range. Ignore the earthshaker cannon's minimum range restriction, but halve its maximum range.

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THE OBSIDIAN KNIGHT

The Obsidian Knight is a lane Freehlade Knight who came to prominence during the heavy fighting of the Damodes Crusade. Many years later, as the Tau Empire sought to restabilish its dominance of the Lithesh Sector at the outset of their Third Sphere Expansion, the Obsidian Knight would return once more to fight his hated for. Though the cause of the Freehlade's reckless hate of the Tau remains a mystry. the Obsidian Knight his become an implaced be unrested for series.

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	THE
6 7	OBSIDIAN
	KNIGHT
r	

WARGEAR: • Rapid-fire battle cannon • Two heavy stubbers SPECIAL RULES:

FArmour 7 WS BS S F S R I A HP 6 6 10 13 12 12 4 3 6



WAR ZONE

DAMOCLES

400 Points Unit Type: Super-heavy Walker Unit Composition: 1 Knight Paladin Seneschal

SHOT - 10 CH - TIME - CON - CAL

Reaper chainsword		Range	S	AP	Туре	No.
 Ion shield 	Rapid-fire battle cannon	72"	8	3	Ordnance 2, Large Blast	
	Heavy stubber	36"	4	6	Heavy 8	
wincible Behemoth,	Reaper chainsword	SR 1	D	2	Melce	

Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Outflank, Rage, Relentless, Preferred Enemy (Tau Empire), Smash, Strikedown.

make timber hog I -I Ghtgen

IMPERIAL KNIGHTS IMPERIAL KNIGHT HOUSEHOLD SPEARHEAD

Howshold Spearheads consist of several Imperial Knights, often hed by a seneschal or the lord of a knightly house. When the Titan Logons of the Adeptis Mechanicus march to iscue, Imperal Knight Household Spearheads go with them, and they are also sent to fight as support for Imperial Guant regiments or Space Marnie Chapters. Arriving at the var some, the Knights will quickly be hurbed into Saila, fighting directly in support of their allies, or operating undependently as fast-moments gouts and autorkers.

> 3-5 Knight Paladins and/or Knight Errants

> > TITTE

WAR ZONE

DAMOCLES

FORMATION RESTRICTIONS The detachment's Command Vehicle is a Knight Warlord (see Codex: Imperial Knights)

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SPECIAL RULES:

Battlefield Role: When this formation is deployed, the player who controls it must state if it will be fighting as Support, or as Outriders.

- An Imperial Knight Household that is operating as Support has the Interceptor special rule.
- An Imperial Knight Household that is operating as Outriders has the Scout special rule.

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TAU EMPIRE SHADOWSUN'S FIRSTSTRIKE ASSAULT HUNTER CADRE

CR. Tomate

One of the wost important buttles of the Agrellan campaign took place at the Solarus Gate hive node. The battle marked the first ever use of XV10H Riphile buttlesuits. With Commander Shadmasun and the Riphides leading the attack, there was very little the Inspendi definition of the Solarus Gate could do to hold back the Tau fores. A despirate comiter-attack by elements of the Solarus Gate of the Solarus Gate and the two reads of the Month Solarus after the initial shots had been fired.

Commander Shadowsun

6 Fire Warrior Teams with Devilfish Dedicated Transport vehicles

6 Fire Warrior Teams

Prost Inman () Enters







FORMATION RESTRICTIONS None.

DAMOCIES

 3 Hammerhead Gunships
 3 Sky Ray Missile Defence Gunships



Constant !!

"To follow any path other than the Tau'va is to doom us all. Only together and with courage and discipline shall we stand victorious. Fight with fire and courage and nothing can stand against us."

Pictor and

- COMMANDER SHADOWSUN

WAR ZONE DAMOCLES STORE MERINE

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SPECIAL RULES: Handpicked: Commander Shadowsun and every unit from the formation that is within 24° of her have the Fearless and Preferred Enemy special rules.

DIMINING DEALES

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TAU EMPIRE PIRANHA FIRESTREAM SQUADRON

ATTENT DE ON TRANSFORMENT

Piranhas

FORMATION RESTRICTIONS

The add and a stand of the bart of

TON STANASTING

Piranha Firstneron Squadrans are intended to provide heavy supporting for for beleaguered Tau ground forces. They carry extra annuantion for their weapons, but only have a limited annount of fuct. Should a Tau attach falter or a defence lues start to examble, Firestnam Squadrans well quickly be depatched from a large central reserve to stabilise the visitation, screaming swifts into battle and using their physicare to store the energy attack, before retarning to their base to refuel and have any losses replaced.

SPECIAL RULES:

WAR ZONE

DAMOCLES

Rearm & Refuel: If all of the surviving models in this formation finish their Movement phase within 6° of a table edge, then the squadron can enter Ongoing Reserve. It may return to play on any subsequent game turn, and does so atfull strength (i.e. free models), with any Hull Point or Weapon Destroyed damage reparred and any Drones replaced.

Reserve Formation: A Piranha Firestream Squadron must be placed in Strategic Reserves, but may not enter play until the second game turn.

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TAU EMPIRE ETHEREAL COUNCIL

The largest military organisation used by the Tau is referred to as a coalition, and it is presided over by a specially assigned Ethereal Cauncil, and e up of three or more Ethereals of the highest rank. As even one Ethereal inspires unquestioning respect and obelience from all other Tau. the presence of a pull Ethereal Council creates an admost foundated Jersoni in other members of their rate. Every command that the council issues is carried out with single-minded delication, no matter total the cost in costs Fertuateds, such extreme sacrifice is rariy coulded. for the collective elemental power of the council almost investably ensures a usift Tau vision's assumed no built that the participate in thereby.



Barten and an and a state

SPECIAL RULES:

WAR ZONE

DAMOCLES

Fanatical Fervour: The range of the Failure is Not An Option special rule is increased from 12° to 2° for all of the models in the Ethereral Council that have the rule. However, if all of the characters in the council are removed as causalities in a mission that uses Stratege Victory Points, then the opposing side receives one additional Strategie Victory Point.

Collective Elemental Power: Each character in this formation may invoke one additional elemental power when they use the Invocation of the Elements special rule

TAU EMPIRE HUNTER CADRE

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and the second second

There are many types of Tau codur, but by far the most common one is the Hunter Codur. It is a combined arms buttle formation consisting of infairly, buttlesuits and gunships. The exact composition of each Hunter Codur varies depending on the mission being correct out, the encody hear is a strain of the and for and the are available and the Commander's favoured mode of attack. Tau buttle tatics ensure the efficient coordination of all of the different elements that make up the codur – from the infantry to the backbasits, the dones to the gravity, all must work as one to defer the fee.



"There are certain things in war of which the Fire caste Commander alone comprehends the importance. It is not his right, but rather his responsibility to send thousands to their deaths if millions will prevail."

WAR ZONE

DAMOCLES

Printing 19.9

- COMMANDER PURETIDE

A Strange Constant

ALL STORE MENT

SPECIAL RULES: Acute Senses

Contraction and a second

time and

Efficient Command Structure: If the Strategic Reserves mission special rule is being used, this formation may arrive from Strategic Reserve from the first game turn onwards.

Optimised Organisation: The range of the Supporting Fire special rule is increased from 5° to 12° for all of the models in the formation that have the rule, as long as they are firing in support of a unit from the same formation.

Call homens () and

TAU EMPIRE DRONE-NET VX1-0

Londra ung.

AND STATISTICS

The Tau never waste lives needlessly, and there are times when drones can be used to carry out a task in the place of living Tau warriars. Such formations are known a Dronenets, and consist of a large number of drones linkel together to become a calculate down sourn. A Dronenet can unitude any and all types of drone manufactured by the Tau, from hundle gui drones through to be accelerator drones. The resulting formation is much greater than the sum of its parts when all of the drones are synced together. The drones are able to share there collective data, making them a formidable army in their own right, quickly reacting to enemy movements and using the information the collaborate their firing solutions and thatical response.



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Milling Winds

WAR ZONE

DAMOCLES

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CREAREN TT.

SPECIAL RULES: Improved Firing Solutions: All drones in this formation add 1 to their Ballistic Skill.



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TAU EMPIRE HAMMERHEAD INTERDICTION CADRE

The Hammerhead Interdiction Cadre is perfectly suited for dealing with enemy formations that do not have an effective anti-tank The Human non-capability. Using their speed, the Hammerhead Interdiction Cadre manoeuvres to concentrate its firepower on the target, trusting in capability using our against return fire. The lead vehicle in the formation is filted with a sophisticated markerlight targeting array, is armoli to protect in generation is priced with a sophisticate and allowing the commander to supervise the cadre from within his tank, and direct fire quickly and efficiently.



SPECIAL RULES:

WAR ZONE

DAMOCUL

Markerlight Targeting Array: As long as the Command Vehicle of this formation has not been wrecked or suffered an Explodes! result, the Tau Empire player gains D3+1 markerlight counters per turn. These are placed at the start of the Tau Empire Shooting phase on any enemy unit within line of sight of the Command Vehicle

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TAU EMPIRE PARADOX SQUADRON

WALL TO MERCE STREAM CONTRACTION CONTRACTOR

The staxs bombs used by Peradox Spundnons are deadly weapons whose unique destructive force can be combined to teer a vent in the spacetime continuum, creating a dangerous temporal anomaly. Several bombs must be delivered at the same time and in a specific pattern in ender to achieve the decaute fifer, trajuring physics ond timing and herfer formation flying by the Sun Shark creass taking part in the attack. A target caught in the usulting anomaly is propelled through the time-stream, reappearing in the same location but millions of years in the future or the past. Occasionally, however, the attack backfires, and an earlier version of the target binks into existence, with any dange it thas sufficed so far in the battle marchitosis typefurit.



SPECIAL RULES:

WAR ZONE

DAMOCLES

Paradox Attack: If the formation is in Arrowhead Attack Pattern and has three or more pulse bombs, one Flyer in the formation may make a single Bombing Run using the following profile. No other Flyer from the formation may make a Bombing Run in the same phase, and all of the Flyers in the formation are considered to have used their pube bombs after the attack has been made (roll as normal to see of they generate new ones).

Range S AP Type - D I Large Blast, Paradox

Paradox: Rolls of 1 on the Destroyer Weapon Attack table result in the model being attacked recovering any Wounds or Hull Points it has lost earlier in the battle, instead of having the usual effect.

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TAU EMPIRE RANGED SUPPORT CADRE

A Ranged Support Cadre combines Pathfinder teams and Broadside battlesuits into a single deadly attack formation. The Pathfinders A langed Super-operate for ahead of the Broadside teams tasked to support them. Infiltrating the enemy lines, the Pathfinders deploy in hudden locations operate for these can observe enemy movement, and use their markerlights to call down a deadly fire from the Broadsides' heavy weapon systems onto the targets they designate. More often than not, the first inhling the eneny will have that they are under observation is systems only are struck by the Broadsides' attack. Unable to easily identify who is calling down the deadly fire, the enemy have little option but to retreat or attempt to weather the storm.



AG ANT HOMAN COLUMN

SPECIAL RULES:

WAR ZONE

DAMOCLES

BB

Dedicated Spotting Teams: Double the value of any markerlight counters placed by any of the formation's units of Pathfinders if the counter is used by any of the formation's Broadside Teams.

Hidden Observers: All Pathfinder Teams in the formation have the Infiltrate and Shrouded special rules. The Shrouded special rule is immediately lost by a unit if any models move from their starting location (for any reason) of make a shooting attack other than with their markerlights.

The second s





Although the Tau Empire is extremely young, at least when compared to the other space-faring races that inhabit the galaxy, it has already fought hundreds of wars against its neighbours, matching its percises technology against the warriors of many races. In this appendix we examine some of the carlier battles that have taken place between the Tau and the Imperium.

APPENDIX

BATTLE FOR POLIA

When Hive Flert Kaken invaded Ulina Segmentan, Japecial forces from across the length of the Eastern Firings were diverted to meet thai new drivast. Sensing an oppertunity to enlarge their empire while the Imperium was thus distracted; the Tau were quick to harves a erics of Imperial world along their border. Numbos, the most strategically important of these worlds, was contexted at the Entory city of Polia. Here, the Imperial Garaf of the Vortrana Firsthorn, clashed with the Tau Hunter Cadres of Commander Englword un an epic conformation.

With the majority of Imperal Guard units relephysel to fight the Tyrani direct, the Tau Inded a vast invasion force on Ninboas. Commander Bingbroword, the claret of the Tau, set about the systematic externmition of the popular. The work higher that the transform about the standin at Polia. Serving under Graf Toschenko, the Finithern kares that against stude an overchelming invasion force, there only hope was to hold out against the Tau long comoglik for reinforcements to arrive, something that could talke weeks if not months to happen.

The manufactoria complex was a vast industrial zone with buildings that reached high into the skics. 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 Votrovans waved no tune in digging inteestabilisting a series of strategic strongonistis. from which they could hold off the Taulinemal walls wave knotled down to allow cast movement and industrial machinery was used to heap wreckage into makehild bindings were carefully rigged with holdings were carefully rigged with holdings were carefully rigged with holdings had anything of use savarqued indefentible had anything of use savarqued mythe nongle explosures to collapse them when the tune came. Ammunition was stockpiled in three key locations, and the great manufactoria was reinforced with fiabloard and support struts and a voccaster 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 'Ostrogam began refering to icas Toschenko Fortres'



BRICHTSWORD STRIKES

When finghassoud's force arrest, he found the inperval toropy ready and satisfing Other, less impertuous Tau Commanders would have offered the enropy admentation of the aggressive braight, had no such desire, and such the aggression characteristic of Viorl's Sept. Humorhends pomodel due forward Humorhend positions. Publisher trans rappelled down from the Vioryans.

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 his force's barrage as cover, Brightsword implemented a variation of the Kauyon 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. However, unerringly accurate shooting from Pathfinders armed with rail rifles silenced the Imperial guns and eventually the Kroot fought their way inside the cathedral. Once within its ancient walls, the savage Kroot Carnivore Squads hacked into the Vostroyan defenders, devouring their victims as they went.

Tonchenko realised that his eremny say systematically course of one point of defence after another and eradicating it. There are counter-attack Arrows the Vourovan pointon, the order was given to rise up and sawait the Tau. More than two thousand Vourovans basist from their cover in the factory and charged down the cattered stretes to the cathedral where their commads were being exernimisted. Verspful, they somed the building only to find the Know already in the building only to find the Know already in that

Biooych by this apparents success. Tookenson and his men, backed by what tain's remained, moved forward to engage several Tau muits bloding position in the markine workshops. As the Gausdament starmed down the ogenstreets, they encountered only higher restances and their vargurand was only mercers away from cover sheen. Brightwood purnigh targa-Casis buffentism or molops fired down at the Gaurdamen in the wide streets below. Tanks were blasted aparts a seeker musilex public by Pathinder teams targeted their weaker tear armour and concealed Stealth Teams armed with hurst cannons blew entire infanty companies apart.

At the forterions of the Vouropan abance Totechen's comman signal was caught in the open and cut down in a bidtering half of the Rasing, bloody an injured; for one the dirt. Graf Totchenko matched up the regimental hanner from the dead hands of its beiere and exhorted his men to fight to the last. As his remaining warriors ralled to him, a superform and their oppiced the Tas Fire Warriors, sensing their for was next beates. Warriors, sensing their for was next beates.

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. At the head of his handpicked bodyguard, Commander: Brightword soared above his army and with one volley killed Toschenko and all hope of Imperial sciony.

THE FIRST DAMOCLES CRUSADE

The Damodes Crusade was a military action epical of the Eastern Fringe before the arrival of the Tyrand hive fleets. Wherever possible, when challenges to the Imperium were decorred, war followed. In 742 M41, another such crusade was to be unleashed in the tabeth Sector.

A sung of Imperial adhesectors stretching our between the Damoeffee Golf and the Perdus. By Anomaly had inflered extensive disruption for to Eldar printer rands and Warp storm atom. As the Imperium struct to restore its grap in the region, it was discovered that a diren race called the Tau were allong themselves with disadlent Imperial factions. The period there local allances was excludent in the number of allen goods and artefacts appearing in neurby systems.

Inguintenti intentigation receiled evidence of Tau activity in adjoining sectors. The occidento was that they represented a major titrea, and Cardinal Eau Gurney of Brundock of actual Cardinal Eau Gurney of Brundock around a dozen capital ships, five provisional acougnies of Space Marines made up of comparets from a dozen Chapters, and netteren regiments from a dozen Chapters, and of them from brandock. The first more was towards the Timbra subsector where human columns had been coexisming with the alens. The crushel first reassered linguistical and the Garars and Meiser colonies. Individuals implicated in dealing with the Taw secre numbel at a special assue had before the furnous crushelers. The linguistical before the furnous crushelers. The linguistical colonies secured, the crushed moved on and energed the Tax for the first time in the uninhalized Histos System.

Seven Tau warships of approximately cruiser displacement were detected on the edge of the system. The crusade fleet attacked immediately, but found the Tau ships to be capable of launching powerful torpedo salvos at long range, breaking up the Imperial formation. Bomber waves were launched but these were countered by Tau escorts launched from the capital ships. A Space Marine Strike Cruiser supported by a squadron of Sword class frigates made the decisive attack. Getting inside the Tau formation, they inflicted heavy damage and discovered that the Tau ships lacked broadside firepower. The Tau launched more escorts as a screen while they disengaged. One Tau ship was unable to withdraw and exploded while the crew was in the process of abandoning their craft.

WAR ZONE: DAMOCLES

- Charten Comment

THE LANDING ON SY'L'KELL

The SyTkell System contained an apparently fertile agri world with a population estimated at seven million Tau. It was defended by an orbital station, system ships and the remnants of the Tau fleet encountered at Hydass. The crusade's council of war appointed Captain Rumann of the Iron Hands to take overall command of the assault. The Imperial fleet closed quickly, pounding the orbital station as they approached. Its armaments were not as extensive as had been feared, and the Iron Hands boarded it. The Tau fleet disengaged almost immediately and was not seriously damaged. It was conjectured that they were evacuating key personnel from the planet rather than defending it. The Iron Hands quickly overwhelmed the orbital station's defenders and cleansed it with flame. It was to serve as the Imperial headquarters for the ground campaign

Space Marines from the Southes of the Empero: Chapter catablede a banding zone and the 15th Brinnlock Decaysons were builded to provide heavy support. The Tau response was sofit and consisted of an extremely wellequipped mechanised infantry formation with armourced support. The Tau gravtank, designated as the Hammerhead, appeared to be a close match for the Leman



Russ, and the Tau proved most adept at supporting their armour with infantty. The Dragoons suffered heavy losses when enemy infantry wearing heavy jomp armour anabushed them in rolling ground. Only swift intervention from the 4th Storm Trooper Company and the Sythes of the Emperor averted a massere.

While the crusade pushed ever nearer to SyTkell's population centres, the Tau evacuated the most qualified workers and dismantled any advanced technology. When the 9th Brinnlock Fusikers were landed, the Tau resistance crumbled and all objectives were quickly attained. The planet was duly cleansed.

While arrangements were made to cross the Damodes Gulf to the Imperial designated sub-sector of Kendral, an expeditionary force vas sent to deal with the Tau presence in the Viss'el System. Early reconnaisance had revealed the sixth planet to be an icecovered water world on which the Tau had established fishery colonies. As no great strategic benefit was evident to controlling the planet, it was subjected to orbital bombardment, melting the ice around the main colonies and destroying them.



NEAR DISASTER AT PRAYEN.

After a fire month journey arrows the Gulf, the created arrived in a Tanchild system within the Kendral subsector. The entermost plater, Trayen, was protected by an orbital station and was clearly intended to provide the first line of a system defence. The Imperial Retex's commanders assumed the station would be no more dangerous than three already for constructed, but in proved much more formulable, mounting heavy ralguns whose formable, mounting heavy ralguns whose for valles, employed the *Homore of Danalas*. The Rect back formation just as deteen Tan dispat encrycl from behavior for the mapping executs attached the orbital vanion which day wants bathefert source wants of tan days, the Tan the execution of the source of the source of the Regard Labelwick, a Damites action days day creater a lacky abot caused massive bathafend couples which triggered a plasma bathafend coverload, destroving the shap with all handk advances, however, and the Tan Bert were horeredownly numbed.

The Imperial excerts suffered heavy losses fighting the Tau to totalist station. As soon as they serve clocyl engaged, shough, a Knogt Warsphere appeared from nowhere after suddenly powering up, steering directly for the Imperial transports. The transport floath and no choice but to scatter. Formutaely, the hunge Kroot hulk was down and its guns shortanged, but its shere size scened certain to cradicate the transports and the millions of troosen they carried.

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silution came in the form of Admiral papers flagship, the Blade of Wos, a exchannel dass builtedbip. Leaving the rest of the feet to finish off the Tau warnings, the basical had unread about, planning to be admiral had the had admiral the admiral and a feast to have a set of the the Blade of Wise carried the preserved of the rad its safeway readually apped the samplere apart.

The ermaching fleet had won a truly pyrrhic scenty. Although the Tau's fleet and orbital steins were destroyed, it was at a cost of four capital ships and fourteen escorts. The Tau had earned a new respect in the eyes of the loperal fleet.

DAL'YTH EXPOSED

Although some amongst the crusade's command advocated turning back, the lure of a major Tau world lying ahead was too temping Dal'yth was protected by three orbid stations, but their guns were weaker add they were destroyed at leisure.

Knowing that a new Tau fleet could arrive at any time, the Imperial fleet launched an immediat assuit, scores of Space Marines deploning vas Drop Pod and strike craft directly mother planet (stages circ), GelTbyn However, ther daring attack was soon revealed to be isolauthy as they were skin to a man by rapidly redploxed batteensis.

The main strength of the crusade's armies were deployed on Dal yth's rolling planes soon after, unnumbered Imperial Guardsmen and their Accompanying armour spilling from immense balk indees.



The drop say contested by large numbers of the firsts but was eventually successful. The different differentiation was and different the and the toxicin began. The Tau's efficient tangent rotates excellent aided the Imperial stance, one from of which neared the city of Gel tays before a defensive line could be found. You, Fitum and armoured formations as the spearthead, the Imperial attackers ploughed toward the city. As they advanced, enemy missiles, fired from beyond hills and woods, started to inflict heavy losses. Units had to be detached to drive back the Tau spotters, but these were in turn engaged by Tau jump troops equipped with cloaking fields.



Gradually the coherency of the attacking wedge was broken up until, by the time it reached the outskirts of Gel'bryn, there were three spearheads pushing forward ahead of the main force. One of these was made up of Titans from the Legio Thanataris. This was countered by Tau Mantas, the same craft that had been launched in the earlier space battles from the Tau warships. The second spearhead was predominantly veteran light infantry of the Rakarshan Rifles, whose intelligent use of cover had thus far kept them out of harm's way. They were countered by the emergence of a host of Kroot warriors holding the nearby buildings of Gel'bryn. The third was a detachment of crusading Space Marines consisting of brethren from the Iron Hands, the Ultramarines and the Scythes of the Emperor Chapters. These the Tau countered with their own finest - their heavy jump troops. These timely Tau counterattacks stalled the momentum of the Imperial attack some twenty miles from Gel'bryn.

GRINDING STALEMATE

Their advance temporarbi halted, the Inspiral forces, commanded in this operation by General Neudal Gauge, had to dig in to avoit the worst of the Tas's freepower. The altern subsch they explosited, moving up to extreme ange of their vaspons and opening fore, only to withdraw at dawn. Space Marine comban particle helped, thus bees communed to mount. This was compounded by the constant worry that a new Tau fleet would arrive, binging enforcements from other sept works. As the size ground on, more Tau storus scened to anive at the front excluder.

The Imperial high command concluded that, in Dal'yth, the crusade had targeted a world the Tau would not concede, and that their remaining resources were insufficient for the task set them. Inquisitor Grand, who accompanied the crusade, vas all for execution followed by Exterminatus, as the

WAR ZONE: DAMOCLES

Tau were clearly too dangerous to be allowed to exist. The Imperial forces on the ground had found the Tau to be honourable adversaries, however, and there was a marked opposition to such an extreme sanction within the high command. While the crusade's council of war was paralysed by internal debate, General Gauge acted. He formed the Titans under his command up with the Brimlock regiments and pushed towards Gel'bryn once more In preparation, his artillery pounded other sectors and the Imperial Navy fighters began an offensive against Tau airfields that was costly but kept Tau flyers from the front. His strike force took their primary objective in the first few hours - a town containing a bridge - and achieved complete surprise. As the assault continued, it was countered by ultra-mobile Tau units deployed from the ubiquitous Mantas. For the rest of the day, a running battle was fought through the Dal'yth suburbs which ended with Gauge's forces a mere five miles away from trapping tens of thousands of Tau. Overnight, the Tau troops disengaged and fell back to another defensive line beyond Gel'bryn. By the morning, the Tau were gone and, while the city itself was congested with the detritus of previous Space Marine attacks and infested by lurking Kroot, the starport on the outskirts was quickly secured.

The stappert, combaned with the distance which the Tan had remed, made an excellent opportunity for exacution and General Gauge task it. Resistance from the logisation and depton statutes was overvaled by the arread of an express order from Impairing the target on terms to Binduck whi all available forces. The Tan sensibly realised that getting in the way would ever on usine purpose and parkty held under flags of trace were honoured by both sides.

The Imperium had learned to respect the Tau skills of war and the Tau had discovered the true scale and bitterness of a galaxy that they had previously thought to be theirs for the taking.

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WARHAMMER 40,000



DEATH ON THE FRONTIER OF WAR

Decades ago, an Imperial crussele drove the Tau from the Damocles Gulf, a vast region of space encompassing dozens of star systems. Now the Tau have returned, determined to avenge their defeat. All across the Damocles Gulf huge planetwide battles are being fought between Commander Shadowsun's Tau Empire invision force and a hard-pressed coalition of Imperial defence forces. The arrival of Imperial Knights from House Terryn and Space Marines from the White Scare Chapter has slowed the Tau assaulf, but even these mighty warriors have been unable to save the lynchpin hive world of Agrellan. The fate of the Damocles Gulf now hangs in the balance, and victory could go to either side.

Inside you will find:

THE DAMOCLES GULF: A detailed history of Commander Shadowsun's invasion of the Damocles Gulf, including the fierce battles and their combatants.

THE BATTLE OF AGRELLAN PRIME: A magnificent battle report based upon the battle for an imperial hive city, pitting imperial Knights and Space Marines against a massive Tau assaul force.

MINIATURES SHOWCASE: Stunning photographs of the Citadel miniatures featured in the campaign.

RULES OF ENGAGEMENT: New rules, Strategic Assets and missions for use in games of Apocalypse.

DATASHEETS: Eighteen new Apocalypse datasheets, including Space Marine Hunting Forces, Imperial Knight Household Spearheads and Tau Empire Hunter Cadres.

