

**WARHAMMER**  
40,000

**EXPANSION**



**PLANETSTRIKE**

# PLANETSTRIKE

## INTRODUCTION

Welcome to Planetstrike, an alternative way of waging war in the 41st Millennium. This book is an expansion to the Preparing for Battle section in *Warhammer 40,000: The Rules*, allowing your collection of Citadel miniatures to battle to the death in a devastating planetary assault.

In a game of Planetstrike, the players take specific roles – one player is the Attacker, attempting to wrest control of a planet, and the other is the Defender, who will do everything to defend it. Planetstrike introduces a whole new set of tactical challenges to the battlefields of the 41st Millennium, and whether you choose to tear the planet from your opponent's grasp or annihilate the crazed invaders raining from the skies, your actions can determine the fate of an entire world.

## PLANETARY ASSAULT

Planetary invasions are urgent, swift and terrible affairs, characterised by deafening noise, earth-shattering explosions and the stench of death. Thousands of reckless and battle-hungry warriors plunge downward upon trails of flame and vapour like vengeful angels, pouring from the drop-craft and low-orbiting spaceships that darken the skies above. Megatonnes of ordnance hammer down around these skyborne warriors, their detonations so devastating that the skies themselves seem afire; red, black and blinding white like the fires of hell. Pillars of ghostly light probe the skies, their colonnades all but transforming the battlefield into some vast and surreal shrine to the gods of war. Their touch is certain death to any invader caught in their beams, and red-hot debris rains from the skies as batteries of anti-aircraft guns take their toll.

Below the chaotic skies lies a war-torn landscape chewed up and spat out by the incessant bombardments that precede the invasion. The surreal mudscape is punctuated only by the ruined shells of once-proud buildings and by inviolable strongholds that jut like tombstones from the tortured earth. The comparison is apt, for the doomed soldiers who defend these bastions of order from the storm of violence that threatens to consume them will emerge as corpses or not at all.

The wounded and dying are spread across the tracts of no-man's-land between these bleak monoliths. Thunderous explosions come from nowhere to tear apart whole platoons, numbing the senses of the survivors so that they stumble into the teeth of the enemy's guns. Above them, attack craft roar across the skies through lattices of ruby-red lasfire and rocket contrails, strafing any soldier who dares stray into the open before screaming off through the flak to the next war zone. Drop Pods and gigantic landers plummet from the heavens, shaking the ground with their impact before disgorging yet more warriors into the merciless meat grinder of a planetary assault.

It is within this nightmarish and lethal crucible of battle that true heroes are forged, warriors of iron will and exceptional might who march grim-faced through barrages of shrapnel and fire without pause. It is these heroes who determine the fate of the planet, these heroes who defy the enemy to strike him down and tear their prize from his grip. Only the brave or the insane can hope to prosper. The empires of the 41st Millennium were ever built on the deeds of such dauntless individuals, and by their deeds they may yet fall.

## HOW THIS EXPANSION WORKS

*Warhammer 40,000: Planetstrike* contains the following:

**Launching the Planetstrike:** Modifications to your games of Warhammer 40,000 that allow you to create a planetary invasion or defence force, including the Firestorm, Planetary Assault, Shock Tactics and Scramble! special rules.

**Attacker and Defender Detachments:** Detachments and Command Benefits which reflect the tactics employed by invading or defending forces.

**Planetstrike Warlord Traits:** Warlord Traits for ruthless and cunning leaders engaged in planet-wide assaults.

**Planetstrike Stratagems:** Planetstrike stratagems for both attacking and defending armies – powerful abilities that can alter the course of an entire battle.

**Planetstrike Missions:** Six missions designed specifically for Planetstrike, which allow you to fight planetary invasions from the moment the invaders make planetfall to the apocalyptic climax that decides a world's fate.



# LAUNCHING THE PLANETSTRIKE



Planetstrike is truly a war on all fronts, in which the enemy can appear at any time, from anywhere – especially from above! A game of Planetstrike allows you to recreate glorious invasions and desperate last stands in the battle-ravaged universe of the 41st Millennium. Will you play the Defender, setting up formidable fortifications and giving everything you've got to repel the invaders? Or will you play the Attacker, raining hellfire and damnation upon the foe before sending an army of your best troops to claim the smoking remains of his strongholds?

## PLAYING A GAME OF PLANETSTRIKE

This book presents new rules that you can use to explore the kinds of missions that revolve around planetary assaults. These will illustrate the different sorts of tactics used to attack and defend a planet from orbital invasion, and they will provide new tests of your ability as a commander. Tried and trusted strategies will need to be re-thought in the face of new challenges, and you will need to think outside the box in order to secure victory.

In addition to presenting all the rules and stratagems you will need to play a game of Planetstrike, you will also find the Planetfall mission, which exemplifies the cinematic style of a Planetstrike game.

Over the following pages, you will discover new missions that you can try out with your friends, offering you and your opponent a new set of battlefield challenges.



## HOW TO USE PLANETSTRIKE MISSIONS

To play a Planetstrike mission only requires a handful of modifications to the Preparing for Battle section of *Warhammer 40,000: The Rules*, which are described below.

### THE MISSION

If you and your opponent wish to play a Planetstrike mission, then you must make a roll-off at the start of The Mission step of Preparing for Battle (as described in *Warhammer 40,000: The Rules*) to determine which mission is used for the battle.

## PLANETSTRIKE: MISSION TABLE

D6 MISSION

- 1 Planetfall
- 2 Desperate Assault
- 3 Seize & Destroy
- 4 Stranglehold
- 5 Forlorn Hope
- 6 Planetquake



### SELECTED BATTLE MISSIONS

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



## THE ARMIES

In a Planetstrike mission, one player is pitted in the role of Attacker and one as the Defender. As with any game that pits players in asymmetric roles, we recommend replaying the mission, but switching Attacker and Defender around to test out a different set of tactics on the battlefield.

It is also worth arranging to play a Planetstrike mission in advance so you can both prepare your forces; the Attacker and Defender in Planetstrike can take different compositions of forces to reflect the warriors they will require to secure victory in their designated role. The Attacker will spearhead his invasion with his swiftest and most veteran forces whilst the Defender mans the defences with every warrior he can muster and prepares to engage inbound enemies with his biggest guns. Both forces will be marshalled into battle by their bravest commanders, either to lead the invading forces in a brutal planetary assault, or to stand defiantly against them. If you are playing a Planetstrike Mission, you can choose to use the Planetstrike Attacker or Defender Detachments (if you are the Attacker or Defender respectively), when selecting your armies.



## FORTIFICATIONS IN PLANETSTRIKE

When playing a Planetstrike mission, neither the Attacker nor the Defender can purchase fortifications as part of their army. Instead, the players (typically just the Defender) will place fortifications on the battlefield as described in The Battlefield section of the mission you are playing.



# PLANETSTRIKE BATTLEFIELDS AND DEPLOYMENT

Instructions for creating Planetstrike battlefields and deploying your forces are included in the Planetstrike missions themselves; you should use these rules instead of those found in *Warhammer 40,000: The Rules*.

## WARLORD TRAITS

When you determine your Warlord Trait, you can choose to roll on the appropriate Planetstrike table instead of those normally available to your Warlord.

## PLANETSTRIKE STRATAGEMS

After you have determined your Warlord Trait, you may then select your Planetstrike stratagems. These represent dirty tricks, cunning tactics, fiendish traps and special attacks. Some missions specify the stratagems that the Attacker and Defender have, but typically each player has a number of Stratagem Points to purchase stratagems of their choice.

Some stratagems give a small tactical advantage and are only worth a single point, whilst others represent vast expenditures of resources and are worth several points. The stratagems and/or Stratagem Points each player has will be stated in the Planetstrike mission itself. You do not need to spend all (or any) of your Stratagem Points, but you cannot spend more than your total.

The Attacker and Defender stratagems can be found later in this section. Each stratagem can only be chosen once.

## OBJECTIVE MARKERS IN PLANETSTRIKE

If an Objective Marker is placed on a building's battlements in a Planetstrike Mission, you control that Objective Marker if there is at least one model from one of your scoring units – and no models from enemy scoring units – within 3" of that Objective Marker, embarked inside that building or in base contact with that building (even if the building has suffered a Total Collapse result).



## COMPULSORY

1 HQ

## OPTIONAL

2 HQ

6 Troops

6 Elites

6 Fast Attack

3 Heavy Support

## RESTRICTIONS

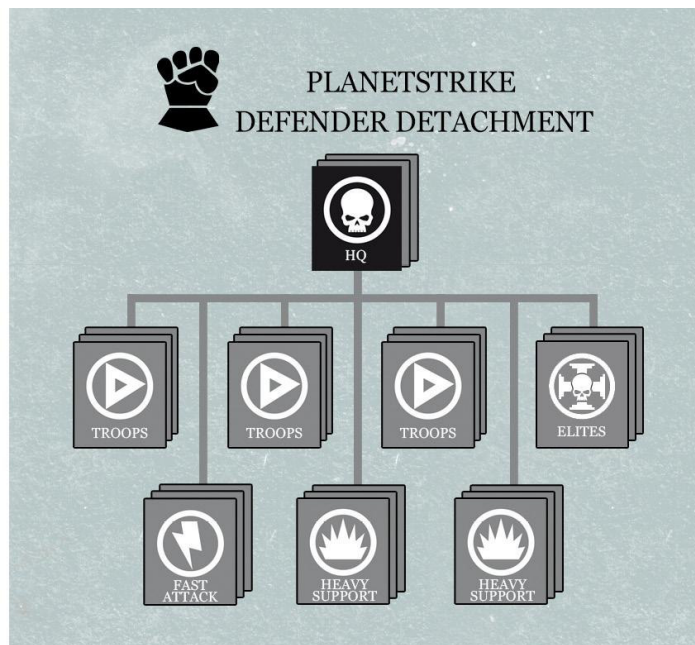
All units chosen must have the same Faction.

## COMMAND BENEFITS

**Ideal Mission Commander:** You can re-roll the result on the Planetstrike Attacker Warlord Trait table.

**Invading Battle Force:** Once, in each of your turns, you can choose one unit before making any Reserve Rolls. You can choose to pass or fail the Reserve Roll for that unit automatically (it must still arrive on the fourth turn).

**Offensive Strategy:** If this is your Primary Detachment, you have +1 Stratagem Point to spend when selecting Planetstrike stratagems.



## COMPULSORY

1 HQ

## OPTIONAL

2 HQ

9 Troops

3 Elites

3 Fast Attack

6 Heavy Support

## RESTRICTIONS

All units chosen must have the same Faction.

## COMMAND BENEFITS

**Ideal Mission Commander:** You can re-roll the result on the Planetstrike Defender Warlord Trait table.

**Defending Battle Force:** Once, in each of your turns, you can choose one unit before making any Reserve Rolls. You can choose to pass or fail the Reserve Roll for that unit automatically (it must still arrive on the fourth turn).

**Defensive Strategy:** If this is your Primary Detachment, you have +1 Stratagem Point to spend when selecting Planetstrike stratagems.

## PLANETSTRIKE MISSION SPECIAL RULES

A Planetstrike mission uses additional mission special rules as well as those found in *Warhammer 40,000: The Rules*.

### FIRESTORM

If the mission has the Firestorm special rule, the Attacker makes Firestorm Attacks at the start of his first turn. This is treated as an additional, out of sequence Shooting phase. The number of Firestorm Attacks the Attacker can make will be stated in the Planetstrike mission itself. Each Firestorm Attack is completely resolved, one at a time, using the following profile:

	Range	S	AP	Type
Firestorm Attack	N/A	9	3	Ordnance 1, Barrage, Large Blast, Orbital Attack, Warscape

**Orbital Attack:** These attacks can target any point on the tabletop.

**Warscape:** If this attack's blast marker does not hit any models or terrain, the Attacker can choose to place a single Moonscape crater (see *Warhammer 40,000: The Rules*) on the battlefield, centred on the blast marker's hole.

### PLANETARY ASSAULT

If a mission has the Planetary Assault special rule, the Attacker uses the Reserves rules from *Warhammer 40,000: The Rules* with the following modification.

Instead of making Reserve Rolls from the start of his second turn, the Attacker makes Reserve Rolls from the start of his first turn.



## SHOCK TACTICS

If a mission has the Shock Tactics special rule, all of the Attacker's units that have the Deep Strike special rule **and** deploy via Deep Strike can charge in the same turn that they arrive from Reserves.

All of the Attacker's Infantry, Jetbikes and Skimmer units that do not already have the Deep Strike special rule gain the Deep Strike special rule. These units cannot charge in the same turn they arrive from Reserves.

All the Attacker's other units arrive from Reserves as described in *Warhammer 40,000: The Rules*. These units cannot charge in the same turn they arrive from Reserves.

Units that disembark from a Transport cannot charge in the same turn they arrived from Reserves, even if they or their Transport have the Deep Strike special rule.

Units arriving by Outflank do so normally, as described in *Warhammer 40,000: The Rules*.

## SCRAMBLE!

If a mission has the Scramble! special rule, the Defender uses the Reserves rules from *Warhammer 40,000: The Rules* with the following modifications:

- Instead of making Reserve Rolls from the start of his second turn, the Defender makes Reserve Rolls from the start of his first turn.
- The Defender rolls a D6 for each of his units that arrives from Reserves and consults the chart below to see which table edge the unit will arrive from:

### D6 Result

**1-2** The unit moves onto the table from the Defender's table edge.

**3-4** The unit moves onto the table from the table edge to the left or right of the Attacker's table edge (Defender's choice).

**5-6** The unit moves onto the table from the Attacker's table edge.

Units that are arriving by Deep Strike or Outflank instead deploy using their special rules, as described in *Warhammer 40,000: The Rules*.





## PLANETSTRIKE ATTACKER WARLORD TRAITS

### D6 WARLORD TRAIT

- 1 **Siege Breaker:** Your Warlord, and the unit he is with, re-roll failed charge rolls when charging buildings or gun emplacements.
- 2 **Burner of Worlds:** You can make one additional Firestorm Attack.
- 3 **Fortress Destroyer:** Your Warlord, and all of his shooting attacks, have the Armourbane special rule.
- 4 **Master of Timing:** Your Warlord, and the unit he is with, can choose to re-roll any of their Reserve Rolls (whether they pass or fail).
- 5 **Lord of Precision:** Friendly units that Deep Strike within 12" of your Warlord roll one fewer D6 than normal (to a minimum of 1D6) when determining how far they scatter. Your Warlord must already be on the table at the start of the turn for this Warlord Trait to be used.
- 6 **Strategic Attacker:** You have +1 Stratagem Point to spend when selecting stratagems.



## PLANETSTRIKE DEFENDER WARLORD TRAITS

### D6 WARLORD TRAIT

- 1 **Protector of Worlds:** All friendly units within 12" of your Warlord have the Stubborn special rule.
- 2 **Fortress Commander:** Whilst your Warlord is embarked inside a building, all rolls made against that building on the Building Damage table suffer a -1 penalty (to a minimum of 1). This is cumulative with any other modifiers.
- 3 **Lord of the Ambush:** Your Warlord, and the unit he is with, have the Acute Senses special rule.
- 4 **Prescient Defender:** All of your Warlord's ranged weapons, and all of the ranged weapons of the unit he is with, have the Interceptor special rule.
- 5 **Counterfire Master:** Your Warlord, and all friendly units within 12", re-roll failed To Hit rolls when making Overwatch shots.
- 6 **Strategic Defender:** You have +1 Stratagem Point to spend when selecting stratagems.





## ATTACKER STRATAGEMS

### HIGH YIELD FIRESTORM

#### *4 Stratagem Points*

This stratagem is used before you resolve your Firestorm Attacks. Your Firestorm Attacks are resolved at Strength 10 and AP2, rather than Strength 9 and AP3.

### PLANETQUAKE BOMB

#### *2 Stratagem Points*

This stratagem is used at the start of one of your Movement phases. All fortifications on the table that are buildings or gun emplacements immediately suffer a single Strength 10 AP- hit. In addition, all models (friend or foe) treat open ground as difficult terrain until the end of your next turn.

### GREMLIN CURSE

#### *2 Stratagem Points*

This stratagem is used at the start of one of the Defender's turns. All fortifications and gun emplacements on the table (no matter who is controlling them) can only fire Snap Shots until the start of the Defender's next turn.

### SCORCHED SKIES

#### *3 Stratagem Points*

This stratagem is used before you resolve your Firestorm Attacks. You make an additional D3 Firestorm Attacks.

### LASERBURN

#### *3 Stratagem Points*

This stratagem is used at the start of one of your Shooting phases. Nominate one point anywhere on the battlefield, and a second within 8" of the first. Scatter both points D6", then draw a straight line (considered to be 1mm thick) between them. Each unit (friend or foe) under the line suffers a number of Strength 10 AP1 hits which are Randomly Allocated. The number of hits a unit suffers is equal to the number of models from that unit that are under the line. Vehicles are hit on their side armour.

### GROUND OBSERVER

#### *2 Stratagem Points*

This stratagem is used before resolving your Firestorm Attacks. You can re-roll the scatter dice when making Firestorm Attacks.

### HEAVY DUTY DROP

#### *2 Stratagem Points*

This stratagem is used before you make Reserve Rolls on your first turn. Select up to 3 vehicles and/or Monstrous Creatures (not including Flyers or Flying Monstrous Creatures) that do not have the Deep Strike special rule. The chosen units can deploy from Deep Strike, but cannot charge in the same turn that they arrive from Reserves.

### DAWN ASSAULT

#### *1 Stratagem Point*

This stratagem is used before resolving your Firestorm Attacks. The Night Fighting rules are used until the start of the Attacker's second turn.

### DESPERATE LAST PUSH

#### *1 Stratagem Point*

This stratagem is used at the end of Turn Six. If the mission uses Variable Game Length, you may choose to re-roll the D6 that determines if the game ends or continues.



## DEFENDER STRATAGEMS

### RAPID REINFORCEMENTS

#### *1 Stratagem Point*

This stratagem is used at the start of one of your turns, before any Reserve Rolls are made. Select up to 3 of your units that are still in Reserve. These units will automatically arrive from Reserves this turn.

### KRAK MINES

#### *2 Stratagem Points*

This stratagem is used at the start of one of the Attacker's turns, before any Reserve Rolls are made. Roll a D6 each time an Attacking unit arrives from Reserves by Deep Strike this turn and has been placed on the table: on a 4+ that unit immediately suffers D6 Strength 6 AP4 hits. Vehicles are hit on their side armour. Wounds are allocated by the controlling player.

### FOXHOLES

#### *2 Stratagem Points*

This stratagem is used before the Attacker resolves his Firestorm Attacks. All of your non-vehicle, non-Monstrous Creature models gain a 5+ cover save until the start of the Attacker's Movement phase.

### JAMMERS

#### *3 Stratagem Points*

This stratagem is used at the start of one of the Attacker's turns, before any Reserve Rolls are made. Until the end of that turn, the Attacker must roll an additional D6 for scatter distance each time one of his units arrives from Deep Strike Reserve (a unit that rolls a Hit still will not scatter).

### AMMUNITION STORES

#### *2 Stratagem Points*

This stratagem is used at the start of one of your Shooting phases. Until the end of that phase, all emplaced weapons and gun emplacements on the table have the Twin-linked special rule.

### DIRECTIONAL VOID SHIELDS

#### *3 Stratagem Points*

This stratagem is used before the Attacker resolves his Firestorm Attacks. All of your fortifications and gun emplacements gain a 4+ invulnerable save until the start of the Attacker's Movement phase.

### DROP ZONE DENIAL

#### *2 Stratagem Points*

This stratagem is used at the start of the Attacker's first turn, before any Reserve Rolls are made. For the duration of the game, roll a D6 each time one of the Attacker's units arrives from Reserves and is about to move onto the table from the Attacker's table edge: on a 4+, the Defender may select a point on any table edge – that unit must move onto the table from that point instead.

### FORTIFIED STRONGHOLD

#### *4 Stratagem Points*

This stratagem is used before the Attacker resolves his Firestorm Attacks. Select a single building. That building's Armour Value is increased by 1 on each facing (to a maximum of 15) for the remainder of the battle.

### DEFIANT TO THE END

#### *1 Stratagem Point*

This stratagem is used at the end of Turn Five. If the mission uses Variable Game Length, you may choose to re-roll the D6 that determines if the game ends or continues.

# PLANETSTRIKE: PLANETFALL

Invading forces orbit above, raining fire upon the foe, their landing parties inbound to take any fortresses still standing for themselves. The defender must weather the storm and repel the enemy, no matter the cost.

## THE ARMIES

Agree which player will be the Attacker and which will be the Defender. Choose armies as described in *Warhammer 40,000: The Rules*.

## THE BATTLEFIELD

The Defender can place any number of fortifications anywhere on the table. The Defender does not pay any points for these fortifications, and unless you and your opponent agree otherwise, none start the game dilapidated. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can then set up any other terrain on the table in a manner of his choosing.

## OBJECTIVE MARKERS

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

## DEPLOYMENT

The players must first determine their Warlord Traits and stratagems. Each player has 4 Stratagem Points.

The Attacker selects any one table edge to be his. The Defender's table edge is the one opposite the Attacker's.

The Defender deploys his force anywhere on the battlefield. All of the Attacker's units start the game in Reserve (see the Mission Reserves rule, below).

## FIRST TURN

The Attacker has the first turn.

## GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

## VICTORY CONDITIONS

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

## PRIMARY OBJECTIVE

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

## SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

## MISSION SPECIAL RULES

**Firestorm\***, **Mysterious Objectives**, **Night Fighting**, **Planetary Assault**, **Scramble!**, **Shock Tactics**.

\* The Attacker rolls a D3 and adds the number of buildings that are on the table to the result. Each section of a multiple-part building counts as a separate building. The total is the number of Firestorm Attacks that the Attacker makes.

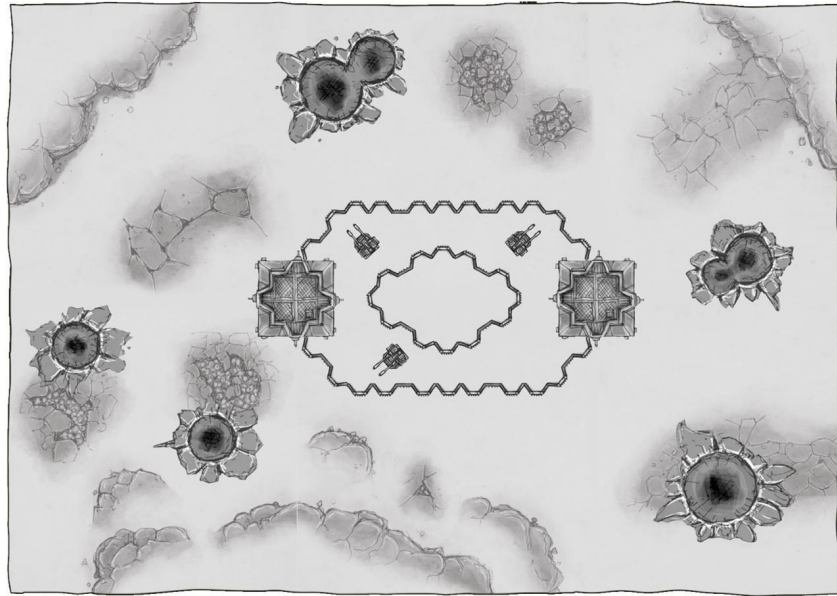
**Mission Reserves:** This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, modified as follows:

- All of the Attacker's units must start the game in Reserve.
- The Defender can place any number of units in Reserve, but must, whenever possible, deploy at least one unit for each building or gun emplacement that he placed on the battlefield. Each section of a multiple-part building counts as a separate building.



*'The skies themselves burn, and we burn with them, yet we fight on.  
This is our planet and ours alone.'*

- Vladimir Rex, Castellan of Hellhive Crag



*The battlefield shown here is an example of a classic set-up for a game of Planetstrike. The defender has chosen to place his fortifications in the centre of the battlefield so that, whichever direction the attacker chooses to come from, he will be ready.*



# PLANETSTRIKE: DESPERATE ASSAULT

The attacking forces have but a tenuous presence upon the planet's surface. More and more invaders pour into the fray, desperately attempting to establish a permanent beachhead near their drop site.

## THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Choose armies as described in *Warhammer 40,000: The Rules*.

## THE BATTLEFIELD

The Defender can place any number of fortifications anywhere within his deployment zone, as depicted on the map. The Attacker then places a single fortification anywhere within his deployment zone, as depicted on the map. Neither player has to pay any points for these fortifications and, unless you and your opponent agree otherwise, none start the game dilapidated. With the exception of the Attacker's fortification, which starts the game claimed by him, all other buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can then set up any other terrain on the table in a manner of his choosing.

## OBJECTIVE MARKERS

After terrain has been set up, the Defender must place a total of 5 Objective Markers anywhere within his deployment zone, as described in *Warhammer 40,000: The Rules*. The Attacker must then place 1 Objective Marker anywhere within his deployment zone.

## DEPLOYMENT

Before any models are deployed, players must determine their Warlord Traits and stratagems. Each player has 4 Stratagem Points.

The Defender deploys first, placing his units anywhere within his deployment zone, as depicted on the map. The Attacker then deploys his units anywhere within his deployment zone.

## FIRST TURN

The Attacker has the first turn.

## GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

## VICTORY CONDITIONS

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

## PRIMARY OBJECTIVES

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

## SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

## MISSION SPECIAL RULES

**Firestorm\***, **Mysterious Objectives**, **Night Fighting**, **Planetary Assault**, **Scramble!**, **Shock Tactics**.

\* The Attacker rolls a D3 and adds the number of buildings that are on the table to the result. Multiple-part buildings count as several separate buildings for the purposes of determining this amount. The total is the number of Firestorm Attacks that the Attacker makes.

**Beachhead:** All of the Attacker's units within the Attacker's deployment zone have the Fearless special rule; if they are within 12" of the Attacker's deployment zone, they instead have the Stubborn special rule.

**Forward Elements:** During deployment, the Attacker can nominate up to D3+1 units to gain the Scouts special rule.

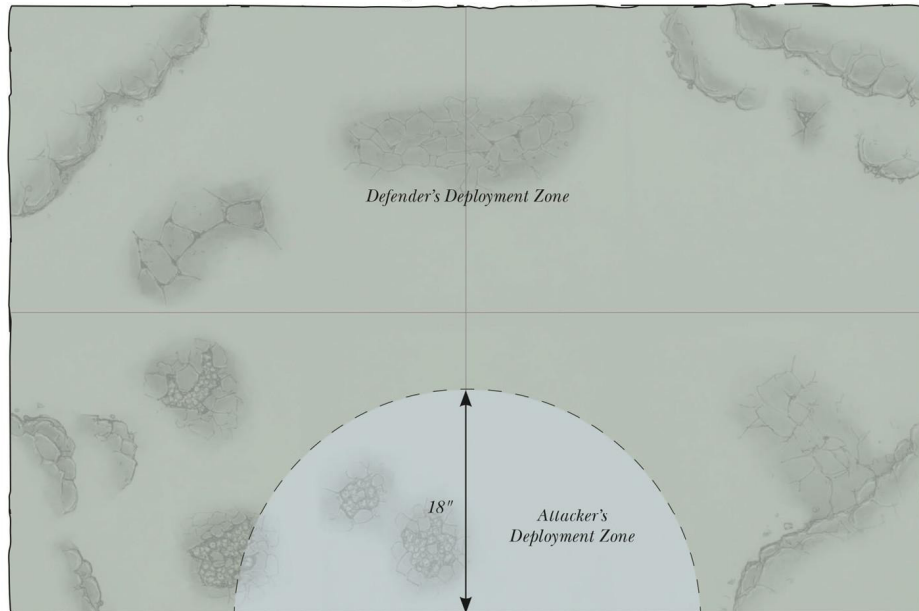
**Mission Reserves:** This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, but modified as follows:

- The Attacker can place all but one of his units in Reserve. At least one unit must be deployed within his deployment zone.
- The Defender can place any number of units in Reserve, but must, whenever possible, deploy at least one unit for each building or gun emplacement that he placed on the battlefield. Multiple-part buildings count as several separate buildings for these purposes.

**Tortured Earth:** The Attacker automatically has the High Yield Firestorm stratagem; this stratagem is free and does not cost any Stratagem Points. Furthermore, the Attacker can place D3+1 pieces of crater terrain in addition to any he generates when determining the effects of the Firestorm special rule.

**Wrack & Ruin:** After deployment, the Attacker nominates a single enemy fortification. On the roll of a 4+, that fortification immediately becomes dilapidated as described in *Warhammer 40,000: The Rules*.

*Defender's Table Edge*



*Attacker's Table Edge*



# PLANETSTRIKE: SEIZE & DESTROY

Far from the bedlam of the front lines lies an emplacement of utmost importance – if the invaders capture it, their foes will find a coordinated defence almost impossible to achieve.

## THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Choose armies as described in *Warhammer 40,000: The Rules*.

## THE BATTLEFIELD

First, the Defender places a single fortification in the centre of the battlefield. This fortification must be a building, and is the Vital Objective (see the mission special rules). The Defender can then place any number of other fortifications anywhere on the table. The Defender does not pay any points for these fortifications, and unless you and your opponent agree otherwise, none start the game dilapidated. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can then set up any other terrain on the table in a manner of his choosing.

## OBJECTIVE MARKERS

After terrain has been set up, the Defender must place 1 Objective Marker either on or within the Vital Objective, and 3 other Objective Markers anywhere within his deployment zone as described in *Warhammer 40,000: The Rules*.

## DEPLOYMENT

Before any models are deployed, players must first determine their Warlord Traits and stratagems. Each player has 4 Stratagem Points.

The Attacker selects any one table edge to be his. The Defender's table edge is the one opposite the Attacker's.

The Defender must split his army into two halves. The Attacker nominates which half will be deployed at the beginning of the game – this is the Defender's Garrison (see Mission Special Rules); the other half is kept in Reserve. The Defender then deploys his Garrison, placing his units anywhere on the battlefield. All of the Attacker's units start the game in Reserve (see the Mission Reserves rule, below).

## FIRST TURN

The Attacker has the first turn.

## GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

## VICTORY CONDITIONS

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

## PRIMARY OBJECTIVES

**At the end of the game, the Vital Objective is worth D3+3 Victory Points to the player that controls it. Each other Objective Marker is worth 3 Victory Points to the player that controls it.**

## SECONDARY OBJECTIVES

**Slay the Warlord, First Blood.**

## MISSION SPECIAL RULES

**Firestorm\*, Mysterious Objectives, Night Fighting, Planetary Assault, Scramble!, Shock Tactics.**

\* *The Attacker rolls a D3 and adds the number of buildings that are on the table to the result. Multiple-part buildings count as a several separate buildings for the purposes of determining this amount. The total is the number of Firestorm Attacks that the Attacker makes.*

**Behind Enemy Lines:** The Defender suffers a -2 penalty to his Reserve Rolls.

**Fortified:** The fortification that holds the Vital Objective automatically has the Fortified Stronghold stratagem; this stratagem is free and does not cost any Stratagem Points.

**Garrison:** The Defender must deploy at least 1 of his units either on or within the Vital Objective.

**Mission Reserves:** This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, but modified as follows.

- All of the Attacker's units must start the game in Reserve.
- The Defender cannot place any units from his Garrison in Reserve.

**Vital Objective:** All of the Defender's units within 12" of the Vital Objective have the Counter-attack and Fearless special rules.

*Defender's Table Edge*



*Attacker's Table Edge*



# PLANETSTRIKE: STRANGLEHOLD

Though the battle for the fate of the planet still rages fiercely, the attacker's conquest is reaching its culmination in one quadrant vital to the war effort. Victory on this battlefield could well end the war in a single blow.

## THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Choose armies as described in *Warhammer 40,000: The Rules*.

## THE BATTLEFIELD

The Defender can place any number of fortifications anywhere on the table. The Defender does not pay any points for these fortifications, and unless you and your opponent agree otherwise, none start the game dilapidated. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can then set up any other terrain on the table in a manner of his choosing.

## OBJECTIVE MARKERS

After terrain has been set up, the Defender must place a total of 3 Objective Markers anywhere within his deployment zone, as described in *Warhammer 40,000: The Rules*.

## DEPLOYMENT

Before any models are deployed, players must first determine their Warlord Traits and stratagems. The Attacker has 4 Stratagem Points; the Defender has no Stratagem Points.

The Defender deploys his force anywhere on the battlefield. All of the Attacker's units start the game in Reserve (see the Mission Reserves rule, below).

## FIRST TURN

The Attacker has the first turn.

## GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

## VICTORY CONDITIONS

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

## PRIMARY OBJECTIVES

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

## SECONDARY OBJECTIVES

**Slay the Warlord, First Blood.**

## MISSION SPECIAL RULES

**Firestorm\*, Mysterious Objectives, Night Fighting, Planetary Assault, Scramble!, Shock Tactics.**

\* The Attacker rolls a D3 and adds the number of buildings that are on the table to the result. Multiple-part buildings count as several separate buildings for the purposes of determining this amount. The total is the number of Firestorm Attacks that the Attacker makes.

**Backs to the Walls:** All of the Defender's units have the Fearless special rule.

**Demolition Crew:** All of the Attacker's Infantry units count as being equipped with melta bombs.

**Denial:** During his Shooting phase, the Defender can choose to detonate any fortification on the battlefield that is also a building. The building suffers an automatic Detonation! result, and any unit (friend or foe) within 2D6" of the building suffers 2D6 Strength 6 AP- hits.

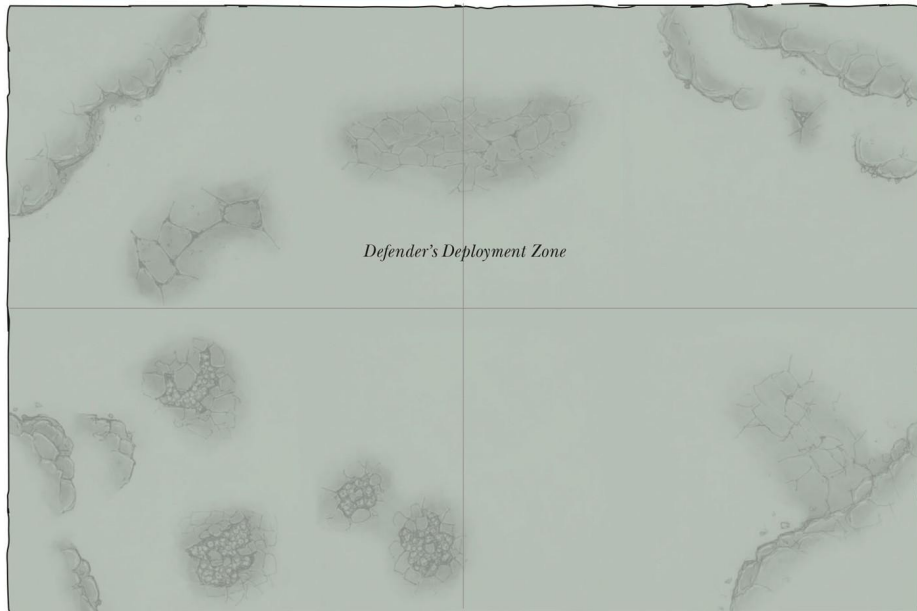
**Final Redoubt:** All of the Defender's fortifications have the Fortified Stronghold stratagem.

**Mission Reserves:** This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, but modified as follows.

- All of the Attacker's units must start the game in Reserve.
- The Defender can place any number of units in Reserve, but must, whenever possible, deploy at least one unit for each building or gun emplacement that he placed on the battlefield. Multiple-part buildings count as several separate buildings for these purposes.

**Total Envelopment:** Any of the Defender's units that Fall Back must do so towards the centre of the board. Any of the Attacker's units that Fall Back do so towards the nearest table edge.

*Defender's Table Edge*



*Attacker's Table Edge*



# PLANETSTRIKE: FORLORN HOPE

As a sign of the importance of this great assault, the invader's general will lead from the front, granting his personal banner to his hand-picked warriors. Should the banner be planted atop the burning ruins of the enemy fortifications, all will know the war is won. If the assault fails, the banner will be lost, and with it, the battle.

## THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Choose armies as described in *Warhammer 40,000: The Rules*.

## THE BATTLEFIELD

The Defender can place any number of fortifications anywhere on the table. The Defender does not pay any points for these fortifications, and unless you and your opponent agree otherwise, none start the game dilapidated. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can then set up any other terrain on the table in a manner of his choosing.

## OBJECTIVE MARKERS

After terrain has been set up, the Defender must place a total of 3 Objective Markers anywhere within his deployment zone as described in *Warhammer 40,000: The Rules*.

## DEPLOYMENT

Before any models are deployed, players must first determine their Warlord Traits and stratagems. Each player has 4 Stratagem Points.

The Defender deploys his force anywhere on the battlefield. All of the Attacker's units start the game in Reserve (see the Mission Reserves rule, below).

## FIRST TURN

The Attacker has the first turn.

## GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

## VICTORY CONDITIONS

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

## PRIMARY OBJECTIVES

**At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it. However, if the game ends and the Warlord's banner is planted (see Mission Special Rules), then the Attacker wins automatically.**

## SECONDARY OBJECTIVES

**Slay the Warlord, First Blood.**

## MISSION SPECIAL RULES

**Firestorm\*, Mysterious Objectives, Night Fighting, Planetary Assault, Scramble!, Shock Tactics.**

\* The Attacker rolls a D3 and adds the number of buildings that are on the table to the result. Multiple-part buildings count as several separate buildings for the purposes of determining this amount. The total is the number of Firestorm Attacks that the Attacker makes.

**Look to the Colours:** Any attacking model that bears the banner (see below), and his unit, have the Fearless and Feel No Pain special rules.

**Mission Reserves:** This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, but modified as follows.

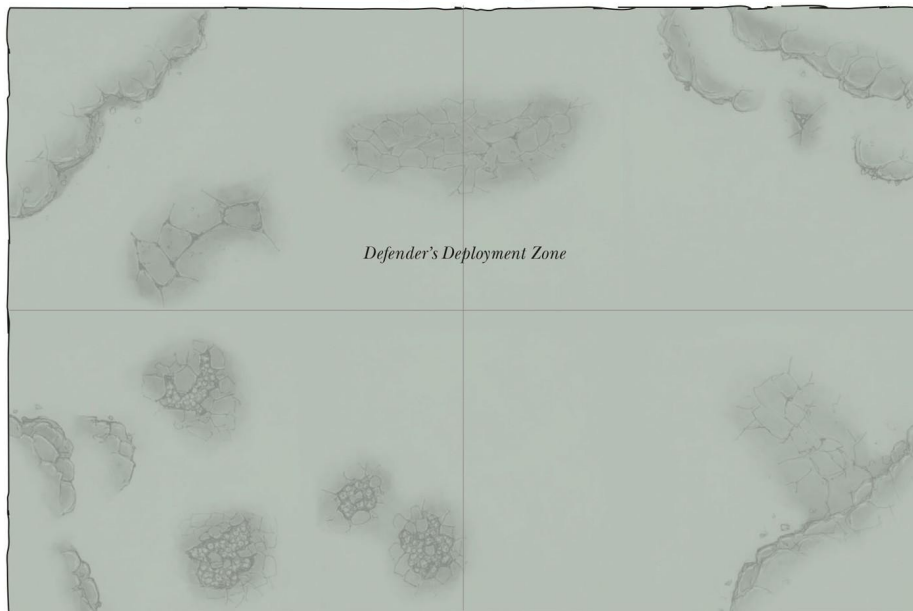
- All of the Attacker's units must start the game in Reserve.
- The Defender can place any number of units in Reserve, but must, whenever possible, deploy at least one unit for each building or gun emplacement that he placed on the battlefield. Multiple-part buildings count as several separate buildings for these purposes.

**The Banner:** Using a marker placed next to any non-vehicle model in his force, the Attacker must indicate which model is the bearer of his Warlord's personal banner. During the Attacker's Movement phase, the banner can be passed between friendly models in base contact without penalty.

If the bearer of the banner is killed or otherwise removed from play, the banner is dropped – leave the marker in place. It may subsequently be picked up by any non-vehicle model, friend or foe.

If, at any point, a model in the Attacker's army carrying the banner controls an Objective Marker, he can 'plant' the banner. Once planted, any non-vehicle model in the Defender's army can 'cast down' the banner by moving into base contact with it, providing that no models from the Attacker's army are also in base contact with the banner. Once cast down, the banner is no longer planted, and can be picked up and planted once more as normal.

*Defender's Table Edge*



*Attacker's Table Edge*



# PLANETSTRIKE: PLANETQUAKE

The skies glow like the firmament of hell as a punishing bombardment of fire rains down, and the shattered earth begins to crumble and break apart under the massive forces wreaked upon it. The world is utterly consumed by war. Can the defenders hold fast as their fortifications crumble around them?

## THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Choose armies as described in *Warhammer 40,000: The Rules*.

## THE BATTLEFIELD

The Defender can place any number of fortifications anywhere on the table. The Defender does not pay any points for these fortifications, and unless you and your opponent agree otherwise, none start the game dilapidated. All buildings start the game claimed by the Defender. Once all fortifications have been placed, the Defender can then set up any other terrain on the table in a manner of his choosing.

## OBJECTIVE MARKERS

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

## DEPLOYMENT

The players must first determine their Warlord Traits and stratagems. Each player has 4 Stratagem Points.

The Attacker selects any one table edge to be his. The Defender's table edge is the one opposite the Attacker's.

The Defender deploys his force anywhere on the battlefield. All of the Attacker's units start the game in Reserve (see the Mission Reserves rule, below).

## FIRST TURN

The Attacker has the first turn.

## GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

## VICTORY CONDITIONS

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

## PRIMARY OBJECTIVES

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

## SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

## MISSION SPECIAL RULES

**Firestorm\***, **Mysterious Objectives**, **Night Fighting**, **Planetary Assault**, **Scramble!**, **Shock Tactics**.

\* The Attacker rolls a D3 and adds the number of buildings that are on the table to the result. Multiple-part buildings count as several separate buildings for the purposes of determining this amount. The total is the number of Firestorm Attacks that the Attacker makes.

**Mission Reserves:** This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, modified as follows:

- All of the Attacker's units must start the game in Reserve.
- The Defender can place any number of units in Reserve, but must, whenever possible, deploy at least one unit for each building or gun emplacement that he placed on the battlefield. Multiple-part buildings count as several separate buildings for these purposes.

**Raging Inferno:** Any open ground on the battlefield is dangerous terrain.

**Shellstorm:** At the beginning of each player turn, that player can launch D3 Firestorm Attacks.

**Tectonic Upheaval:** At the start of the Attacker's third turn, and at the start of each of his turn's thereafter, he must roll on the table below for each fortification on the battlefield that is also a building (see *Warhammer 40,000: The Rules* for details of the effects of the Building Damage Table).

### D6 Result

- |     |   |
|-----|---|
| 1-2 | <b>Ominous Rumbblings:</b> The building rumbles and shakes, but suffers no adverse effects.                 |
| 3   | <b>Ker-rack!:</b> The building suffers a Breach! result on the Building Damage Table.                       |
| 4   | <b>Cave In:</b> The building suffers a Structural Collapse result on the Building Damage Table.             |
| 5   | <b>She's Coming Apart!:</b> The building suffers a Catastrophic Breach result on the Building Damage Table. |
| 6   | <b>Total Collapse:</b> The building suffers a Total Collapse result on the Building Damage Table.           |

*Defender's Table Edge*



*Defender's Deployment Zone*

*Attacker's Table Edge*





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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN 978-1-78253-698-7

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Games Workshop Ltd - 25.08.2014