CODEX BATTLEZONE

CITYFIGHT

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INTRODUCTION

"In my years with the regiment I have fought on the burning sulphur fields of Krigos IV, on the blizzard-swept plains of Mons Frigidus, and in the hard vacuum of deep space, but none of these matched the horrors I faced fighting in the ruined streets of Vogen. It was a blasted, smoke-palled hell where death lurked at every turn and where brave men went insane from fear and suffering. I thank the Emperor that I survived, and I pray to him I will never have to return to such a place again..."

Veteran Sergeant Hessel, 122nd Cadian Regiment

Welcome to Cityfight. This is the first of a series of supplements for Warhammer 40,000 that will offer gamers variant rules for fighting on different types of battlefield. As you may have already guessed, Cityfight deals with fighting Warhammer 40,000 battles in cities, and provides you with everything you will need to know in order to play games of Warhammer 40,000 in city terrain.

Using the rules in this book you can:

Fight from street to street as you struggle to cleanse a vital town of enemy troops.

Battle at close range with pistol and chainsword as you attempt to clear a hive block.

Lead a 'forlorn hope' armed with plasma charges and scaling ladders as it attempts to destroy a key enemy bunker.

Take part in deadly tunnel-fights in the underground sewers of a ruined city.

Crush an armed rebellion with a daring *coup de main*.

Fight to the last man defending a vital city block against a huge enemy attack.

Crush the defenders of a fortified enemy strongpoint with a well coordinated grand assault.

And much, much more...

WHAT'S IN THIS BOOK

Inside this book you will find the following sections:

Preparing for Battle: This section provides an overview of how Cityfight games work, and what you will need in order to play a Cityfight game.

Cityfight Rules: New rules and modifications to the existing Warhammer 40,000 rules that you will need to use in order to play a Cityfight game. It also includes notes on any modifications you will need to make (if any) to the Warhammer 40,000 Codex you use for your army in order to use it in a Ciyfight game.

Building The City: This modelling section shows a number of different ways that you can represent a Warhammer 40,000 city on the table top. It includes a number of modelling projects that will teach you how to make your own city terrain.

Cityfight Missions: Six new standard missions and a special 'Grand Assault' mission that can be played only with the Cityfight rules. It also includes the special rules needed to play some of the scenarios.

Plus, all kinds of stuff we couldn't fit in the other sections, including a description of a famous siege from the Warhammer 40,000 universe, rules for fortifications and campaigns, Designers' notes, and a rules summary sheet.

HOW TO PLAY CITYFIGHT

In order to play Cityfight you will need city terrain, an opponent and two Warhammer 40,000 armies. If you follow the guidelines in the cityscaping section of this book you will find that it is really fairly easy to build city terrain. For the main part Cityfight uses the standard Warhammer 40,000 rules and army lists, though there are some important differences so both players should read through the Cityfight rules section before starting your game.

For your first game we recommend keeping the armies small, say 1,000 points per side, and that you play the 'Meeting Engagement' Cityfight mission as this is the most straightforward to play. After you have had a game or two like this you can increase the size of the armies and try the other missions.

All of the missions apart from the Grand Assault use the standard force organisation chart from the Warhammer 40,000 rulebook, and have armies with equal numbers of points, which means that they make excellent 'pick-up' games that don't really need any prior planning other than having city terrain available.

The Grand Assault scenario is rather different, in that the defender receives only half the points of the attacker, and that both sides gain access to a number of special pieces of equipment such as breaching charges, scaling ladders, mines and booby-traps. Because of this you really need to plan to play ahead if you want to play a Grand Assault, so that both players have time to prepare for it.

Another explosion rocked the building, sending a shower of grey dust from the ceiling, but Sergeant Marnok of the 122nd Cadians barely noticed. His cheeks were sunken and his eyes ringed with black circles. The sergeant gripped the stock of his lasgun and tried to get some rest but, no matter how hard he tried, he couldn't quite block out the rumbling sound of a city at war. The crash of artillery vied with the roaring of distant flames and moans of the wounded. His squad had been stuck here for two days now, trapped in this shattered building, forced to wait for armoured support before they could advance any further into Vogen.

Marnok could recall very little of the last few days, just nightmare memories of bloody hand-to-hand combat and mad scrambles from ruined buildings along rubble-choked streets. He'd lost count of the number of times they'd stormed fortified enemy positions through minefields, razor wire and lethal volleys of gunfire and grenades. An assault that had started nearly five thousand strong had been reduced to less than eight hundred men. Somehow he'd managed to avoid being killed and Marnok prayed to the Emperor that his luck would hold true throughout this hellish warzone. He glanced around the room they now sheltered in, at the haggard Guardsmen that had survived this long. A coating of mud and dust rendered the men of his squad an anonymous grey. Only Jenks looked different and that was only because he was bloody from the belly down. He'd taken a sniper's bolter round in the gut when they holed up in here and died screaming as his blood flooded into a huge pool on the floor. They'd propped him by the window and used his corpse to try and flush out the sniper by watching for muzzle flashes but, wherever he was, he'd not been fooled. Jenks was proving to be as useless in death as he'd been in life.

He risked a glance through the barricade pushed over the entrance at the building's rear as he heard the squeal of iron tank tracks and pushed himself upright with a groan. Two Leman Russ battle tanks idled behind the building, their engines rumbling throatily as a mud-caked lieutenant sprinted, bent over, towards them. Marnok limped towards the barricade and, on his way past, rapped his knuckles on Jenks' helmet. He paused and said, "Come on soldier, look alive."

A few chuckles greeted the oft-repeated joke, but most of the men were too exhausted to bother. It had become a kind of ritual amongst the squad to repeat the joke like a mantra to ward off Jenks' bad luck. Marnok partially dismantled the barricade to allow the lieutenant to enter the room. The officer's eyes scanned the guardsmen, finally settling on Marnok. He removed his helmet and ran a hand through sweat-streaked hair, mopping his brow with a tattered bandanna.

"I'd put that helmet back on, sir," advised Marnok, "Lot of sniper activity round here."

"Oh, yes. Of course," replied the lieutenant sheepishly. "Are you Sergeant Marnok?"

Marnok nodded as the officer continued, "Lieutenant Badenhall, I have orders for you..."

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The two Leman Russ tanks rumbled slowly down what had once been a prosperous mercantile district. Glass, concrete and twisted girders lined the smoke-filled streets and Marnok could see they were less than a hundred metres from their objective. Badenhall called it Building 235 which, in Marnok's opinion, didn't sound like something worth dying for. Yet that was almost a certainty, he glumly realised.

Suddenly a trio of missiles speared from the building, trailing bright contrails and impacting on the tank's turret with an almighty clang. The missiles corkscrewed wildly away from the tank, exploding high above it and Marnok smiled grimly as he realised the traitors had made a fatal error. They'd obviously been waiting for the tanks to close to ensure their weapons hit, zzbut now the range was too short and the missiles' war-spirits didn't have time to arm themselves.

The tanks ground to a halt, their turrets tracking round to where the missiles had come from, and fired their mighty battle cannons in unison. The noise was deafening and the ground shook with the vibration of their firing. The massive shells blasted the building's facade off, smoke boiling from its interior and jagged chunks of masonry cascading from its frontage. Marnok was gratified to see a host of mangled bodies amongst the rubble. Lieutenant Badenhall drew his chainsword and shouted to the assembled guardsmen, "For the Emperor! Charge!"

Marnok sprinted after the lieutenant shaking his head. The damn fool was going to get himself killed like that. He bellowed his own cry, terror and anger lending his legs strength as he ran, firing from the hip. Small arms fire pattered harmlessly from the armour of the tanks and burst amongst the men of Marnok's squad. Trautman went down and half a dozen others whose names he didn't know. More were cut down before they finally reached the building and Marnok slammed his back into the building's wall, his heart pounding like a jack-hammer. He snapped a couple of frags from his belt and hurled them through the giant hole the tanks had blasted. The grenades detonated with teeth-loosening force, smoke and screams issuing from within.

Marnok hurled himself into the building, snapping shots left and right. Badenhall followed him, firing his laspistol and waving his sword like a madman. Two bloodied rebels appeared from the smoke, dazed and blackened. Marnok didn't give them the chance to recover and cut them down with two swift shots. More troopers poured inside and Marnok knew they had to keep moving. A single grenade in their midst could end this assault before it began. He thundered his foot into a door and dived through, rolling to a firing crouch and drawing his sword and pistol. He shot the rebel defence trooper before him in the face, swaying aside as another swung his rifle butt at his head. Marnok kicked him in the groin and slashed his sword across his throat. He roared with unfettered fury, a release of pent up aggression and continued the slaughter...

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For another two bloody hours, the Cadians rampaged through Building 235, fighting and killing with desperate savagery. As the last squad reported their sector clear, Marnok slid down against a wall, dropping his pistol and sword from bruised hands. He felt utterly drained. He bled from a score of wounds and only now did he feel the pain of his injuries. The frenetic, heart-pounding danger of the battle was over and a mix of emotions bubbled up within him, hate, fear, elation and sadness. Less than a quarter of the men had survived the assault, but Building 235 was theirs. Marnok just hoped it was worth it. He saw Badenhall marching towards him, his eyes aflame and Marnok knew that the lieutenant must have fresh orders for him. Marnok closed his eyes as he realised that this day's butchery was not yet over.
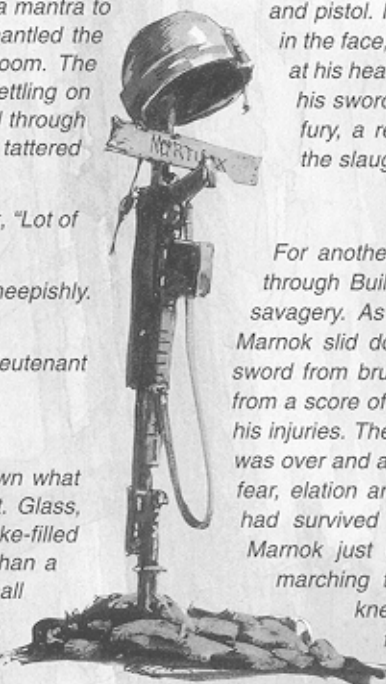
"I remember the first day we entered Vogen. The city had already been blasted by our artillery and IN 'Bolts [Imperial Navy Thunderbolts] and not one building was left fully standing. Rubble choked the streets, which meant that us footsloggers got to go in first. I was green in those days, and I can remember thinking that no-one could have survived in that cauldron of destruction. The next second a sniper got poor old Sergeant Svergan, and rebel sewer-rats attacked us from behind, and then we were fighting for our lives with knives, fraggers and rifle-butts. Only four of us survived out of my squad. I never thought Vogen was going to be easy again after that..."

Veteran Sergeant Hessel, 122nd Cadian Regiment

The streets and buildings that make up the millions of settlements scattered across the Imperium make perfect defensive terrain for an army, and are usually located at strategically vital locations. Because of this it is a rare campaign which does not involve any city fighting. These battles can range in size from a short skirmish in a primitive backwater village, through to a decade-long campaign fought in an Imperial hive or city. However, although the size of the battles may vary, the nature of the terrain and tactics used remain pretty much the same, and so the rules in this book will allow you to fight both of these types of battle and anything in-between (though it has to be said that the decade long campaign calls for a lot of models and terrain!).

The purpose of this section of the book is to give you an overview of what you will need in order to play Cityfight games, to introduce you to how games of Cityfight work compared to normal Warhammer 40,000 games, and to give you some examples of famous cityfights from the Warhammer 40,000 universe.

GETTING STARTED

Many players avoid city-based battles because they think they will need more building terrain than they have available, or that they will need to add special models to their army. In fact neither is the case; you can have a perfectly good city battle with quite a small number of buildings and, although you may find that you change the tactics you use with your existing Warhammer 40,000 army, there is no real need to change its composition.

If you are new to wargaming and have little in the way of scenery, you can quite easily play Cityfight style battles by representing the buildings with nothing more elaborate than stacks of books laid out on the floor. While such terrain will never take the place of properly modelled terrain, it does allow you to get playing without having to make a table full of model buildings.

The other thing to bear in mind is that Cityfight games don't require as large a table as you need for a normal game of Warhammer 40,000. This is because the dense terrain used for a Cityfight battle tends to make it difficult to see the enemy except at very short range, which reduces the amount of space required to fight a battle.

As you won't need as large a playing area, you'll probably find that the buildings you already have in your collection do a pretty good job of filling the space that is available. If not then you can simply add a stack or two of books as described above, or take a trip to your local hobby store to check out the buildings they have available. Games Workshop makes a small range of cardboard building models as well as a range of cityscape ruins. You should find that one or two purchases will give you enough extra terrain to get playing.

Alternatively, you can use the methods in the cityscaping section of this book to make your own model buildings. The benefit of making your own buildings is that they are much cheaper than using store-bought models. The downside is that it takes longer, and requires a certain amount of trial and error while you get used to the techniques used. However, once you've got the hang of making your own model buildings you'll be able to churn them out incredibly quickly, and soon you'll have more buildings than you know what to do with!

The other thing worth bearing in mind about Cityfight terrain is that you don't have to supply all of the models yourself. After all, getting your opponent to bring along all of his building terrain if you plan to play a game will halve the number of buildings you will need to provide. If you are lucky enough to be a member of a club, then it's well worth suggesting that the club put aside an hour one club night to have a terrain making session. Many hands make light work as the saying goes, and it's far more fun working as part of a group than on your own.

With the terrain set up all you and your opponent need do is pick your armies. As noted in the introduction, it's a good idea to start small and then work your way up in terms of army size. A 1,000 points army is perfect for your first game, and to be honest you'll rarely need anything larger than a 1,500 points army unless you are playing on a very large table. Aside from the Grand Assault mission (more on that later on), Cityfight armies are chosen from the standard force organisation chart and, apart from a couple of minor modifications, will be the same as they would be for a normal game. For many of our playtest games we asked the players to use the army that they had used in their last normal game of Warhammer 40,000, and it has to be said that this isn't a bad way of picking the army for the first game that you play.

This said, after a game or two you will start to realise that the tactics you need to use with your army, and to a certain extent the troops that you include in it, will change when fighting Cityfight games. Tanks and armoured vehicles are less useful for a start, both because the ranges tend to be shorter, but also because a cunning opponent will stick infantry with heavy weapons up on tall buildings where they can shoot the thin and horribly vulnerable top armour of your tanks (check out the Height Advantage rule to see how this works). You'll also find that short range weapons like flamers and meltaguns are much more useful in a Cityfight than they are in the open field. Dreadnoughts and heavily armoured assault troops like Terminators also tend to be more useful in a Cityfight than in a normal game of Warhammer 40,000. However, discovering the different tactics required in a Cityfight game is part of the fun of playing and, at least initially, you shouldn't worry too much about the exact composition of your army. Just set up the terrain, find an opponent and get fighting!

To give you an idea of what a game of Cityfight is like we've included a report on a small game below. For the Guardsmen of the 122nd Cadian there is nothing so dangerous as…

A WALK DOWN CHENTELLE STREET

During the latter stages of the Battle for Vogen the advantage of numbers lay heavily with the Imperial forces. In the shattered streets of Vogen, however, a fresh raw platoon could be turned into a jaded veteran squad in just one hour. On the west-central side of the city, Chentelle Street is a long promenade once popular with the city's wealthier citizens. It has been shelled into ruins during the battle though and the ruins, many of them hiding deep cellars have been occupied by small detachments of Night Lords Chaos Space Marines. The Night Lords have mounted several successful ambushes on Cadian units forming up for the next big push. Lieutenant Corvinn James of the 122nd Cadian along with his platoon has drawn the duty of flushing out one of these squads.

THE ARMIES

Loyalists: Delta Platoon, Fourth Company, 122nd Cadian
Command Squad: Lieutenant Corvinn James (bolter, scanner, melta bombs) and 4 Guardsmen (1 with comm-link and lasgun, 2 with lasguns, 1 with flamer).

1st Squad: Sergeant with sword and laspistol, 9 Guardsmen (7 with lasguns, 1 with comm-link and lasgun, 1 with grenade launcher and 1 with missile launcher).

2nd Squad: Sergeant with sword and laspistol, 9 Guardsmen (7 with lasguns, 1 with comm-link and lasgun, 1 with plasma gun, 1 with heavy bolter).

Rebels: Rikkorsi's Squad
Chaos Marine Veteran Squad: Aspiring Champion of Chaos Undivided Rikkorsi (power weapon, bolt pistol); 4 Veteran Chaos Space Marines (1 with flamer, 3 with bolt pistol and close combat weapon). All have frag grenades.

As this battle is quite small it is played on a two foot square table. While you are building your Cityfight terrain there is no reason why you can't use the buildings you already have for small games. These will help you to learn the rules and get playing quickly. In addition, small games between squads are great at conveying the desperate mood of a cityfight as well as being reminiscent of the sort of action portrayed in war movies.

To make this point, the terrain for this battle has been kept very simple as shown in the scenario map.

The square in the diagram shows where enough of a building remains standing to form an observation post. Rikkorsi knows that the Cadians will probably try to capture this position and has prepared to defend it. The mission played is High Ground. The dotted line on the diagram divides rebel territory on the left from loyalist territory on the right.

Rikkorsi and his Night Lords deploy on the western edge of Ruins 1. They plan to use their infiltration ability to quickly respond to the Cadian advance. Lieutenant James deploys with his 2nd Squad moving up the road from the south, his 1st Squad amongst Ruins 2 and the Command squad in Ruins 4 ready to support either. His plan is to move the 1st Squad quickly up the road and capture the high ground. If they need assistance then he and his Command squad will join them. In any event the 2nd Squad will provide covering fire.
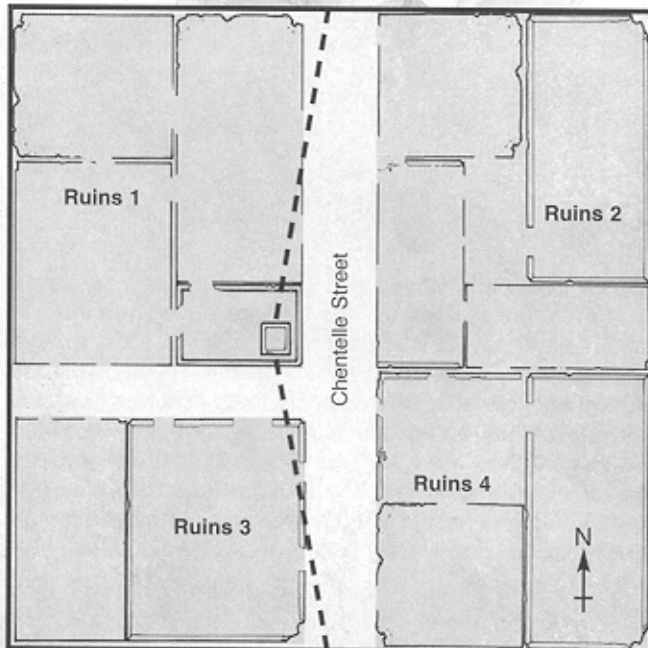
Turn 1. The Loyalist player goes first and 2nd Squad races along the road unhindered. The traitor forces are not yet in sight so 1st Squad moves slowly, ideally they want to get close enough so that they can see the objective but at their rate of advance this could take some time. Evidently the sergeant is proceeding very carefully having heard terrible stories about Night Lord ambushes. Lieutenant James and his squad move towards the 1st Squad in order to effect a link-up. The Night Lords now move. They get an extra move because of their infiltrate ability and move south, they reach the side road and hurry across it, just reaching safety on the far side and turning 2nd Squad's flank.

Turn 2. The Cadians move and once again 1st Squad proceeds very slowly and still hasn't brought the objective under the cover of their guns. The 2nd Squad now has some Night Lords closing quickly on them but they decide to press on to the junction of the main road and the side road. They are relieved to see Lieutenant James and his Command squad moving through the ruins to the east. In the Shooting phase they discover that the Night Lords are still (just) out of sight and cannot be fired at. In their turn the Night Lords appear from the shadows and debris of the side street and run toward the crossroads. The Cadians have given them an opportunity! Just as they near the startled Guardsmen they open fire with four bolt pistols and a flamer. The flamer inflicts D6 hits and rolls a 5. This, combined with accurate bolt pistol fire, leaves six of 2nd Squad lying dead and wounded. Without any hesitation the Night Lords throw themselves on the survivors and although the Cadians fight gamely (two Night Lords only being saved by their power armour) they are cruelly hacked down. They consolidate after the mêlée.

Turn 3. It is beginning to look bleak for the Guard who have lost one squad already. 1st Squad is distracted from its plan by shouts from their Command squad and they hurry in the direction of the fighting. Unfortunately they find the ruins as treacherous as ever and once again have to carefully step around unsafe floors and leap over exposed cellars. In three moves this squad has moved a total of 6". This clearly illustrates how difficult it can be to coordinate separated units in a cityfight and that relying on one squad to do exactly what you need them to do is a bad idea. Not being close enough to charge 1st Squad can only blanche at the sounds of terror from ahead. Lieutenant James' Command squad lack the firepower to hold off the Night Lords so they retreat to link up with the 1st Squad. Their fear makes the ruins even more treacherous however and the Cadians barely stumble away firing behind them as they go to no effect. The Night Lords pursue ruthlessly in their turn and are far more sure-footed. Their fire drops one Cadian and a charge quickly disposes of the rest, Rikkorsi killing the inept Lieutenant James personally. They consolidate a little further away from 1st Squad with the intent of staying out of view.

Turn 4. 1st Squad freezes when they hear Lieutenant James' final scream. More carefully they skirt round to the north west closing on the objective while keeping some distance between themselves and the Night Lords. The Night Lords cannot be seen through the ruins but the Cadians know they are being stalked. The trick now is judging distance. Can the Night Lords reach the Cadians or do they risk being stranded in view of them where the Guardsmen can shoot them down? Chaos can be impulsive so Rikkorsi and his men sprint forward at full speed apparently unimpeded by the terrain. They fire a volley and then charge. Four members of 1st Squad fall to the shooting, one to a bolt shell, the others to flame and the rest go down in the short one-sided mêlée that follows. With this the game is over, Rikkorsi and his heretics can take up another position and wait for some more inexperienced Cadians to walk into their clutches.

This game illustrates how fighting in a city is completely different to fighting in open country. In more open terrain the superior numbers of Imperial Guard with their powerful heavy weapons would probably be able to shoot down the Chaos Marines before they could get into close combat. As it was the Night Lords turned their flank and rolled up the line without being shot at significantly. If the Cadians had stayed together it is doubtful that five Chaos Marines could beat twenty-five of them but spread out, with the platoon's sub-units unable to support each other, they made it easy for the Night Lords.

Quietly, the quintet of ochre-clad troops picked their way down the corridor of the bombed-out workshop, moving through the dust-filled air, but Gol Kolea could hear the hollow crackle of their terse vox-signals barking back and forth.

He slid back into cover and made a hand gesture that his company could read. They moved back, swallowed by the shadows and the dust.

Gol let the five troopers advance down the corridor far enough until the last one was standing on the false flooring. Then he connected the bare end of the loose wire in his hand to the terminals of the battery pack.

The concussion mine tore out a length of the corridor and obliterated the last trooper where he stood, tearing the one directly in front of him into pieces with fragments of shrapnel and shards of bone from his exploded comrade.

The other three fell, then scrambled up, firing blind in the smoke. Bright, darting bars of las-fire pierced the smoke cover like reef fish scudding through cloudy water.

Gol smashed out his fake wall and came down on the first of them from the rear, swinging the hook-bill of his axe-rake down through helmet and skull.

Sergeant Haller dropped down from the ceiling joists where he had been crouching and felled another of them, killing him with point-blank shots from his autopistol as his bodyweight flattened the trooper.

The remaining Zoican switched to full auto and swung wild. His withering close-range shots punched right through a flak-board wall partition and blew the guts and thighs out of Machinesmith Vidor, who had been waiting to spring out from behind it.

Nessa came out of cover under some loose sacking and slammed the rock-knife into the back of the Zoican's neck. She held on, screaming and yanking at the blood-slick knife-grip as the trooper bucked convulsively. By the time he dropped, his head was nearly sawn off.

Gol hurried forward, picking Nessa up and pulling her off the corpse. She handed the bloody rock knife to him, shaking.

'Keep it,' he mouthed. She nodded. Eardrums ruptured by a close shell on the seventh day, she would never hear again without expensive up-hive surgery and implants.

'You did good,' Gol signed. She smiled, but the fear in her eyes and the blood on her face diffused the power of the expression and diluted the beauty of the young woman.

'Not so easy,' she signed back. Being now unable to modulate the volume of her own voice, she'd learned to sign her remarks early on.

Gol looked round. Haller and the other members of Gol's team had recovered four working lasguns, two laspistols and a bunch of ammunition webs from the dead by then.

'Go! Move!' Gol ordered. He took a last look at Vidor's corpse and nodded a moment of respect. He had liked Vidor. He wished the brave machinesmith had found the chance to fight. Then he followed his company out.

First and foremost in the Cityfight rules, we need to lay down some ground rules for terrain. Moving and fighting with models amongst the dense terrain of a cityscape throws up all sorts of practical problems if the game is not going to be slowed to a complete and utter crawl. Just getting a miniature to stand up on some artfully sculpted piece of rubble is tricky enough – getting a whole unit into position soon starts to feel rather like building a house of cards.

To overcome these problems and ensure a good, fast playing game the Cityfight rules employ a little bit more abstraction than the basic Warhammer 40,000 rules. In Cityfight, building terrain is treated rather like woods are in the main rulebook, in that it is assumed that models can locate an enemy through 6" of building terrain. This 6" distance is also used to determine who fights who in an assault, and so on. The benefit of this rule is that it allows you to place models in buildings more or less in the right location, rather than having to try and balance them precisely in a specific place. Likewise, the Cityfight movement rules take into account the difficulties of moving through shattered buildings so the precise route which models take is of little concern.

DEFINING TERRAIN

It's important at the start of any Cityfight game to spend a few minutes with your opponent going over the terrain you'll be playing on and deciding 'what is what'. Nothing is more frustrating during a game than to find out that while you thought a piece of terrain was impassable, your opponent thought he could move over it with ease!

STREETS AND BUILDINGS

The two most common types of terrain in a Cityfight game are streets and buildings. Streets count as open terrain, while buildings count as difficult terrain, so a unit of troops that is moving into, out of, or through buildings rolls two D6 and uses the highest roll as the maximum distance it may move that turn. If the dice roll is not high enough for the models to move into a building, place them just inside its edge. Any models in the unit which don't actually move in a building still get a full 6" move, but remember that they must maintain squad coherency with the rest of the unit that is in the building.

In addition, a number of special rules apply to buildings which are described in more detail below.

Of course, streets and buildings are not the only type of terrain you will find in a city. In a cityscape cover is plentiful – blasted walls, chunks of rubble, craters and wrecks provide an almost infinite number of places in which to hide from enemy fire. Even the streets will often be choked with rubble, detritus and burnt-out vehicles. All such cover counts as difficult terrain. Some building models may depict the building as almost completely ruined with only low walls left standing, these should be treated as difficult ground rather than buildings.

In addition, you can have any of the other types of terrain which you might normally find on a battlefield; for example you might have a park with areas of woods and clear terrain, or a canal, etc. Use the rules in the Warhammer 40,000 rulebook for such terrain. However, in most city based games 99% of the terrain will be streets, buildings or rubble.

Solid Building Models

For the purposes of the rules that follow we assume that you'll be using building models where you can actually place your models inside the building. This is easy when using ruined buildings, or using models of intact buildings where you can remove the roof in order to place models inside.
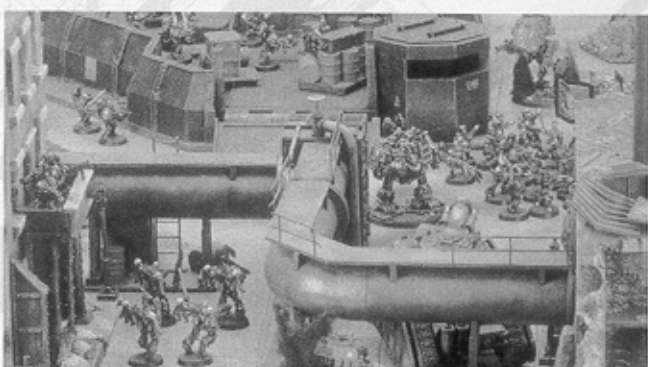

This entire structure is treated as a building.

The area of the battlefield counts as a street.

This squad is taking cover in an area of rubble.

Since this walkway provides no cover it is treated as a street.

Unfortunately some models of intact buildings are 'solid' – for example they may be made of solid resin, or have the roof glued on – so that the models can't be placed inside.

If the building is small enough (6"-8" square) then simply track which models are inside on a piece of paper or place them on the roof. Models inside a small building like this can shoot in any direction, and can be assaulted by any models that reach the building. Larger buildings need a floor plan so you can track a model's location, or can be broken into 6" by 6" sections, each of which are treated as separate small solid buildings.

MOVING MODELS IN A UNIT

In keeping with the concepts given above the way units keep together works slightly differently in urban terrain. Ordinarily models from a squad must stay within 2" of each other in order to maintain coherency. In Cityfight a model is in coherency if it is within 4" of another model in the same building (use 2" coherency for models not in the same building). This should ensure that you don't have to balance any models on precarious bits of wall just to satisfy the Squad Coherency rules.

ENTERING & MOVING WITHIN BUILDINGS

A model can enter a building from any direction, and does not have to enter through doorways or windows. It is assumed that the model is armed with weapons that are perfectly capable of blasting a large enough hole for it to enter the building by, and in any case, after the opening shots of a battle numerous additional holes will have been blasted in the walls of buildings by the weapons that are being fired in the battle. If there are any buildings where it would not be possible for a model to enter the building from one side or another, then these should be defined as 'impassable terrain' at the start of the game.

When a unit is moved into a building models can move up or down the same distance that they can move along. For example, models from a unit that rolled a 6 for the distance it could move could be placed on floors or platforms up to 6" above or below their starting height. Moving up or down like this is done without penalty, it is assumed that the models scramble into their positions as part of their normal movement. Thus a model could potentially move 6" along (assuming a 6 was rolled on one of the dice for the unit's move) and up or down by up to 6".

Models that start their turn in a building can also move up or down as part of their move. This also allows models to climb to the higher reaches of tall buildings at a rate of up to 6" per turn. There must be something for the model to stand upon when it moves up or down; it can't float in mid-air or climb spider-like up a sheer wall.

Infantry moving within buildings
An infantry model may move the maximum distance rolled on the dice horizontally as well as vertically. For example, if he rolls a 6, he may move 6" across and 6" up or down. This diagram shows the maximum distance a model may move – the actual path it takes is unimportant.

Bikes
Bikes must pass a Difficult Terrain test or be destroyed if they move over rubble. Bikes may not enter buildings.

Cavalry
Cavalry are not well suited to moving around rubble-strewn cities. Cavalry move at the same rate as infantry but may not enter buildings. Cavalry can still assault 12".

Jet Bikes & Jump Packs
Jet bikes and jump packs can ignore buildings and rubble as they move. Jet bikes can hover over buildings in the same manner as a skimmer, but may not enter buildings. Models with jump packs can enter a building using the infantry rules, or can 'jump' onto a flat roof or exposed gantry if a building has one. Models may not use jump packs once they are inside a building.

LADDERS AND ELEVATORS
Many buildings have ladders or elevators which are the only means to obtain access to certain areas. Models that start their move within 2" of a ladder or elevator door may use it to move up or down. The models are moved to any location that is within 2" of the ladder, or within 2" of another door to the elevator. This move is made instead of the model's normal move, and can be of any distance (though you may want to say that very long ladders require two or more moves to use).

In addition to their movement rules, ladders and elevators can be used to 'link' together different models in a unit. In effect the distance measured along a ladder or between elevator doors is 'free' for the purposes of squad coherency.

Infantry using lifts
In turn one, a model moves to within 2" of a lift door. In its next turn, it uses the lift instead of moving normally and may be placed anywhere within 2" of another lift exit.

ROOFS

Most buildings have roofs, though in a Cityfight quite a few buildings will have had theirs blown off! Roofs are considered part of the building that they belong to, and models may move from the building to the roof or vice versa using the rules for moving about a building (see above). Models on a roof are considered to be in the building for the purposes of assaults, Template weapons and Blast weapons, and all of the other Cityfight rules. Rooftop areas should be agreed in advance because of the implications for jump pack troops.

LINE OF SIGHT

Just as moving and placing models in city terrain can be trying at times, checking lines of sight can be equally tricky. Bending down over the city terrain and checking by eye is rarely very practical (and often involves the risk of losing an eyeball to some pointy roof-top antenna or finial). Taking this into account and the pall of smoke and dust which covers the battlefield the following rules apply to line of sight:

A unit can see any distance along streets, but can only see through 6" of building terrain. Simply measure how much building terrain the line of sight goes through, and if it adds up to 6" or more then the line of sight is blocked. It's important to note that you don't get a line of sight if you can see an enemy model through gaps or over the top of a building, as it's assumed that the clouds of dust and smoke will block line of sight even if the walls do not! Any line of sight that is partly drawn through a building will provide a 5+ cover save (unless the troops are in better cover in which case use that) for infantry and will allow vehicles to be counted as hull down.

Designers' Note: It may seem strange that you can 'see' models that are hidden behind brick walls or rubble. However, you should remember that it's possible to hear or sense models that you can't see, and that many troops will have motion detectors or other forms of scanner that will detect nearby enemy troops. As even a laspistol is perfectly capable of shooting through a wall to hit a target beyond, this means it is possible for an entire battle to be fought through floors, ceilings and walls without visual contact ever being made.

CITYFIGHT WEAPONS RULES

It can be very difficult to use the plastic templates provided with the Warhammer 40,000 game in a city. The nature and density of building terrain makes it difficult if not impossible to place the template, while the fact that a unit can have models one above the other on different floors causes all kinds of rules problems. Because of this the rules for weapons that use blast markers and templates are modified as described below. All other weapon rules remain the same.

Direct Fire Blast and Ordnance Weapons

Direct fire blast and ordnance weapons are weapons that have a Blast or Ordnance marker and which are not barrage weapons.

Roll to hit for such weapons using the firer's BS (even if you would not normally do so). If you miss, then there is no effect, even if the shot would normally scatter. If you hit, then instead of placing the marker and hitting models under it, D3 models from the target unit are hit by each attack for blast weapons, and D6 models for each ordnance weapon.

Important: No model may be hit more than once; any hits in excess of the number of models in the unit are ignored. Roll to wound and to save normally, and the opposing player picks which of his models are hit.

Barrage Weapons

In Cityfight the Guess range procedure for barrage weapons is not used. Instead you pick a target unit, check that it is in range and roll to hit using the normal rules. However, barrage weapons do not need a line of sight to the target unit and can fire on any enemy that is in range. If a hit is scored then each blast weapon will score D3 hits and each Ordnance D6 hits in the same manner as direct fire weapons.

Example:

Three Ork Lobbas open fire on a squad of Imperial Guard sheltering in a ruined building. The three Lobbas all hit and roll 3,4 & 6 which translates to 2,2 & 3 hits each for a total of 7 hits. The Ork player then proceeds to roll to wound as normal.

If these distances add up to less than 6", the Space Marine may shoot at the Ork

The Space Marine may fire if this line goes through no more than 6" of buildings.
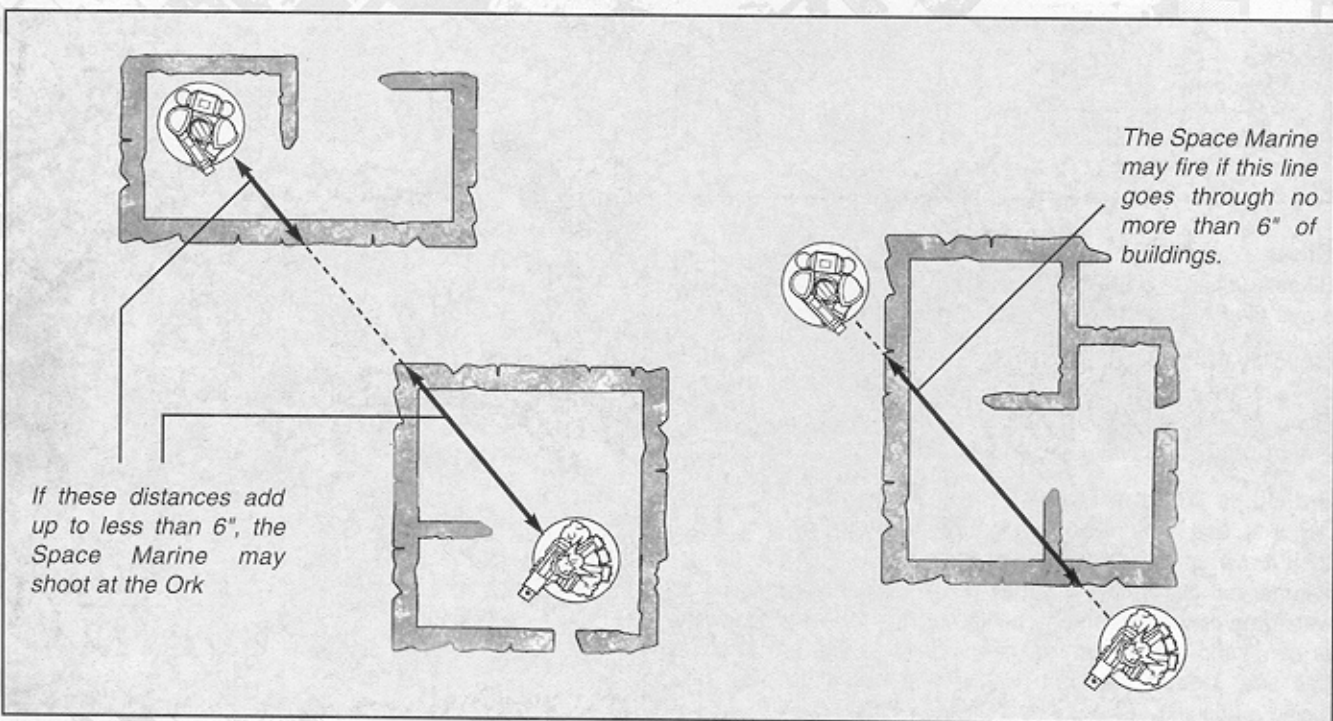
Template weapons

Weapons with a template, such as flamers, will score a hit on D6 models that are in the target unit and that are within 8" of the flamer-armed model and can be seen by him (remember you can't see through more than 6" of building terrain). No model may be hit more than once by template weapons fired from the same enemy unit, even if the firing unit contains several flamers. Hits are distributed starting with the model in the target unit closest to the model shooting the template weapon, as shown in the diagram.

The numbers show the sequence of hits depending on how many Orks are hit. Number 6 wil not be hit, even if a 6 is rolled, as it is over 8" from the firer.
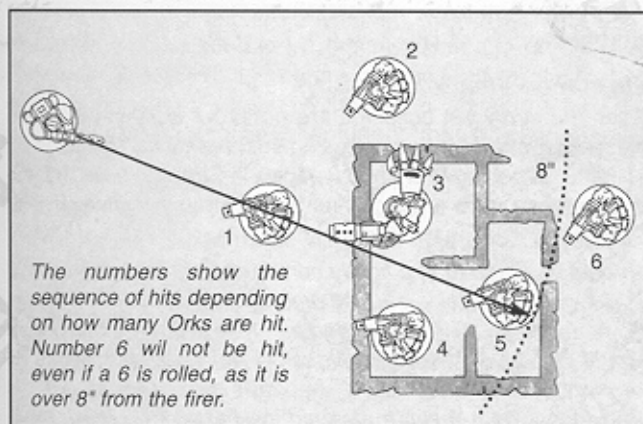
MEASURING RANGES

When measuring ranges between two units that are at different elevations – for example one might be on a rooftop, the other in the street – do not measure the direct line distance between them but the distance along the tabletop as is illustrated in the diagram below.

The arrows show the right and wrong way to measure the range between models.
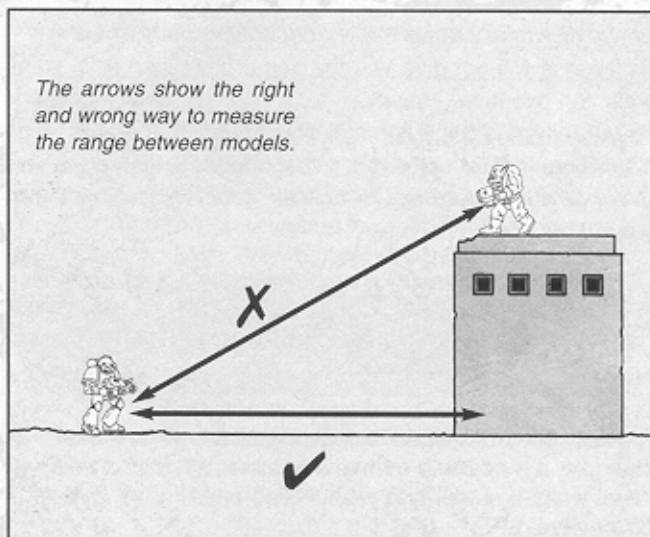
COVER

In a city there is plenty of cover for troops to take advantage of. The general rules for cover are explained on page 54 of the Warhammer 40,000 rulebook.

Cover Saves

In the Warhammer 40,000 rules different sorts of cover give better or worse saving throws depending on their solidity – high grass will not give you the same protection as a stone wall, for example. However, in a cityfight heavy cover is literally all around the fighters. This means that if a unit is in a building, for example, you are free to place models where they will stand up properly or look good without having to worry about being penalised for it.

> Models in buildings gain a 4+ cover save.
>
> Models in base contact with a wreck, rubble pile or similar cover gain a 5+ cover save.

Always use the best cover save available to a model. For example, a model in a rubble-filled street will gain a 5+ cover save, while a model in a rubble-filled building will gain a 4+ cover save.

Varying Cover Saves

Within the core rules it is assumed that all buildings are constructed of stone, reinforced concrete or some similar material. If your terrain collection includes some very different kinds of buildings then saving throws gained by units using them for cover will vary as shown below:

Lightly Constructed Buildings: -1 to cover saves

Examples: Wood, glass, plexiglas, thin metal, plastic, open-work girders, pipes and railings.

Heavily Constructed Buildings +1 to cover saves

Examples: Armaplas, rockcrete, adamantium, solid steel or plasteel.

Ordnance Weapons

Even the strongest buildings are not proof against ordnance weaponry, reduce cover saves against ordnance weapons by -1. If the attacking ordnance weapon is Strength 9 or 10 then it is reduced by a further -1 as these weapons specialise in destroying buildings.

Example: A squad in a lightly constructed building is hit by a shot from a Basilisk's earthshaker cannon. Their save would normally be 4+. This is reduced by -1 because the building is lightly constructed, an additional -1 because the attack is ordnance and another -1 because the earthshaker is Strength 9. As a result the squad inside have no cover save against this attack. If the same squad was in a heavily constructed building then their save would be 5+.
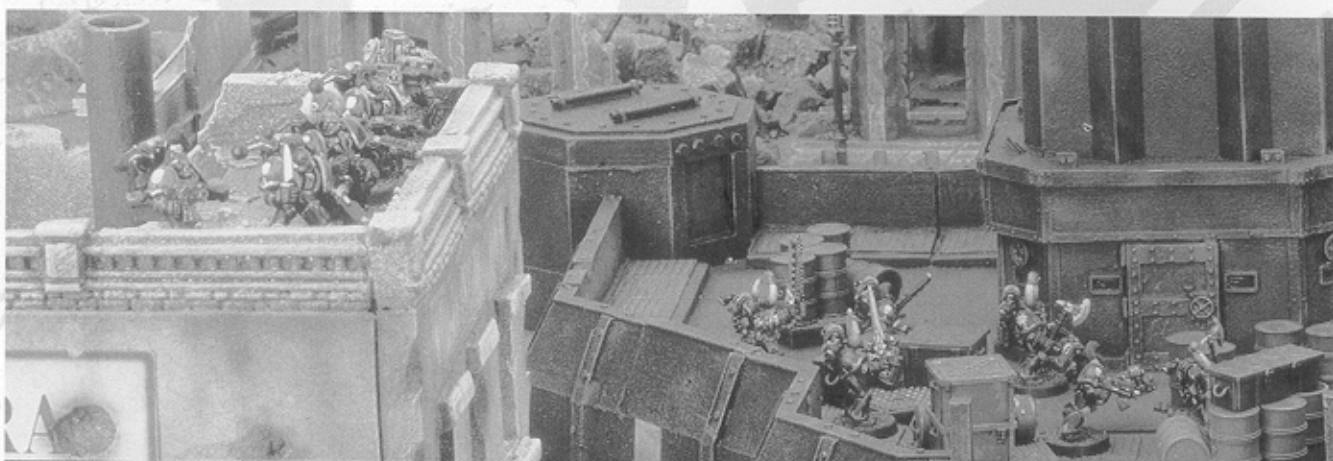
These two units are taking cover in buildings. The nearer unit is in a normal building, and the farthest away is in a heavily fortified building.

All these units to the front of the picture are counted as being in a street, so receive no cover saves.

HEIGHT ADVANTAGE

Height is a big advantage in a cityfight as it gives you good fields of fire and makes it harder for opponents to find cover which will prevent them being raked by shots from above. Tall buildings often become focal points of extended battles as opposing armies struggle to gain control of these key positions.

Units in elevated positions which are standing 8" above their targets or higher gain the advantages described. If all the models in the unit are not a full 8" or more above their targets they gain no significant advantages.

Note that models can't get a height advantage on the turn they enter a building, as you are only allowed to climb up or down 6" as part of a move. A model that starts in a building could use its move to climb up further, thus gaining a height advantage.

The Advantages
The following special rules apply to models with a height advantage.

- They can ignore buildings which are more than 8" lower than themselves for line of sight purposes, unless the model they are trying to see is within 8" of the building in question, and on the other side of it.

- Cover saves against their firing are reduced by -1.

- Units with height advantage may attack vehicles on their top armour (treat as Rear, and re-roll a failed attempt to penetrate against open-topped vehicles. As usual, a dice may only be re-rolled once.) This rule does not apply if the target is a Dreadnought or walker, as they don't have any 'top' armour as such, and does not apply to vehicles more than 18" from the attacker.

Siege tanks
Vindicator & Demolisher siege tanks are constructed and fielded with the main intention of providing infantry with mobile heavy weapon support as they advance towards fortified enemy positions. They are therefore expected to come under heavy fire from troops hiding in buildings above and around them. For this reason, their armour is enhanced to give them added protection from this sort of attack.

When a Vindicator or Demolisher is being fired at from above, hits are resolved against their side armour value instead of their rear armour.

Example:
The Space Marine in this diagram has been fortunate in his difficult terrain rolls and moved up 18" in the building. This means he now gains height advantage over any models at least 8" below him.

Because building B is over 8" below him, the Space Marine can see over it and target models on the far side of it.

Ork X is taking cover in the building, and will normally benefit from a 4+ cover save. Any hits it takes from the Space Marine, however, will have a -1 to save.

Since Ork Y is within 8" of the building, it cannot be seen by the Space Marine.

Because Ork Z is over 8" away from building B, he can be targeted by the Space Marine over it.
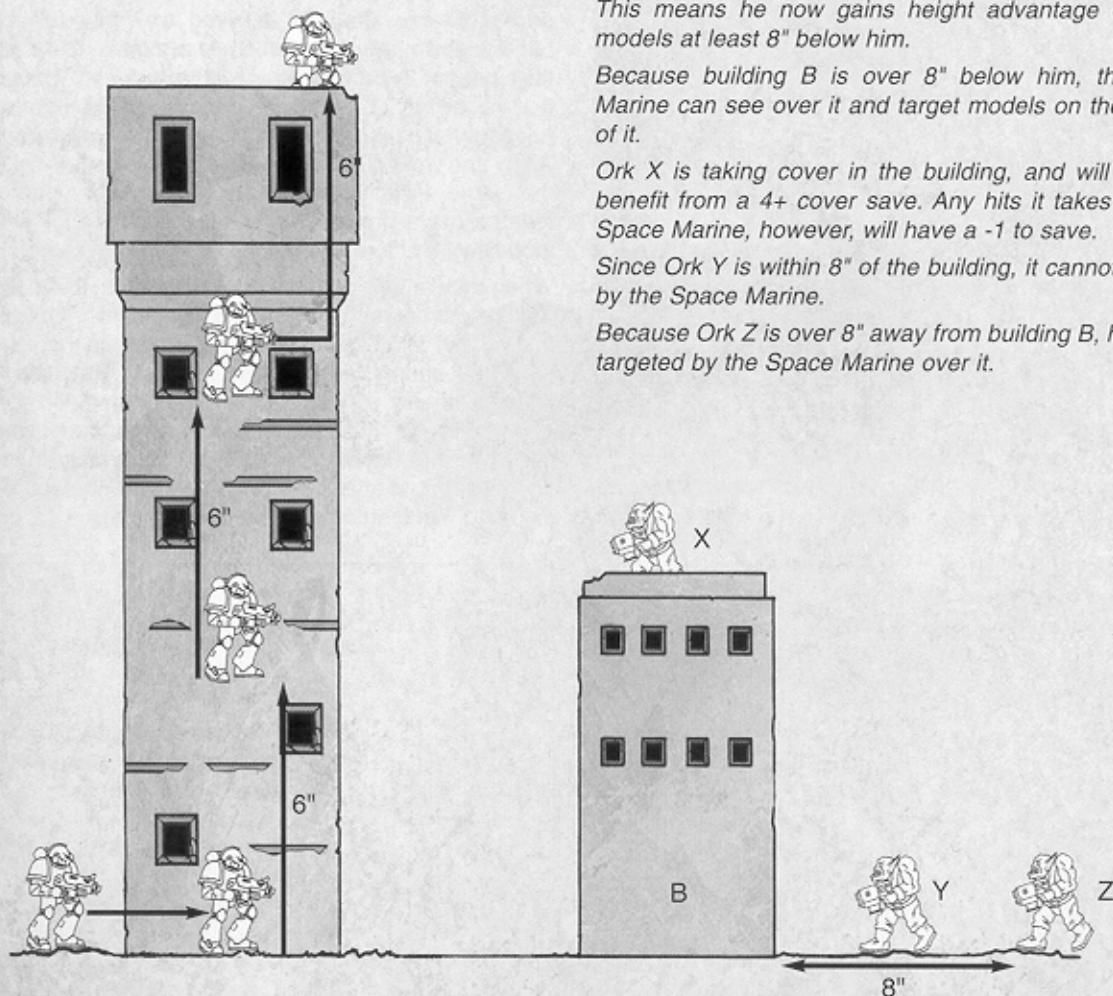
ASSAULTS

Assaults in Cityfight are conducted rather differently to those in Warhammer 40,000. The main change is to do away with the need to place models in base-to-base contact with the enemy model that they will fight. Instead, as long as one model from a unit makes contact with a model from an enemy unit, then all the models in both units that are within 6" of an enemy model get to fight. Because of this radical change to the rules you should read the following section very carefully, as it represents the biggest difference between the normal Warhammer 40,000 rules and those used in a Cityfight battle.

Designers' Note: Once again the primary reason for changing the rules is to make it as easy as possible to resolve an assault amongst the cluttered terrain found on a typical Cityfight battlefield. These rules save you from having to try and balance models in precarious locations in order to fight, and also represent the confused and deadly nature of close combat in a built-up area. Note that there are no 'supporting attacks' for models within 2" for assaults that take place using these rules.

Launching An Assault

A unit may make an assault against an enemy unit so long as at least one model from the assaulting unit is within 6" of a model from the defending unit at the start of the Assault phase.

A unit may make an assault on several enemy units if desired. However, at least one model from each unit must be within 2" of a model from another unit in the group. In effect you may assault a group of units if it is possible to treat all the models from all the units as a single 'unit' as far as the normal squad coherency rules are concerned. If an assault passes through difficult terrain and there is no model in the assaulting unit that reaches the enemy then no assault occurs.

Example:

Space Marine squads A and B are within normal squad coherency distance of each other, so both may be assaulted as one unit.

The Devastator squad is over 2" away from the Chaplain's squad (Squad A), so if the Orks assault the Chaplain's squad, they may not also assault the Devastators.

Note that the Devastator squad can be charged by the Ork mob if they are within 6" – they can only not be charged if the Orks declare a charge against either of the other two units.
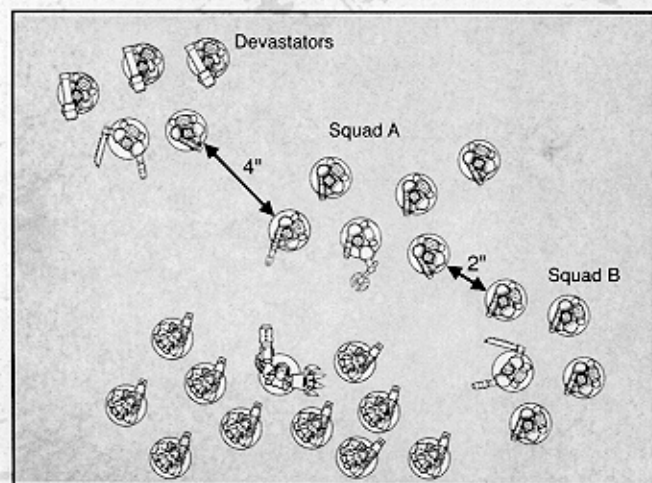
Once the assault has been declared all models from the assaulting unit are moved up to 6" towards the enemy unit(s) which the assault has been declared upon. All models must end up closer to the enemy they are assaulting then when they started their move, and at least one model from the assaulting unit must make it into base-to-base contact with a model from each enemy unit being assaulted. Any enemy units that are not contacted will not take part in close combat.

Certain types of model are allowed to move further than 6" when they make an assault move, as described in the Warhammer 40,000 rulebook.

The models from a unit making an assault make a normal move within the restrictions described in the last paragraph. Difficult terrain will affect them normally, they may move up and down inside a building as described earlier, and so on. Note that in Cityfight the Squad Coherency rules do apply to units in the Assault phase. This means that the main difference between making an assault move and normal movement is that all models from the assaulting unit must end up closer to the enemy they are assaulting than they were when they started, and that they are allowed to move within 1" of the enemy as they move.

Close Combat

After any assault moves have been made any models that are within 6" of an enemy model from the unit they are assaulting must take part in close combat.

The sequence of play for Assault, as noted in the Warhammer 40,000 rulebook, is followed as normal.

All the models that are involved use their full number of attacks and may use special close combat attacks, even if they are not in base contact with the enemy. Bonus attacks are received as described in the Warhammer 40,000 rulebook. Models make their attacks in order of Initiative. Apply and work out the damage from all hits from models with the same Initiative value and using the same weapons together as a group, before moving onto another group of models with different weapons or Initiative values.

When they attack, models must allocate their attacks against the closest enemy unit they are in combat with. This means that, unlike shooting, it is possible for a unit to attack more than one enemy unit in close combat. If models from two different enemy units are equally close then you can choose which unit the model will attack. Characters which have joined a unit may not be attacked separately from the unit itself; you must attack the unit they are with even if they are closer to you than other models in the unit.

Devastators
Squad A
4"
2"
Squad B

A   B
Chaplain
Ork Mob
Grot Mob
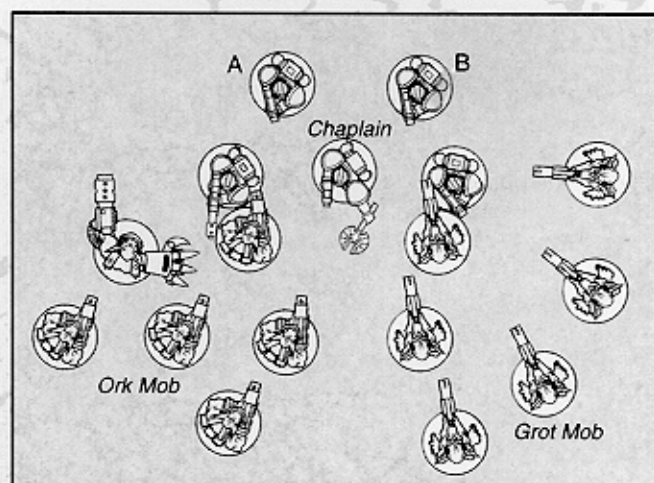
Roll to hit, roll to wound and take saves using the close combat rules from the Warhammer 40,000 rulebook. If you attack an enemy unit that has been joined by a character then you use the Weapon Skill of the models in the unit when working out your to hit rolls, rather than the Weapon Skill of the character.

The player that controls a unit allocates wounds to the models in it just like shooting. If models in a unit have different Toughnesses or saving throws then hits should be allocated to models before any wound rolls or saves are made.

Example: A unit of seven Plague Marines including an Aspiring Champion, and accompanied by a Chaos Lord are attacked by Dark Eldar Incubi. A total of six wounds are inflicted by the Incubi's power weapons. The Chaos player removes all the rank and file Plague Marines leaving the Lord and Aspiring Champion to strike back.

Assault results

Assess assault results as stated in the Warhammer 40,000 rules. After assaults the winners may only consolidate. The losers fall back as described in the movement rules above. A consolidate move may not be used to move into contact with another enemy unit.

At the end of a round of mêlée that has been drawn the combatants may move each model which is not within 6" of the enemy up to 6" towards the enemy.

This move may only be used to get models that are not currently fighting to within 6" of enemy their unit is already engaged with. It may not be used to move models that are already within 6" or to move models that are not within 6" in any direction except toward an enemy their unit is already in combat with. Unit coherency must still must be maintained and models may not approach within 1" of enemy their unit is not currently assaulting.

In the diagram on the left, the Space Marine squad has assaulted a number of different Ork mobs. The two Space Marines in base contact must allocate their attacks to the units they are in contact with. Space Marine A is closer to the Orks than to the Grots, so he must attack them. Conversely, Space Marine B must attack the Grots as they are the closest enemy unit to him. Since the Chaplain is equal distance from both mobs, he may choose where to direct his attacks.
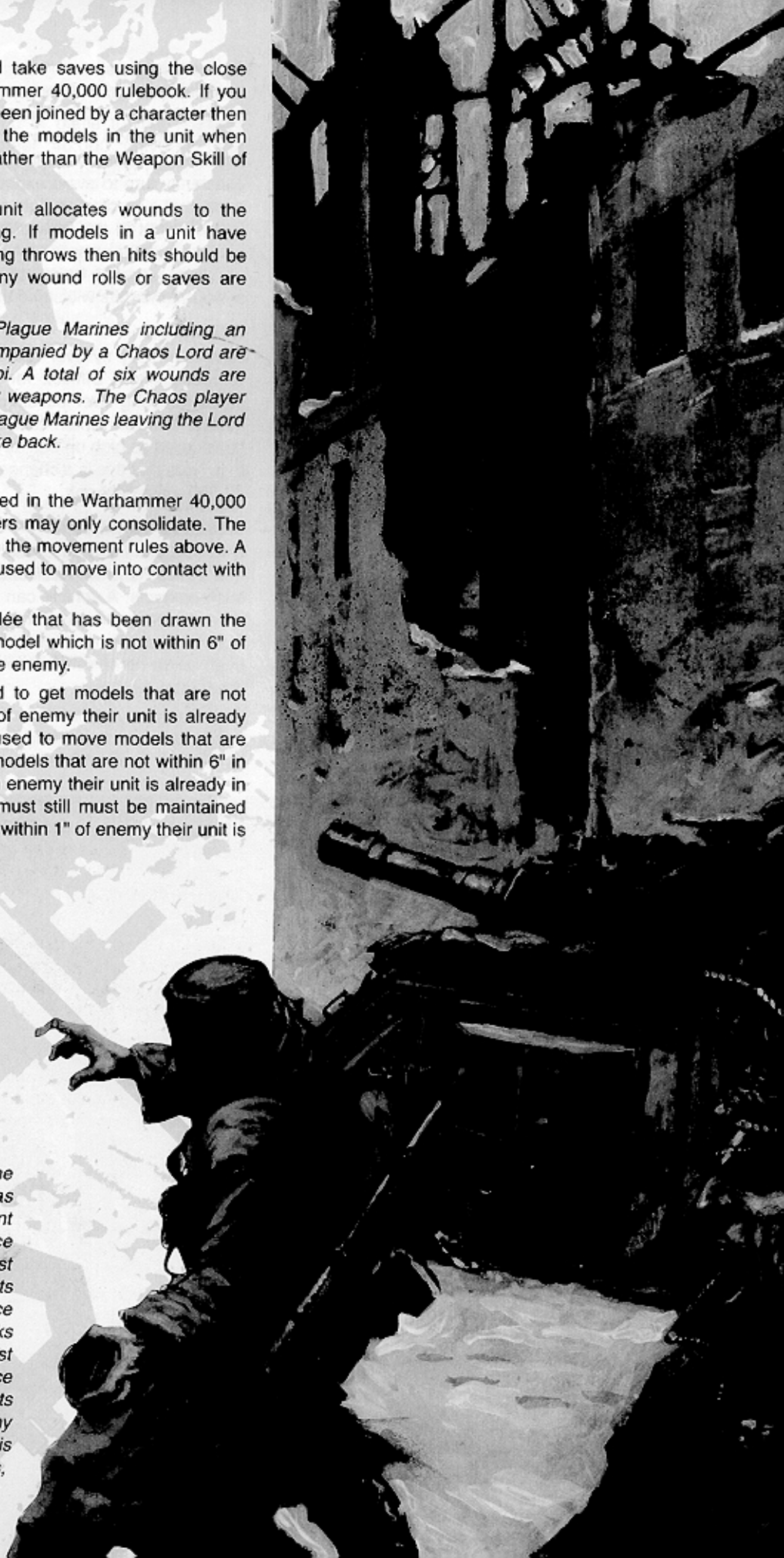
MORALE

In a cityfight units frequently suffer heavy attritional casualties and learn to fight on regardless.

Units ignore the normal restrictions on regrouping in a cityfight. Units can regroup even if there are enemy within 6", or if the unit is below half strength. They must still be in unit coherency however. Last man standing tests still apply.

VEHICLES

Moving through a ruined city is full of risks for a vehicle, even the streets are strewn with craters, rubble, and other obstacles. Stray anti-vehicle mines and live cables are a constant risk, as are hidden pitfalls in the shattered road surface that can suddenly give way to sewers and service tunnels. Entering buildings is even more risky, with only the sturdiest of vehicles able to force their way through walls at the risk of being buried by falling masonry or crashing through into a cellar or sub-basement.

Vehicles moving along streets must take a Difficult Terrain test if they wish to move over any difficult terrain or travel faster than 12". To take a Difficult Terrain test, roll a D6. On a roll of 1 the vehicle is immobilised.

Tanks, may enter buildings but they may not move more than 6" if they do so. A tank that enters a building must make two Difficult Terrain tests; roll two D6 and if either of them rolls a 1 the vehicle is immobilised. If both roll 1s then the vehicle falls through into the cellar or is buried under rubble, and it and any passengers being carried count as being destroyed.

Dreadnoughts and Walkers roll to move in buildings as infantry.

Dreadnoughts

In an assault situation troops attacking a Dreadnought will be especially keen to get around behind the Dreadnought to strike at its less well-armoured rear. Needless to say the Dreadnought will be very keen to prevent this and will constantly turn to avoid exposing his vulnerable back. In the context of a swirling cityfight mêlée all blows struck against a Dreadnought in the first round are considered to be struck against its front armour. In subsequent rounds any roll to hit of 6 is assumed to be struck against the Dreadnought's rear armour, other hits will strike the front armour.

Skimmers

Skimmers may fly over rubble and buildings as they move without taking a Difficult Terrain test. Skimmers may end a move hovering over buildings. A Skimmer doesn't have to take a Difficult Terrain test at the end of its move but is considered so high up that any model can trace a line of sight to it. Note that this is a change to the rules in the Warhammer 40,000 main rulebook.

Wrecked Vehicles

A vehicle can try to push past a vehicle wreck. In order to do this it must take an additional Difficult Terrain test for each such obstacle. A vehicle can only push past a wreck with a lower frontal armour value than its own, otherwise the wreck is an impassable obstacle. Vehicles with a Dozer blade can push aside other vehicles whose frontal armour is equal or lower than their own.

For example, a Rhino (front armour 11) can push past a wrecked Vyper or war buggy (front armour 10) but would be blocked by another Rhino.

Codex Modifications

Cityfight is a very different kind of battle to that normally encountered in the Warhammer 40,000 universe. The shortened visibility ranges and difficult ground call for very different tactical approaches.

Inevitably this leads to some specialisation, for example the massive armies of the Imperial Guard are frequently called upon to fight in their own cities and each regiment will often amend their normal tactical doctrine to compensate. Other armies have less need to adapt dramatically.

Codex: Space Marines
Codex: Dark Angels
Codex: Blood Angels
Codex: Space Wolves

The Chapters of the Adeptus Astartes follow doctrines laid down over ten thousand years. There is no combat environment their organisation and equipment is not flexible enough to handle. Consequently, Space Marine armies receive no modifications at all in a cityfight. The only exception is that all Chapters get the ability to upgrade their tanks to carry siege armour.

Codex: Assassins

Cityfights are a common hunting ground for Assassins, especially those of the Vindicare and Eversor Temples. During the Battle for Infernus Hive during the Third War for Armageddon a Vindicare Assassin was responsible for a hundred and nineteen confirmed Ork kills in a little under eight hours.

A Callidus Assassin cannot use her 'A Word in Your Ear' ability in a cityfight. There are such massive levels of confusion that troops tend to question all orders on principle and will not do anything that seems unwise. A Callidus' Neural Shredder counts as a template weapon.

If an Eversor Assassin is killed in an assault then its Eversor bio-meltdown inflicts D3 hits on the enemy unit that most recently wounded the Assassin.

Vindicare Assassins can use ammunition loaded with superior neuro-toxins similar to those used by veteran Deathworld snipers. The effect is to allow any failed wound rolls to be re-rolled once. These rounds can be used with the Exitus rifle or pistol and their effect is cumulative with the effects of any special round fired. For example, a Hellfire round will wound on a 2+ and may re-roll if it fails. Deathworld Toxins costs an additional +10 points taking the Vindicare to 120 points in total.

> **Siege Armour:** A number of tanks, such as the Vindicator and Leman Russ Demolisher, are constructed with extra armour designed to make them less vulnerable to fire in a city environment. The main adaptation is that the armour is extended to the hull roof to deal with high trajectory fire, which means that enemy engaging them with height advantage count as attacking their side armour rather than their rear armour. The same adaptation can be improvised in other vehicles by covering the hull in sandbags, metal plates and other protection. This is a vehicle upgrade available to the Imperial Guard, Space Marines and Chaos Space Marines for +20 points.

A Culexus Assassin who charges a unit containing a psyker using his Psyker Assassin ability may fight for the first round against the psyker only with no other models intervening. Any wounds caused by the Assassin will be inflicted on the psyker. After the first round of any hand-to-hand combat the normal rules apply.

Codex: Tyranids

Tyranids are formidable opponents in cities, their speed and agility coupled with their predatory instincts make them ideally suited to fighting in the ruins of civilisation. Where an opponent would ideally like to blunt the Swarm's fangs with a wall of firepower, a city will screen the Tyranids until they are ready for the final rush.

Genotypes with flesh hooks make light work of vertically impassable obstacles. Like other troops in buildings they may move their full movement distance up or down as well as laterally and, in addition, may treat any sheer wall as if it was a ladder for movement and brood coherency purposes.

Genestealers and Lictors are especially stealthy and are adept at utilising tunnels to approach their prey. They may therefore use subterranean movement whether it is normally allowed in the mission being played or not.

The barbed strangler uses an Ordnance blast marker but isn't really an ordnance weapon. For Cityfight purposes though, it inflicts D6 hits just like an ordnance weapon, as it is particularly effective when able to root in shattered architecture. However, it does not count as an Ordnance weapon for purposes of cover saves.

Spore Mines will automatically rise above buildings rather than pass through them. They will always rise as far as is required even if it means them moving more than 6" up or down. The Spore Mine will move at the minimum height needed to clear the obstruction and at the end of their move they will drop to the first position in which they can be safely placed. This could result in them dropping through a ruined ceiling before rising up again and drifting on at the start of their next move. All spore mines inflict D6 hits upon detonation.

Codex: Dark Eldar

The population centres of the Imperium are a rich source of slaves for the piratical Eldar. Like their craftworld cousins though, they cannot sustain a cityfight for long although they are deadly in the short term. Few defences cannot be overflown by their Raiders and between them Reavers, Mandrakes and Hellions can spread terror very quickly.

The Talos is described as a Skimmer, however in Cityfight terms it has characteristics similar to those of a walker. It can move through buildings as well as over them and consequently in any given Movement phase can either move as a walker or as a skimmer, but not both. Whichever rules are being used, it never benefits from the rule requiring an opponent to roll a 6 to hit a skimmer.

A destructor is a template weapon.

Codex: Chaos Space Marines

The Traitor Legions are feared exponents of urban warfare. In the Eye of Terror the cities of Skalathrax were fought over by the World Eaters and the Emperor's Children. During the Horus Heresy they fought room to room within the Emperor's Palace. On Vogen the Night Lords were ever at the forefront of the Chaos attack. Because the legions of Chaos fight their Black Crusades against the Imperial Cult its cities are a popular battleground.

Chaos Space Marine armies get the ability to upgrade their tanks to carry siege armour.

Juggernauts of Khorne and Beasts of Nurgle are treated as infantry for purposes of moving through buildings.

The Nurgle psychic power Stream of Corruption counts as a template weapon as does the Slaaneshi Doom Siren.

Codex: Eldar

The Eldar have the potential to be utterly deadly in the confines of a city. The agility and skill of their Exarchs, the power of their Wraithlords and the ability of their grav vehicles to overfly the rubble-laden streets makes them formidable indeed. Over a sustained battle however, the Eldar will start to recoil from the steady attrition of a cityfight; unable to replace their losses they walk a fine line between quick victory and slow defeat.

Wraithlords, although not vehicles per se, count as walkers for the purposes of entering buildings.

Codex: Craftworld Eldar

All Eldar have the same natural reluctance to get involved in drawn out cityfights. Only Iyanden with its powerful Wraithlord and Wraithguard formations has a real talent for urban warfare. This skill was hard won; the Eldar of Iyanden repelled an all-out attack by Hive Fleet Kraken at immense cost to themselves and their Craftworld.

Alaitoc Rangers and Pathfinders may not roll on the Ranger Disruption table in a Cityfight mission. Both sides are equally disorganised by the need to get fresh men and materials into a ruined city and the efforts of the Rangers do not significantly change the situation. Needless to say though their other infiltration and sniping skills still make these troops exceptionally deadly. Even in heavily fortified buildings, the Pathfinders' cover save is never increased to better than 2+.

Codex: Orks

As the fighting on Armageddon has proved beyond doubt, Orks are powerful enemies in the close quarter maelstrom of city fighting. Their toughness and ferocity makes them a natural for this most dangerous environment. Unlike their swifter Kult of Speed kin, Ork warbands can rely upon large numbers of well-equipped shock troops led by Dreadnoughts and Killer Kans with plenty of artillery in support. This sort of combination really comes into its own in a cityfight and allows the Orks to leave the Trukks parked out back for once!

Burnas work as template weapons when shooting, as does a skorcha. See the information about the Kult of Speed for modifications to vehicle upgrades.

Codex: Imperial Guard

The main problems encountered by the Imperial Guard in cityfights are caused by their inflexible organisation. Large ten-man squads are unable to provide proper covering fire and the massed firepower of their support weapon teams can rarely be brought to bear in the confined spaces of the urban battlefield. Many Imperial Guard regiments will therefore adopt a more flexible organisation to reflect the circumstances.

Imperial Guard armies may upgrade their tanks to carry siege armour.

Heavy Weapons Squads: Anti-tank heavy weapon squads and fire support heavy weapon squads can be split into two-man teams each with a single heavy weapon. If a squad is broken down in this way then it must be split into three two-man teams. A weapon team does not count as a unit for the purposes of holding objectives and any losses to the teams count as being inflicted on the squad as a whole when working out Victory points. Thus if two teams are wiped out then the squad is below 50%. If a weapon team has a comm-

link or is within 6" of a member of a Command squad then it can move as normal, otherwise it must remain exactly where it is deployed and is only allowed to pivot to fire. The controlling player can choose to remove them during his own Movement phase. The team is removed from the table to represent the troops slinking off. Those models do not count as being dead, their points are with the remainder of the squad so if the other two teams are wiped out then the whole squad will count as being wiped out. Squads cannot be reformed once split.

These teams are normally used to man small bunkers covering critical approaches or to provide fire support against a fixed position.

Infantry Squads: Storm Troopers not mounted in a Chimera and normal Imperial Guard squads within an Infantry platoon may be split to form two five-man teams. This option should be declared on deployment or when rolling for arrival on table, whichever comes first. A full squad must still be present but it can be broken down to allow far greater scope for mutual support. It is up to the player how the models are split between the two teams, however the team without the Squad Sergeant receives a -1 modifier on all Morale tests. Each is treated as an autonomous unit for victory condition and Victory points purposes.

Subterranean Movement: Hardened Veterans and infiltrating Stormtroopers may infiltrate using subterranean movement. The units concerned are kept in reserve even if normally not allowed to – see the mission special rule on Subterranean Movement for more details.

Codex: Armageddon

Ork Kult of Speed: Kults of Speed are rarely effective in urban warfare, where their vehicles are far less useful. They are still Orks though and the pell-mell close-up combat that occurs in cities is appreciated fully.

If a vehicle is immobilised by a Difficult Terrain test it may not be repaired by Grot Riggers. Cities are full of very dangerous hazards and no amount of Grot improvisation can restore a destroyed axle.

If an Ork vehicle has a stikkbomb chukka it will be able to tank shock, but will still be unable to move into buildings.

Speed Freeks do not get the benefit of their 'Fast Response' ability in a Cityfight mission, the roads are simply too wrecked for this to be possible.

Black Templars and Salamanders: Both of these Chapters fight in the same way within cities as they would do outside them. They do get the ability to upgrade their tanks to carry siege armour.

Steel Legion Mechanised Infantry: Steel Legion units are rarely deployed in cityfights, they are open-country formations designed to swiftly achieve breakthroughs and encirclements. There are times when they are drawn into this type of battle though and, like the Imperial Guard the galaxy over, have done their duty with honour.

The requirement that all troops must be mounted in Chimeras is waived during cityfights, allowing them to operate in the same way as a standard Imperial Guard army. The Steel Legion get the ability to upgrade their tanks to carry siege armour.

Codex: Catachans

Whilst the tough, resourceful jungle fighters make good troops to have in a cityfight they do not see enough of this type of combat to make any organisational changes.

Remember that some parts of the Catachan list can be used in normal Imperial Guard armies, including Catachan Devils squads and Catachan Snipers. In addition, if the Imperial Guard army is Catachan in origin then they may upgrade troops to Deathworld veterans and include Assault teams and Deathworld Sentinel squadrons.

Of these options the most useful will be the snipers. Their camouflage will always be suitable for the terrain they operate in, consequently they will improve their cover save by +1 when fighting in cities. If they take up position in a strongly built structure they will benefit from a cover save of 2+. In Cityfight, Snipers may opt not to be equipped with Deathworld toxins; if they are not reduce their cost to 15 points per model.

Imperial Armour

The range of equipment detailed in the Imperial Armour book includes some kit which is ideally suited to Cityfight and other items which are not. The Thunderer siege tank has Siege Armour at no extra cost.

Super heavy tanks are not fully immobilised by difficult terrain. See page 18 of Imperial Armour for more details.

Flyers have considerable difficulty identifying and engaging targets in a city whilst passing rapidly overhead. Any target engaged from the air is assumed to be hull down if a vehicle or benefiting from a 4+ cover save otherwise.
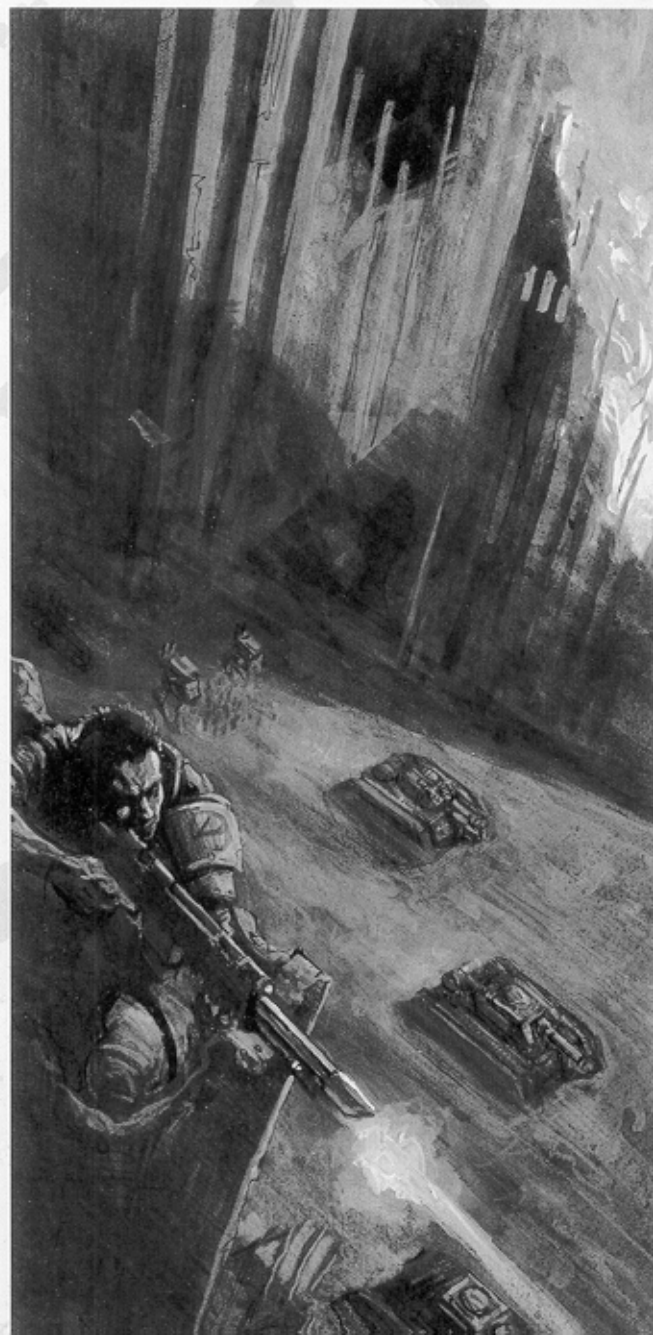
Mission Special Rules

In some missions there is need of extra rules to cover unusual circumstances. Normally these circumstances are the result of special strategies such as deploying from drop pods released in space, preparing fortifications and sneaking as close to the enemy as possible prior to the battle starting. All these special rules are described in full over the following pages.

Deep Strike
As Warhammer 40,000 main rules.

Defences (including Fortifications & Obstacles)
In the Grand Assault mission the defender and attacker have access to a range of special equipment which is detailed later in the Attacker's and Defender's Armoury. As can be seen from the list these are mostly based on Imperial technology and when using other races alternative depictions should be used. For example, if the Tyranids are defending then razorwire should be replaced with barbed thermotropic vines, tank traps with vitrified plants, bunkers with brood nests, command activated mines with variant spore mines that adhere to walls and blend their colouration to match. There are no restrictions on who can use what defence but the items used must be depicted in a way consistent with the army using them and will function in the same way for all forces.

Hidden Set Up
As Warhammer 40,000 main rules.

Infiltrators
Infiltrators are skilled at sneaking forwards to scout out the enemy before the main force arrives. By making the best use of available cover, advancing at night or with other troops providing diversions, they are able to deploy ahead of the rest of the army.

Infiltrators are deployed normally but after deployment of all other units. Prior to the first turn, infiltrators may make a free normal move to represent them sneaking into an advanced position. If both sides have infiltrators roll a dice to see who moves first.

Some missions allow units to infiltrate using the labyrinthine tunnels and ducts beneath the city's surface. This is described in the Subterranean Movement rules

Night Fighting
Use the rules from the Warhammer 40,000 rulebook with additional notes as follows:

In the Grand Assault mission the attacker may choose to attack at night. Roll a D6 to determine how many turns of darkness there are before dawn breaks.

Preliminary Bombardment
As Warhammer 40,000 main rules.

Random Game Length
As in the Warhammer 40,000 main rules with the exception that there are a minimum of six turns and the players begin to dice at the end of the 6th turn to determine if there is a 7th.

Sentries
As Warhammer 40,000 main rules.

Subterranean Movement
Most cities are criss-crossed with underground sewers, service tunnels, transport tubes, cellars – even entire streets may exist beneath the pavement. The ferocious bombardments on the surface will soon cause these to degenerate into a tangled maze with some areas flooded and others blocked. However, it may be possible for a determined group to slither through and emerge into an unexpected and hopefully unguarded zone.

The ability of one side or the other to use subterranean movement will be noted in the instructions for a scenario. In addition, vehicles (other than Dreadnoughts and Walkers), bikes and cavalry may not use subterranean movement.

Units that use subterranean movement enter play using the Deep Strike rules. However, units using subterranean movement only ever arrive from reserve on a D6 roll of 4+, no matter which turn it is. Start rolling for the arrival of the unit from Turn two, but don't increase the dice roll each turn.

DEFENDER'S ARMOURY

The defending player in a Grand Assault mission may spend up to 4D6 x 10 points on assault equipment chosen from the list below.

Bunkers – 50 pts

These are exactly as described in the main Warhammer 40,000 rules. They may only be deployed in open ground, although they may adjoin buildings and exits can open into adjacent buildings. Bunkers within buildings are represented by fortified buildings. Bunkers may not be entered by subterranean movement. If a bunker is destroyed its points count as being lost.

For the Eldar and Dark Eldar these will be replaced by survival pods, Ork bunkers look ramshackle but function as normal, and Tyranids use fortified nests.

Sentry Guns – 15 pts with twin-linked heavy bolters, 25 with twin-linked lascannon

Sentry guns are similar to the old Tarantula design popularised during the Gothic War. They can be placed to cover approaches to key positions and, unlike normal sentries, never doze off or reminisce about the girls back home! Each Sentry gun is armed with either a twin-linked heavy bolter or a twin-linked lascannon.

A sentry gun can fire in one of two modes, which you must decide before the game:

Point defence mode: The sentry gun is set up with a fixed fire arc, usually to provide covering fire over a particular area. In this mode, it will engage targets up to 24" away which are within a fixed 90° arc.

Sentry mode: In this mode, the gun is set up to fire at any enemy which come near, and will always turn to fire at the nearest enemy target within 12" to which it can draw a line of sight.

Lascannon equipped sentry guns will fire at the closest vehicle, heavy bolter equipped sentry guns will fire at the nearest non-vehicle. If there is no preferred target then the nearest other target will be engaged. Only destroyed vehicles are ignored, immobilised vehicles will still continue to be targeted. Sentry guns have a BS of 2, and an Armour value of 10, and are destroyed by any glancing penetrating hit. A sentry gun cannot move.

Razorwire – 5 pts per 6"

A player can set up razorwire anywhere on the battlefield before deployment begins but after deployment zones have been decided (if possible). Razorwire has no effect on vehicles. Infantry, bikes and cavalry roll one less dice to determine their movement when crossing razorwire. Jetbikes and jump pack units can move over razorwire with no effect.

Tank Traps – 5 pts per 6"

Set up in the same way as Razorwire. The full rules for Tank Traps can be found in the Scenario Special Rules section of the Warhammer 40,000 rulebook.

Mixed obstacle – 10 pts per 6"

Combines the effects of razorwire and tank traps.

Fortifications – 10 pts per 6"

Represent sandbags, barricades, etc. May only be placed in streets. As in the Warhammer 40,000 rulebook, fortifications gives model touching them a 4+ cover save.

Fortified Building – 30 pts per 6" square building

Buildings in the player's deployment zone can be fortified. This represents windows and doors being barricaded, loopholes and slits being cut into walls, and so forth. Enemy units may not use subterranean movement to enter the building and in addition to the occupying troops gain the following advantages:

Their cover saving throw is increased by +1.

They ignore the effects of enemy grenades.

Additional Hidden Set-up Marker – 20 pts each

Normally when using Hidden Set-up there will be one marker per defending unit. If some of these units are in reserve then their markers are still placed but represent minefields and booby traps. See the rules for Hidden Set-up for more details. Additional markers can be picked for 20 points each, and may generate extra minefields or booby traps.

Booby-trapped Building – 10 pts per 6" square of building

The building has been littered with small booby traps designed to kill or disable unwary enemy soldiers.

You must write down exactly which building has been booby-trapped, and show the note to your opponent when any unit enters the building

Any unit that starts a move in the building (friend or foe) will trigger a booby-trap if they roll a 'double' on their dice to see how far they can move in the building. For example, if a unit in a booby-trapped building rolled a 4 on both of the dice to see how far they can move, then one of the models that entered the building would set off a booby-trap.

The booby-trap causes a Strength 3 hit with an AP of 6 on one model from the unit that is in the building. The attack takes place before the unit makes its move, and ignores any cover saves. If a unit suffers one or more casualties from a booby-trap, it must test for pinning.

Command Activated Mine – 20 pts each

There are two types of command activated mine – shredder mines and plasma mines – and the type of each one bought must be decided before the game. Each mine must be allocated to a model or unit at the beginning of the game, and no unit may have more than one mine.

A mine may be triggered by its operator in the Shooting phase as well as firing a normal weapon. This is done by means of an electronic command sent along a wire which works on the roll of 2+. On a 1 the mine is a dud and may not be used again. If the unit moves for any reason, they will abandon the control device and any command activated mines are considered lost.

A **shredder mine** has an explosive charge which is used to unleash a hail of shrapnel towards a target. The mine is located up to 6" away from a model in the unit that triggered it and hits enemy models in the same way as a template weapon: choose an enemy unit which then takes D6 hits on the nearest models to the mine (providing they are within 8" of the mine). Each model hit suffers a S4 hit with an AP of 5, ignoring cover saves.

A **plasma mine** inflicts a single S7 hit with an AP of 2 against a single enemy model or vehicle within 12" of a model from the unit with the mine. Vehicles are hit from underneath and must use their rear armour value.

ATTACKER'S ARMOURY

The attacking player in a Grand Assault mission may spend up to 2D6 x 10 points on assault equipment chosen from the list below:

Jammer packs – 10 points

Jammer packs must be allocated to units. If an enemy unit attempts to activate a Command Activated Mine within 8" of the unit it will only work on a roll of a 6. If the roll fails, the operator can attempt to activate the mine on subsequent turns.

Scaling ladders/grapnel lines – 5 pts per model in unit

Units with scaling ladders and/or grapnel lines may scale the sides of 'impassable' buildings, climbing up the wall as they would as if it were a normal building.

Breaching charges – 5 pts per model in the unit

Breaching charges are used to blast small holes in the walls of fortified buildings and bunkers so that they can be assaulted. Units armed with breaching charges strike simultaneously with the defenders during an assault (just as if they had frag grenades and the building was not fortified).

Demolition charges – 10 pts each, maximum of one per squad

A model armed with a demolition charge may use it in the Shooting phase instead of making its normal shooting attack.

Demolition charges have a range of 6". The attack is treated the same way as for an ordnance attack, except that the model throwing the charge can move on the turn that it throws. Roll to hit as you would for any other ordnance attack; if the attack misses, there is no effect. If the shot hits, the charge causes D6 hits on the target unit but with a -2 to their cover saves.

Demolition charges are one-shot weapons. If a model uses his demolition charge, replace him with a model armed with the basic weapon for the squad. If one is unavailable, the model is removed instead.

Weapon	Range	Str	AP	Notes
Demolition Charge	6"	8	2	Ordnance

May move and fire, one shot only.

Tunneller – 30 points

The attackers have used a mining vehicle or a large team of diggers to clear a path under the battlefield. Any one selection from a force organisation chart may begin the game in reserve even if the mission does not normally allow it, and deploy using the subterranean movement rules. This includes transports and their passengers. A tunneller may be used by any unit, even if it cannot usually use subterranean movement.

Wirecutters – 10 points

Wirecutters can be fitted to tanks or walkers. Alternatively, a number of smaller tools can be issued to the members of an infantry unit. The effect is always the same. A wirecutter that successfully crosses a section of razorwire will effectively destroy that section of razorwire. No more than one section can be destroyed by a single Wirecutter in any given move.

Stummers – 2 points per model in the unit.

Stummers can only be issued to infantry with an unmodified Toughness of 4 or less. Their effect is to deaden noise and make detection that much more difficult. If the unit carrying the stummers is detected by a sentry or makes a noise while disabling one (see the rules for Sentries in the main Warhammer 40,000 rulebook) then the stummers can be used to prevent the alarm being raised for that turn only. Stummers can only be used once.

Smoke or Blind Grenades – 2 pts per model in the unit

Units with smoke or blind grenades are able to use them instead of firing their other weapons in the Shooting phase. When they are used the unit counts as being in cover to enemy shooting until the start of their next turn, giving them a 5+ cover save .
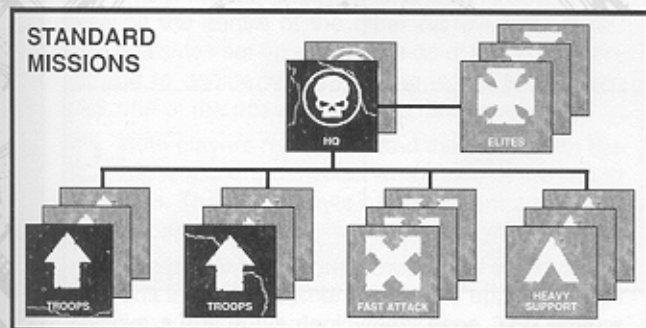
CITYFIGHT MISSIONS

"Some people think that cityfighting is all the same, but I can tell you it isn't. In Vogen we had to fight the rebels on the streets, in buildings, and in the sewers, and every street, building and sewer was different. We were ordered to capture cityblocks, clear strong-points, or defend a building at all costs, and every mission was different. There were more ways to fight than there are planets in the Imperium, and even more ways to die..."

Veteran Sergeant Hessel, 122nd Cadian Regiment

There are two types of Cityfight missions: Standard Cityfight Missions and Grand Assaults. You should decide in advance which type you will play, as the way you pick your army changes radically depending on what sort of mission you choose.

STANDARD CITYFIGHT MISSIONS

Standard Cityfight Missions represent situations where two opposing forces of equal strength are pitted against each other. They are very similar to the Standard Missions featured in the Warhammer 40,000 rulebook. Both players pick an army to the same points total using the standard force organisation chart, which is reprinted below.

Armies are chosen from the army lists in the Warhammer 40,000 rulebook or one of the printed Codexes. Additional equipment from the armouries in this rulebook may not be used when fighting a Standard Cityfight Missions – they are used if you decide to fight a Grand Assault.

Once the armies have been chosen, suitable Cityfight terrain should be set up using any mutually agreeable method. Then roll a D6 and refer to the following table to decide which mission you will be required to undertake. Once you have done this look up the mission on the following pages to find out which special rules apply, how to set up the forces, and what the objectives for each side are.

D6	Scenario
1	Meeting Engagement
2	High Ground
3	Relief Force
4	Fire Sweep
5	Coup de Main
6	The Gauntlet

GRAND ASSAULT

The Grand Assault scenario represents an all-out attempt by an attacker to clear an area of a city that is in enemy hands. It is rather different to most Warhammer 40,000 missions in that, instead of both players having the same points value of troops, the attacker receives twice as many points as the defender. Because of this you should decide in advance who will be the attacker and who is the defender. You can either decide this randomly or decide between you who will attack and who will defend.

Each player picks an army using the standard force organisation chart. Remember that the attacker receives twice as many points as the defender. For example, if the defender was allowed a 1,000 points army, then the attacker would pick a 2,000 points army. If the attacker is using an army of 2,500 points or more then he may use more than one detachment and may include a war machine as one of them. (See Imperial Armour for more details on War Machines)

Armies are chosen from the army lists as normal. Additional equipment from this rulebook may be used when fighting a Grand Assault. The attacker may choose equipment from the Attacker's Grand Assault Armoury and the defender may choose equipment from the Defender's Grand Assault Armoury, as listed in the scenario special rules.

Once the armies have been chosen suitable Cityfight terrain should be set up using any mutually agreeable method. Then look up the Grand Assault mission on page 30 to find out which special rules apply, how to set up the forces, and what the objectives are for each side.

1 MEETING ENGAGEMENT

OVERVIEW

Both sides are moving forward to occupy as much of the city as possible when they meet. Each force must attempt to capture as many buildings as possible.

SCENARIO SPECIAL RULES

Use the Cityfight core rules, and the *Infiltrators* scenario special rule from the Warhammer 40,000 rulebook.

SET-UP

1 Divide the board into quarters. Both players roll a dice, and the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 The player that scored lowest now deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.

No unit may be deployed within 18" of the enemy. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units. Transport vehicles are deployed at the same time as the unit they are attached to and do not have to be deployed adjacent to them in any way.

3 Roll for who gets the first turn. Highest score may choose whether to go first or second.

4 If either side has any Infiltrators, they may make one 6" move after deployment but before the game starts. The player taking the first turn moves his infiltrators first. The move is made as if it were happening in a Movement phase – in effect the infiltrators get a bonus Movement phase before the battle starts.
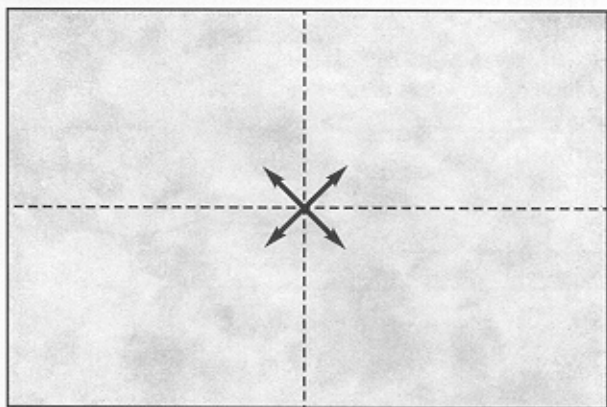
Divide the table into quarters and dice for choice of quarter as deployment zone.

MISSION OBJECTIVE

Both forces are seeking to secure as much of the city as possible. The player that controls the most table quarters at the end of the game wins.

To claim a table quarter a player must control more buildings in that quarter than his opponent. You can claim control of a building at any time as long as you have one or more models in the building and there are no enemy models in the building at the time. You lose control of building as soon as an enemy model enters it. If both sides have models in a building neither can claim control of it.

Once you have captured a building it remains under your control until an enemy model enters it, even if you later leave the building unoccupied. You may find it helpful to mark each building with a coloured counter to show which side controls it.

RESERVES

None.

GAME LENGTH

The game lasts six turns.

LINE OF RETREAT

Units which are forced to fall back will do so towards the nearest board edge of their deployment zone.

℗ HIGH GROUND

OVERVIEW

Tall buildings can dominate a large area of a city, allowing the side that controls them to spot the movement of enemy units and fire upon them. In this mission both sides have been ordered to capture the tallest building in the area.

SCENARIO SPECIAL RULES

Use the Cityfight core rules, and the *Infiltrators* scenario special rule from the Warhammer 40,000 rulebook. When setting up the terrain effort should be made to avoid putting the tallest building within 12" of a long board edge.

SET-UP

1 Draw a line from the centre of a narrow table edge, to the tallest building on the board, and then off the centre of the other narrow table edge. The two sides set up on either side of this line. If it is difficult to decide which building is the tallest than pick one of the possible choices randomly.

2 Both players roll a dice, and the player with the highest score may pick which side of the line to deploy in. The other player's deployment zone is on the opposite side.

3 The player that scored lowest now deploys one unit in his deployment zone. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.

Units must be placed on their side of the line, at least 12" from the tallest building, 12" away from any enemy models and 18" from the enemy's long table edge. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units. Transport vehicles are deployed at the same time as the unit they are attached to and do not have to be deployed adjacent to them in any way.

4 Roll for who gets the first turn. Highest score may choose whether to go first or second.

5 If either side has any Infiltrators, they may make a normal move after deployment but before the game starts. The player taking the first turn moves his infiltrators first. The move is made as if it were happening in a Movement phase – in effect the infiltrators get a bonus Movement phase before the battle starts. This move may not be used to bring the infiltrators within 12" of an enemy unit.
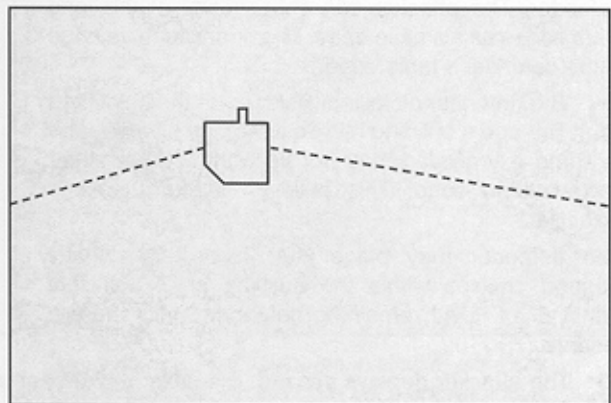
MISSION OBJECTIVE

Both forces are seeking to capture the tallest building on the board.

If only one player has models in the building at the end of the game, then they control it and win the game. If neither player has models in the building then the game is a draw.

If both players have models in the building, then a special round of close combat is fought to decide who controls it. All models in the building fight in the combat with their full number of attacks, no matter how far away they are from the enemy. No models count as charging or as being in cover. If one side is wiped out then the opposing side captures the building and wins the game. If neither side is wiped out then the winner of the round of close combat captures the building and wins the game. If the combat is tied then another round of combat is fought, and so on until one side or the other is wiped out or wins a round.

RESERVES

None.

GAME LENGTH

The game lasts six turns.

LINE OF RETREAT

Units which are forced to fall back will do so towards the nearest board edge of their deployment zone.

☩ RELIEF FORCE

OVERVIEW

A unit belonging to one of the two opposing sides which is occupying a vital building has been cut off and isolated. A relief force has been sent to try and save it before the enemy wipe out the defenders and capture the building.

SCENARIO SPECIAL RULES

Use the Cityfight core rules, and the *Reserves* and *Random Game Length* scenario special rules.

SET-UP

1 Both players roll a dice. The player that rolls the highest is the attacker, and the other player is the defender. The attacker can choose one of the long table edges as his table edge. The opposite table edge is the defender's table edge.

2 The defender picks a building to be the objective. The entire building must overlap the half way line to some extent, and may not be within 12" of either narrow table edge. This building is the attacker's objective.

The defender may place HQ, Troop and Heavy Support choices within the building or, if vehicles, within 6" of it. All remaining defending units start in reserve.

3 The attacker deploys second. His units may be set up anywhere that is more than 18" from any defending troops.

4 Roll for who gets the first turn. Highest score may choose whether to go first or second.
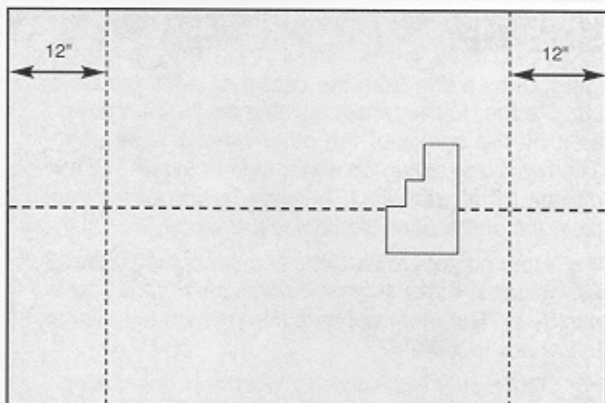
MISSION OBJECTIVE

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

RESERVES

The defender's reserves move on from his table edge.

GAME LENGTH

The game lasts for a variable number of turns, or until the attackers capture the building, whichever comes first.

LINE OF RETREAT

Units which are forced to fall back will do so towards their nearest table edge.

4 FIRE SWEEP

OVERVIEW

Your forces and your adversary's are in scattered pockets across the battlefront. You both need to clear out surrounding buildings and establish a strong battleline, before the enemy gathers in strength and pushes you back.

SCENARIO SPECIAL RULES

Use the Cityfight core rules, and the *Reserves* and *Victory Points* scenario special rules.

SET-UP

1 Both players roll a dice. The player who scores highest may choose whether to begin deploying first or second.

2 Each player has one concentration per 500 points. In a 1,500 points game a player would therefore have three concentrations. Both players secretly allocate units to concentrations with a minimum of one unit to each. Players then take turns to deploy concentrations. These can either be on-table in which case they cannot be placed within 18" of an enemy concentration, or kept in reserve. Use markers to represent the concentrations until all of them have been committed to the table or reserve.

3 The players now alternate replacing on-table concentration markers with models. All models must be deployed entirely within 6" of the marker, any spilling over are lost. If concentrations are kept in reserve roll a dice to determine which table edge they enter from with each concentration rolling separately (see diagram above). It is possible for both sides' reserves to use the same table edge.

4 Each player rolls a D6. Whoever rolls highest can choose whether they will move first or second.

	2-3	
1		4
	5-6	
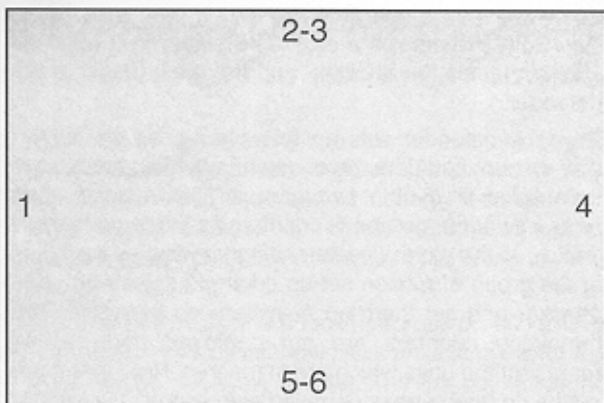
When reserves become available, roll a D6. Units arrive on the table edge shown above.

MISSION OBJECTIVE

Each side is attempting to clear the enemy out of nearby buildings. As well as Victory points for destroying units, each player also gains the following Victory points at the end of the game. For each building which the player's army occupies the player gains +100 Victory points. To occupy a building, the player must have at least one model in the building when there are no enemy models in the same building. The player with the most Victory points is the winner.

GAME LENGTH

The game lasts for six turns.

RESERVES

Units which come on from reserve arrive at a random table edge (see map & deployment notes).

LINE OF RETREAT

Units which are forced to fall back will do so towards the nearest board edge by the shortest route possible, using the normal falling back rules.

5 COUP DE MAIN

OVERVIEW

The city is lightly held by one side's forces and the opponent has launched a surprise attack to seize a vital building. However, although the defender's forces are scattered, they are well hidden and reinforcements are on hand.

SCENARIO SPECIAL RULES

Use the Cityfight core rules, and the *Reserves, Hidden Set-Up, Deep Strike* and *Random Game Length* scenario special rules from the Warhammer 40,000 rulebook.
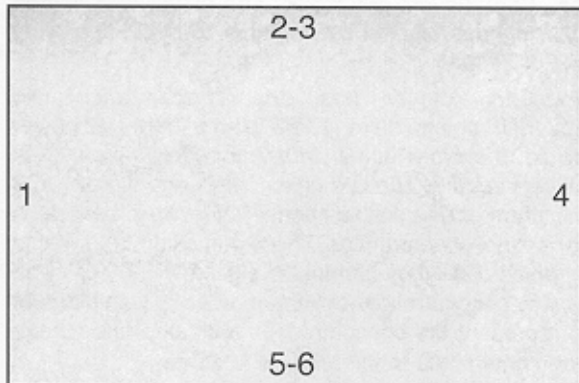
SET-UP

1 Both players roll a dice. The player that rolls the highest is the attacker, and the other player is the defender.

2 The defender sets up first. He places his hidden set-up counters face down, shuffles them, and then splits them into two groups. The attacker then picks one of the groups of counters as the force that will deploy on the table. The defending player may then look at the group of hidden set-up counters selected by the attacker and set them up anywhere on the table. The remaining counters are not deployed and instead represent the units which are in reserve. Note that there will be no booby-traps or mine fields as the counters for the units which are not deployed are kept off the table. The attacker can choose one of the narrow table edges as his table edge. The attacker's army will enter from this edge on the first turn.

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          2-3



1                    4



          5-6
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When reserves become available, roll a D6. Units arrive on the table edge shown above.

3 Both players roll a D6. The player that rolls highest picks a building to be the objective. The entire building must be at least partially within 30" of the attacker's table edge, and may not be within 12" of either long table edge or within 18" of the attacker's table edge. This building is the attacker's objective.

4 The attacker gets the first turn, moving as much of his army as he chooses onto the board from his chosen table edge, and leaving the rest in reserve.

MISSION OBJECTIVE

The attacker is attempting to capture the building defined as the objective in set-up stage 3. The defender is trying to prevent this. If only one player has models in the building at the end of the game, then they control it and win the game. If neither player has models in the building then the game is a draw.

If both players have models in the building at the end of the game, then a special round of close combat is fought to decide who controls it. All models in the building fight in the combat with their full number of attacks, no matter how far away they are from the enemy. No models count as charging or as being in cover. If one side is wiped out then the opposing side captures the building and wins the game. If neither side is wiped out then the winner of the round of close combat captures the building and wins the game. If the combat is tied then another round of combat is fought, and so on until one side or the other is wiped out or wins a round.

RESERVES

The attacker's reserves enter from his table edge. The defender's reserves move on from a random table edge, as indicated on the map (roll a D6 for each unit).

GAME LENGTH

The game lasts for a variable number of turns.

LINE OF RETREAT

Units which are forced to fall back will do so towards their nearest board edge by the shortest possible route, using the normal Fall Back rules.

⊕ THE GAUNTLET

OVERVIEW

The attacker's forces have been cut off and surrounded. Rather than stay and fight they decide to break out before the defender can organise an effective cordon. The opposing side must try to slow them down long enough for reinforcements to be brought up.

SCENARIO SPECIAL RULES

Use the Cityfight core rules, and the *Reserves*, *Hidden Set-Up*, and *Random Game Length* scenario special rules from the Warhammer 40,000 rulebook.

SET-UP

1 Both players roll a dice. The player that rolls the highest is the attacker, and the other player is the defender.

2 The defender sets up first. He notes which unit is represented by which hidden set up counter and then places his hidden set-up counters face down, shuffles them, and then splits them into two groups. The attacker then picks one of the groups of counters as the force that will deploy on the table. The defending hidden set-up counters may be set up anywhere on the table that is at least 12" from a long table edge. The remaining counters are not deployed and instead represent the units which are held in reserve. Note that there will be no booby-traps or mine fields as the counters for the units which are not deployed are kept off the table.

Both players roll a D6. The player that rolled highest picks an 'entry point' for the attacking forces on either long table edge, marking this point with a suitable counter. The player that rolled lowest now picks an 'exit point' for the attacker's forces on the opposite long table edge, marking it with another suitable counter. The exit point must be no further than 60" away from the entry point.

3 The attacker's forces enter the table from the table edge within 6" of his entry point. The attacker may exit units from a table edge within 6" of his exit point. Any infantry in the attackers army that are not equipped with a transport vehicle or jump packs may be deployed within 12" of the entry point at the start of the game.

4 The attacker gets the first turn, moving as much of his army as he chooses onto the board at the entry point, and leaving the rest in reserve.

MISSION OBJECTIVE

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

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

RESERVES

The attacker's reserves (if he has any) enter from his entry point. The defender's reserves move on from a random table edge, as indicated on the map (roll a D6 for each unit), but cannot enter within 12" of the attacker's entry or exit points.

GAME LENGTH

The game lasts for a variable number of turns.

LINE OF RETREAT

Defending units which are forced to fall back will do so towards their nearest board edge by the shortest possible route, using the normal Fall Back rules. Attacking units will fall back towards their exit point by the shortest route.

GRAND ASSAULT MISSION

OVERVIEW

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

SCENARIO SPECIAL RULES

Use the Cityfight core rules, and the *Reserves, Deep Strike, Defences, Hidden Set-up, Night Fighting* (at attacker's option), *Preliminary Bombardment* and *Random Game Length* special rules.

SET-UP

1 The defender places all of his defences and hidden unit markers (see mission special rules). He may deploy anywhere more than 18" from the attacker's table edge. He may keep units capable of utilising deep strike in reserve and deploy them using the *Deep Strike* rules. Space Marine defenders may not use drop pods.

2 The attacker allocates any special equipment to units and then deploys his forces within 6" of his table edge. Any troops may be kept in reserve and must roll for arrival on subsequent turns. Any troops capable of deep strike may deploy from reserve using this method. Space Marine attackers may use drop pods.

3 The defender uncovers his hidden unit markers and deploys his army on the table before beginning his turn. Preliminary bombardment is now resolved and the defender then begins his first turn.

Defender's board edge

Defender's deployment zone

18"

6" Attacker's deployment zone

Attacker's board edge
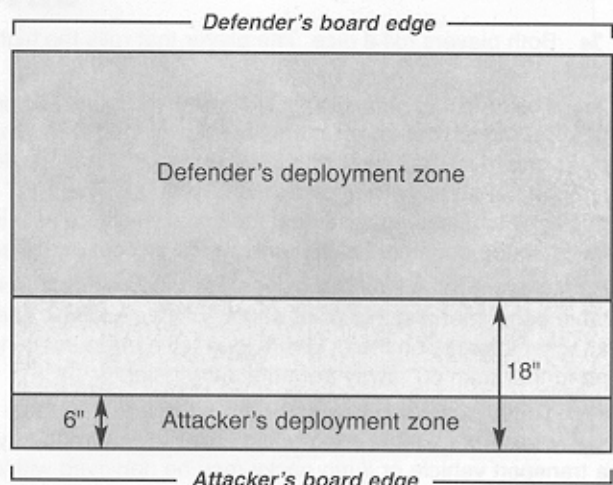
MISSION OBJECTIVE

All the buildings entirely in the defender's deployment zone begin the game controlled by the defender. To win the game the attacker must control every building. If the attacker does not control all the buildings at the end of the game, then the defender wins.

You can claim control of a building at any time as long as you have one or more models in the building and there are no enemy models in the building at the time. You lose control of building as soon as an enemy model enters it. If both sides have models in a building neither can claim control of it.

RESERVES

When either player's reserves become available they move on from that player's deployment zone long board edge.

GAME LENGTH

The game lasts for a variable number of turns. When the Random Game Length rules indicate the game is over, the attacker may request that one extra turn of close combat is performed for every ongoing assault combat, some part of which is in a building. This is intended to clear out buildings being lightly held by the defender on the last turn.

LINE OF RETREAT

Units which are forced to fall back will do so towards their own table edge by the shortest possible route.

FAMOUS SIEGES OF THE IMPERIUM

Below are some brief accounts of famous sieges and cityfights that have taken place since the founding of the Imperium in the 30th millennium.

THE SIEGE OF BADAB
The Badab War, M41

In 901.M41 the Master of the Astral Claws and Lord of Badab, Lufgt Huron, led his Chapter in open revolt against the Imperium. The Tyrant of Badab, as Huron became know, was able to stave off two punitive expeditions but a third, much larger, expedition finally forced him back into Badab City. Fighting for the city was as fierce as any seen since the Horus Heresy, as Space Marine fought against Space Marine in the ruined streets. Although outnumbered the defenders fought with a fury fuelled by desperation. After weeks of fighting barely two hundred Astral Claws were left alive, and they had been driven back to their last stronghold in the Palace of Thorns. At this point Huron was critically injured by a melta blast. Realising any further resistance was futile, the remaining members of the Astral Claws took their Chapter Master's body and fought their way past the Imperial blockade in a handful of surviving ships, escaping into the lawless area of space known as the Maelstrom.

THE STRUGGLE FOR VALHALLA CITY
The War of Survival, M30

The ice world of Valhalla was invaded by Ork raiders in the thirtieth millennium. The Valhallans fell back to their sub-glacial capital city, and prepared for a prolonged struggle. The defenders knew every inch of their frozen realm and made good use of their familiarity in each encounter, and the Orks found themselves constantly ambushed or led into traps or dead ends. After six weeks of fighting the Orks launched a last desperate assault on the Valhallans' main food chamber, but were once again lured into a deadly trap. As the Orks surged into the chamber a mighty explosion tore apart the ice pillars supporting the roof. Those Orks that survived the explosion and subsequent cave-in were cut down by the vengeful Valhallans as they attempted to escape.

BATTLE FOR HADES HIVE
The Armageddon War, M41

After the Battle for the Emperor's Palace this is probably the most famous cityfight in Imperial history. The defenders of Hades hive under the command of Commissar Yarrick held out for weeks against increasingly desperate attacks by overwhelming Ork forces under the command of Warlord Ghazghkull Thraka. As attack after attack was thwarted by the desperate defenders, more and more Orks were drawn into the conflict, while Ghazghkull's attentions became fixated on the city to the detriment of the Ork campaign elsewhere. Hades eventually fell, but the delay and heavy losses the Orks suffered meant they were subsequently defeated and driven from Armageddon only to return 50 years later.

THE SIEGE OF THE FANG
The War of Harek's Shame, M32

The Fang has been besieged several times, but most famous is that which took place in the 32nd millennium. Following the end of the Horus Heresy, Magnus the Red, Primarch of the Thousand Sons, was determined to exact revenge on the Space Wolves for their destruction of the Thousand Sons' home world. He was able to lure Great Wolf Harek Ironhelm into a foolhardy assault on the world of Gangava. While Harek was engaged here Magnus led the bulk of his forces against the Fang. For forty days and nights the Thousand Sons assaulted the famous citadel, but were unable to take it. A force of Wolf Scouts were able to escape from the Fang and bring word to Harken of the siege. He rushed back and drove off the Thousand Sons, but was mortally wounded in single combat with the evil Primarch.

ASSAULT ON NEMESIS HIVE
Battle for Ichar IV, M41

Imperial forces under the command of Ultramarine Chapter Master Marneus Calgar were able to halt an assault on Nemesis hive by Tyranids from Hive Fleet Kraken. The sheer volume of the initial Tyranid attack almost overwhelmed Calgar's forces, yet somehow the Tyranids were held back, allowing the Imperial defenders time to regroup and form a second line of defence which held against the oncoming swarm. After the sudden devastating assault had dissipated, the influence of the hive mind weakened and operations were begun to seek out and destroy the remaining Tyranid nests that had survived in the ruins.
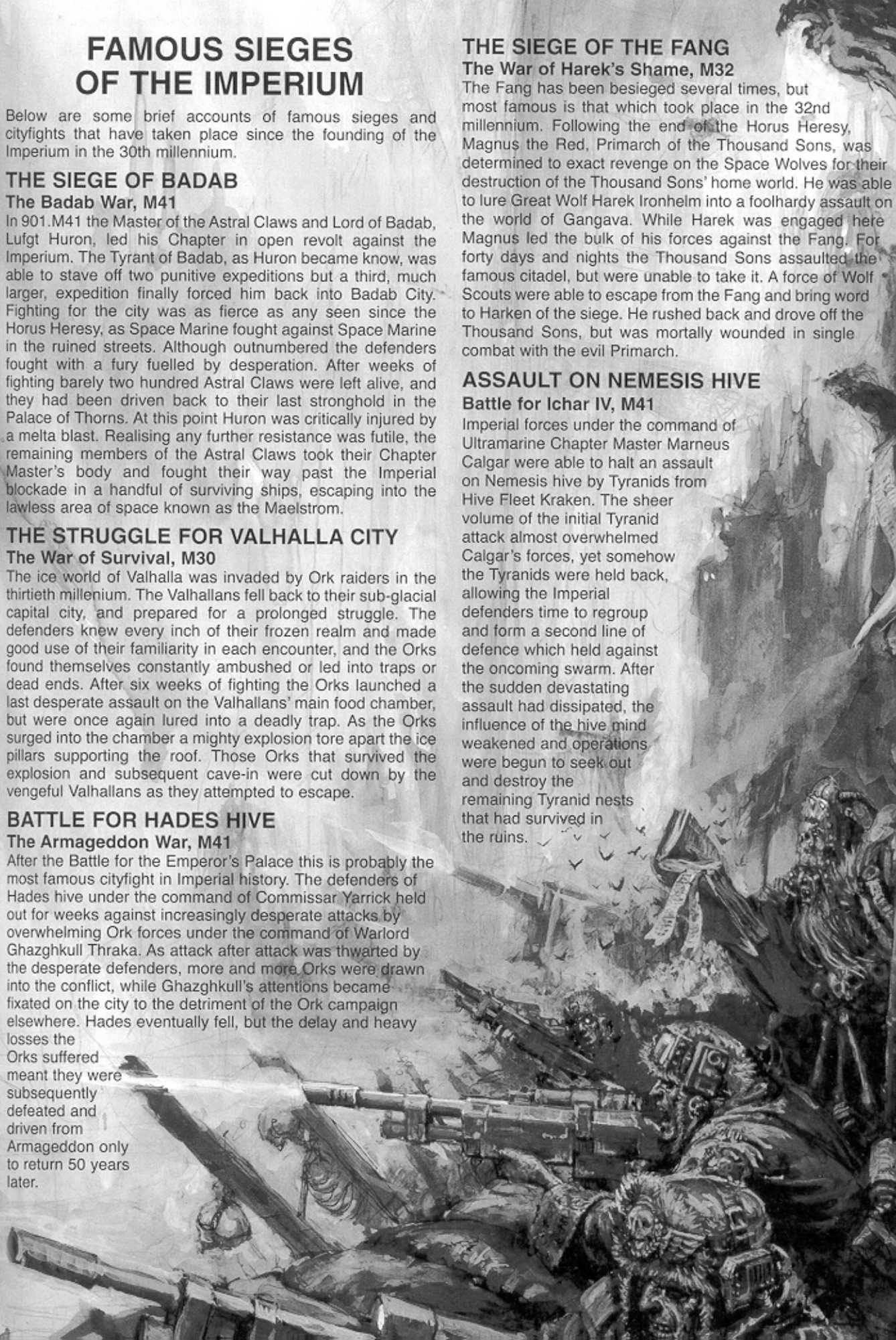
THE SIEGE OF TEMPESTORA HIVE
The Third War for Armageddon, M41

Hive Tempestora initially fell to the Orks very early in the war when the Orks surprised the defenders with an amphibious attack mounted from a fleet of specially constructed submersibles. The Sanctorum of the Order of our Martyred Lady resisted stoutly and the Armageddon Steel Legion fought a desperate mobile rearguard action but the Imperial forces were driven out in a single night. On exiting the city the Imperial forces formed up into a heavily fortified siege line where they were reinforced by contingents from the Storm Giants, White Scars, Marines Malevolent and Salamanders Chapters.

Quickly enslaving the populace the Orks forced them to manufacture weapons for the invaders' use. Morale remained good enough to ensure that many finished vehicles had serious mechanical difficulties although the price of this defiance was paid in blood.

Unfortunately, despite several campaigns to retake the city utilising the full resources of all Imperial troops at Commissar Yarrick's disposal, the city remained in Ork hands. Progress has since been made, and the shattered Morpheus factory complex to the south has almost been retaken. Much of the fighting has occurred on the periphery of the hive as Imperial forces seek to win footholds and achieve high kill ratios to shatter Ork will. A great loss to the Imperium in this fighting was the Blood Angel Captain Tycho – his bravery did more to break Ork morale than a dozen similar attacks.

It is clear that it will take years of bitter fighting and a vast commitment of resources to reclaim this once proud metropolis.

THE SIEGE OF THE ECCLESIARCHAL PALACE
The Wars of Apostasy, M36

When Goge Vandire took upon himself the dual role of High Lord of the Administratum and Ecclesiarch and began the infamous Reign of Blood, he started a schism which almost tore the Imperium apart. After long years of warfare Vandire's forces were defeated, and Vandire and his closest followers were besieged within the Ecclesiarchal palace on Earth. For months the combined forces of the Space Marines and Adeptus Mechanicus tried to breach its walls but failed. It was only when Vandire's personal bodyguard were shown how they had been lied to by their leader and consequently turned against him that the palace finally fell.

THE DEFENCE OF MORDIA PRIME
The Mordian Conspiracy, M36

Cultists on the Imperial planet of Mordia conspired with the Chaos gods to create a portal that allowed the forces of darkness to invade the planet. The famed Mordian Iron Guard resisted as best they could but were driven back into the planet's capital city. Here they put up a desperate defence, but were driven back street by street, building by building, until finally they took up a final stand around the Tetrarchal palace at the heart of the city. At this last moment the spell holding open the portal to the realms of Chaos was broken, and as the Iron Guard watched, their enemies vanished before their eyes. The Iron Guard's heroic resistance had given Imperial psykers enough time to break the spell before Chaos won the planet for all eternity.

THE SIEGE OF BALLE ALPHA
Waaagh-Gogard Campaign, M38

Balle Alpha was besieged by an Ork force under the command of Ork Warlord Gogard. The city walls were well built and halted the attack with minimal losses. The Orks regrouped and started to barrage the city with salvoes of fire from their Gargants. The bombardment continued for days but, just when it seemed that the walls could hold out no longer, Blood Angels reinforcements landed to save the day. Gogard's army was trapped between the Space Marines on one side and the defenders on the other and suffered horrendous loses. The bulk of Gogard's army was destroyed in the first hours of fighting, and Gogard himself was slain leading a futile counter-attack.

SIEGE OF THE EMPEROR'S PALACE
The Horus Heresy, M31

The most infamous siege in Imperial history. Traitor Space Marines under the command of Warmaster Horus attacked Earth at the culmination of the Horus Heresy. Horus' drop ships fell like rain upon the Imperial Palace, disgorging company after company of Traitor Marines. The palace spread over many miles of corridor, courtyards and administrative buildings, and the fighting was fierce and determined. The Traitor Marines and rebel Imperial Guard units gradually forced back the loyal Marines and Emperor's Guards.

The defenders only gave way grudgingly, and the attackers were forced to win their way forward step by step over the casualties of both sides. In places the dead lay so thickly that corridors were blocked off by the press of bodies. As the rebel forces slowly closed the net on the loyalist troops, the Emperor took up a last defensive position with his bodyguard and Primarch Rogal Dorn of the Imperial Fists. All would have been lost if Horus had not lowered the shields on his battle-barge, allowing the Emperor and a small entourage to teleport on board. In the subsequent fight Horus was slain and the siege lifted. Tragically the Emperor was so badly wounded in the battle with Horus that he has been confined to the life support systems of his Golden Throne ever since.

THE INFESTATION OF IYANDEN CRAFTWORLD
Hive Fleet Kraken, M39

Iyanden Craftworld was unlucky enough to find itself in the path of the ships of Hive Fleet Kraken. The presence of the Tyranid bio-ships disrupted the Craftworld's warp drive, and the Tyranids were then able to breach the Craftworld's defences and infest the huge ship with untold thousands of bio-engineered killing machines. The Eldar did their best to contain the Tyranid creatures, but were beset on all sides, and battles were soon raging all over the vast space-borne city. The fighting became increasingly desperate, but despite horrendous losses the Eldar were able to hold out until the intervention of Pirate Prince Yriel drove off the Tyranid ships long enough for the Craftworld to escape. Once isolated from the hive mind those Tyranid creatures still on board were quickly hunted down and exterminated, but the once beautiful city was all but destroyed and over two-thirds of its population were killed in the Tyranid attack.

LORDS OF THE NIGHT

Pete Haines reports on the violent Cityfight battle when Graham Davey's sadistic force of Night Lords Chaos Space Marines encountered the Imperial Guard of Rowland Cox in a Take the High Ground Cityfight mission.

As the battle for the city of Vogen on Kai-Zhann tilted in favour of the liberating Imperial forces, members of the Night Lords Traitor Legion launched a desperate counter-strike. The Arbites precinct house bordering the old city and the administrative quarter had recently been recaptured and repaired by Imperial forces. It was strongly garrisoned and used as an ammunition depot for the continuing advance.

Using a sorcerous trick to draw the garrison out, the Night Lords pounced, closing quickly to seize the precinct house before their deception was exposed.

To fight out this encounter, Graham Davey took the part of the diabolic Night Lords Exalted Champion Gorsameth, and Rowland Cox that of the plucky Captain Fane of the 122nd Cadian. Both are experienced Chaos and Imperial Guard commanders respectively, but this battle was to be fought using the new Cityfight rules and was likely to be a new challenge for them both.

THE MISSION

The Cityfight mission we decided to play was 'Take the High Ground'. In this mission, the players fight to control the highest point on the battlefield. In this case, the tallest point was (appropriately enough) the central tower of the Arbites precinct house. It was surrounded by ruins which included a cellarion, a hab-block and two wrecked manufactorums, further obscured by smoke slowly spreading from the still burning ruin of the old city. Graham won the roll for choice of table edge and put the old city at his back as the Night Lords advanced under cover of the smoke from the south.

The two Traitor Marines were in shadow, the Sorcerer Asuramandos stood with his legs braced holding his staff out before him, faint traceries of quicksilver glittered in the air around it as the warp obeyed his will. Despite his evident and intense concentration he glanced up to his companion and grinned hawkishly. "Have you noticed, brother, how so much of this battle has revolved around this one accursed building?"

"Of course I have," replied his comrade. "First the Arbites stall our rebel friends there long enough for the defences to be organised. Then, having paid the bloodprice, the fools lose it without a fight when their lines were broken by the Imperial Fists."

Gorsameth was marginally shorter than the Sorcerer, but broader, his shape cloaked by his folded raptor wings, and, despite his steady voice, he flexed his lightning claws impatiently as he spoke.

"Sorcerer... I want to send the Emperor's lackeys a message that this is not over, that the fear will always be with them. That precinct house is a symbol of this city's defiance and it must be destroyed. The fools have repaired it to serve as their arsenal and by their actions have served my purpose. Speak, Sorcerer, is it time?"

Asuramandos did not reply – his eyes were far away...

* * * * * * * * *

Captain Fane started as the comm-link burst into life, it was clearer than usual – normally Costman – his comm operator, had to adjust it carefully, but he was on the other side of the room making caffeine. He was glad it was clear, though, because the incoming orders were important. He leapt up, pulling on his helmet and grabbing his kit, "Costman, combat kit NOW! Didn't you hear the new orders? We're rolling out, so MOVE". Costman looked blankly at his officer and then with the resignation of bemused common soldiers throughout the Imperium, he obeyed. Shouldering his lasgun, he followed Fane pausing only to pick up the comm-link and ensure that it was still switched off.

A few city blocks away Asuramandos looked up, "They are leaving but they will quickly forget why. Hurry." With a hiss of anticipation Gorsameth spread his wings and leapt skyward already issuing the order for his concealed troops to advance.

FEAR THE NIGHT
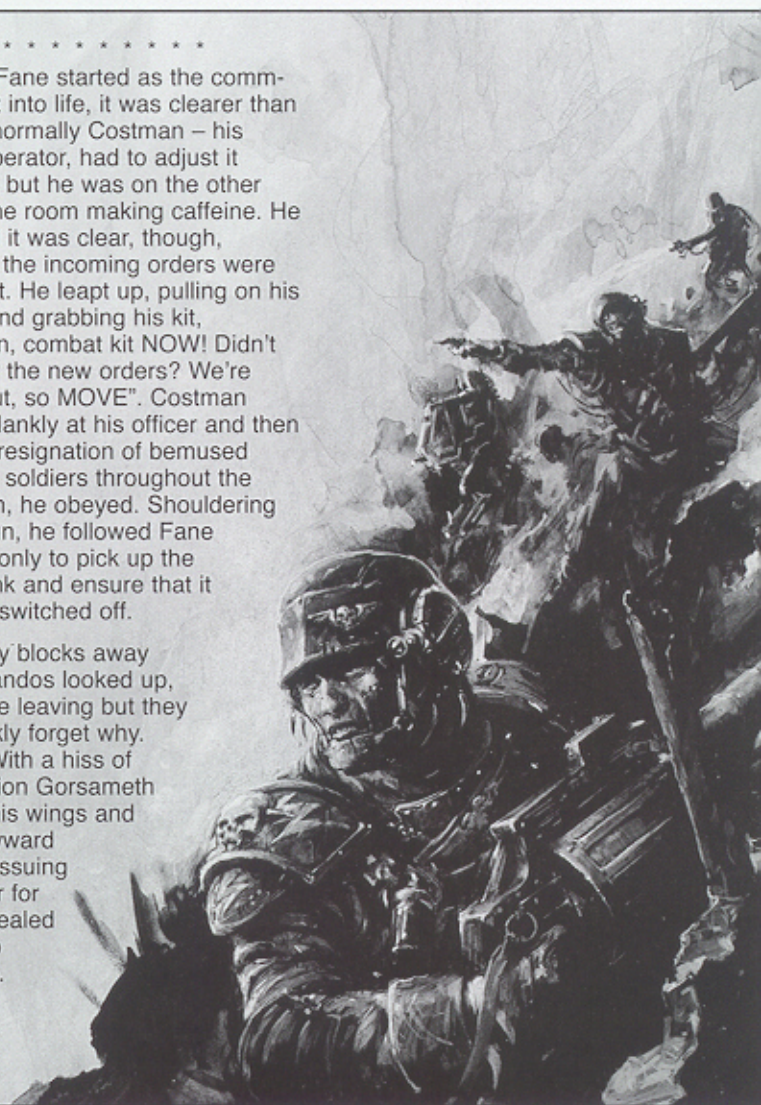
Graham Davey

Graham: 1,000 point Chaos Space Marine armies tend to be pretty small. All my favourite units are the most expensive ones, so it would be quite easy to choose an army with only twenty or so models in it. However, with that few men, you take just five casualties and you've lost a quarter of your army! No – my tactics for small games are to take plenty of models.

Remembering that even basic Chaos Space Marines are better than just about any other normal Troops choice, I took three squads. Next, one squad of Veterans, because their Infiltrate ability can be very useful in a Cityfight. Add to

that a Dreadnought (because they are always entertaining) and five Raptors. The Raptors are pretty expensive and I was torn between taking them or Terminators – the Raptors won out because they have much greater mobility. I went for a reasonably cheap Chaos Lord, with a jump pack so he could move around with the Raptors or go off alone. His lightning claws were added when Rowland decided he wanted to go 'over points' in order to take a Sniper – and it certainly made for a very cool model! Finally, I added enough wargear to make sure that every squad had something to deal with the numerous vehicles which I knew Rowland was fielding – a meltagun, a powerfist, melta-bombs for the Lord, etc. The idea was to keep my army nice and flexible, with each element able to

deal with any target that was available. My tactics were only firmed up as we deployed for battle. This is the best time, as it is vital for a unit to be in the right place for the job you want it to do. The two squads with heavy weapons went straight onto the highest vantage points available to me. I placed the Veterans as close as possible to the objective, knowing that they'd get an extra Infiltrate move. I wanted them to reach the objective before anything else and then hold on to it. The Chaos Lord was deployed specifically to take out the dangerous Griffon, which Rowland had put near the back but unsupported. If he was still alive after that, he had the mobility to reach (and then slaughter) some other stuff too. The remaining squad, Dreadnought and Raptors were placed on my right, as close as possible to the enemy. Their job was to stop the bulk of the enemy army from reaching the objective at all. If I could get them amongst the Imperial Guard infantry, they should make a big hole! Overall, I knew it was a tall order for an Imperial Guard army to seize an objective, especially when faced with a Chaos Space Marines army. My biggest worry was that taking heavy shooting casualties early on would leave me with simply too few Marines to stop the hordes of Guardsmen.

Arbites Precinct House

Hab-block

FOR THE EMPEROR!

Rowland: It's not often you have the luxury of choosing an army from scratch, and getting the 'Eavy Metal team to paint it for you. I was lucky: the fact that we didn't have a proper Cityfight army done, and with time fast running out to paint one, decisions had to be made. So somebody foolishly asked me to choose pretty much what I wanted. Hooray!

Firstly, if I was going to choose an army from scratch then it would have a strong siege/city-fighting theme. Secondly, that meant lots of close ranged weapons, and as my army would be moving to close on the objective, I figured I wouldn't have time to hunker down for a long range fire fight anyway. I have found that flamers work fantastically well, a corking D6 hits per squad they hit. Toasted traitor, perfect! Thirdly, I would need hard, survivable tanks and troops to survive any lethal crossfires which Graham might plan.

To theme the army strongly, the inclusion of plenty of troops was essential, an easy thing with Imperial Guard, so one Infantry Platoon, supported by an Armoured Fist squad seemed to fit the bill. Obviously I equipped them with as many flamers as I could, including a double heavy flamer on the Chimera (they don't call me Rowland 'Burn Them' Cox for nothing!). Next, infantry support in the form of a Sentinel, equipped with an armoured crew compartment to make it more survivable, and a Griffon for long range firepower. Continuing the fiery assault theme, a Hellhound would provide excellent scare factor. Lastly I needed some real punch, so I chose a tooled up Command HQ, backed up by the hardest things available to me. Nothing fits the bill better than the Demolisher Siege Tank, backed up with some 'Big Toy Soldiers', a hardy Storm Trooper Squad. My army was chosen.

One important factor to consider for a Cityfight is the amount of terrain, and its effect on vehicles. If you can't get to where you want to be, then you can't win. All of my tanks, which I was going to move around with, had rough terrain modifications. This would allow them to re-roll failed difficult terrain tests, a very useful thing! Extra armour would allow my tanks to keep moving as well. After all, I didn't want my tanks to get stuck and then ambushed by power fist wielding Chaos Berzerkers!

Having played this mission a few times, I decided that the best chance I had of winning was with a well-timed charge towards the objective at the end of the game. Too soon, and I would get swamped by Chaos Marine scum. Too late would mean no chance of wrestling the objective from dug-in squads of Night Lords. My plan was simple, advance en masse to the objective, engaging Graham's Traitorous Legions in close-ranged firefights, where my superior firepower would really take its toll. I could then finish any survivors off with a massed assault (remember, all models within 6 inches get to fight, and with Imperial Guard that's a lot of attacks!) I could feel this battle report was going to be great fun. With fire and steel I would cut a swathe through the Traitors!

To my right, I stationed the Griffon lurking behind a ruined building, its mortar loaded and ready to fire. On the left, the Hellhound moved up to the corner of the manufactorum, while above it, covering the gantry over the pipes, was a sniper. The Demolisher advanced down the main street, flanked on either side by Storm Trooper teams.

Behind the Demolisher, the Armoured Fist squad advanced in their Chimera. In the Cadian centre, the first platoon and Captain Fane's Command squad crawled forward through the ruins. Already ahead of them, due to its scouting ability, the Sentinel reached the corner of the precinct house.

Manufactorum

Cellarion
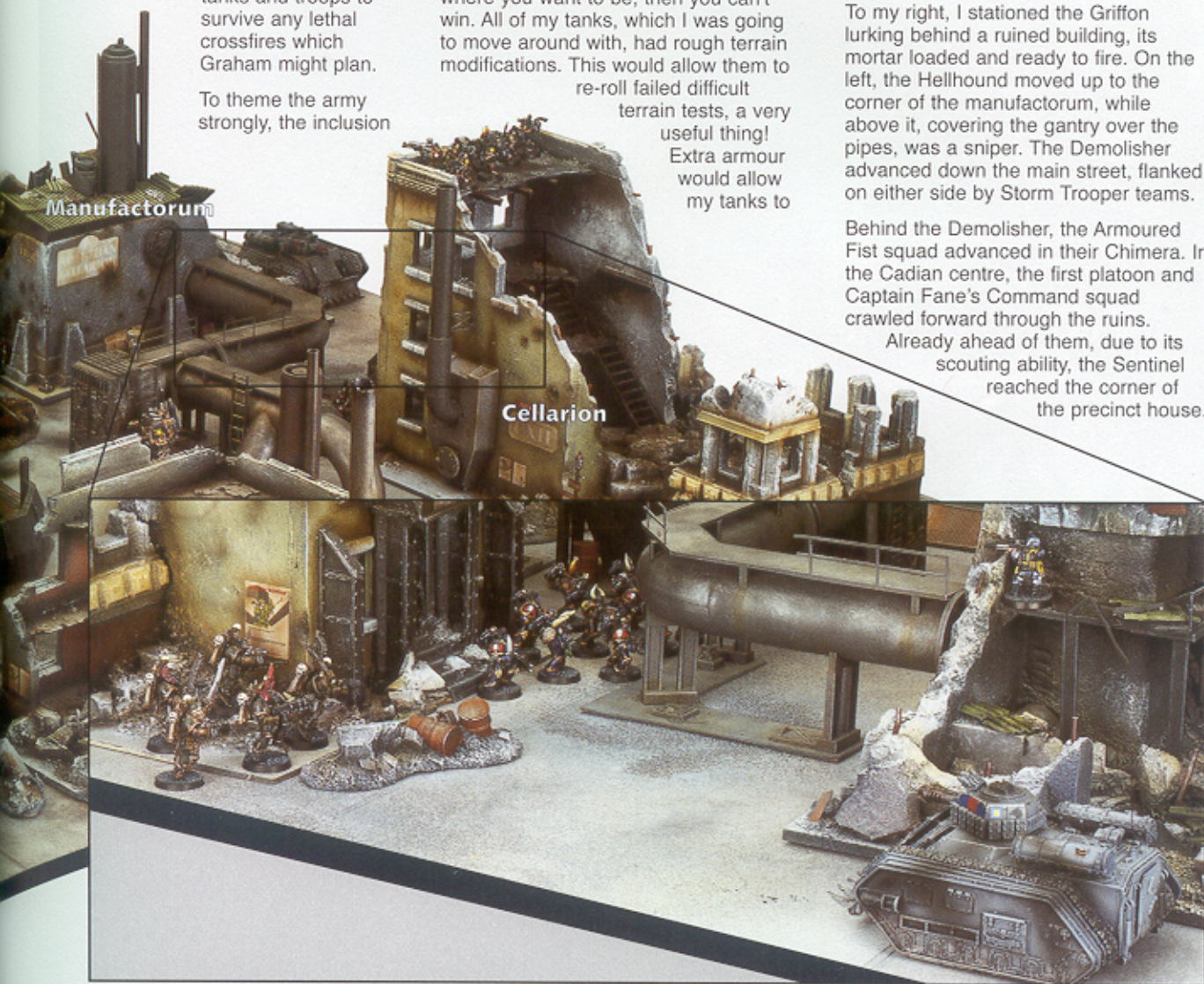
GORSAMETH'S NIGHT LORDS

HQ
Exalted Champion Gorsameth with two lightning claws, frag grenades, melta bombs, jump pack, spiky bits and the Mark of Chaos Undivided. **125 pts**

Elites
8 Chaos Space Marine Veterans with bolt pistols, close combat weapons, frag grenades and one with a meltagun. **162 pts**

Troops
10 Chaos Space Marines with bolters, frag grenades, one with a flamer, including **Aspiring Champion** Gothvell with a power fist. **203 pts**

7 Chaos Space Marines with bolters and one with an autocannon. **115 pts**

7 Chaos Space Marines with bolters and one with a lascannon. **120 pts**

Fast Attack
5 Raptors with bolt pistols, close combat weapons, frag grenades, krak grenades and one with a flamer. **178 pts**

Heavy Support
Chaos Dreadnought with a plasma cannon and Dreadnought close combat weapon. **115 pts**

1,018 pts

122nd CADIAN IMPERIAL GUARD

HQ

HQ | **Command HQ**
Captain Fane with a bolt pistol, power weapon and carapace armour.
4 Guardsmen, one with a standard, one with a meltagun and two with flamers. **110 pts**

Elites

S/1
S/2 | **Storm Trooper squad** with hellguns, targeters, carapace armour, one with a flamer, one with a meltagun including:
Veteran Sergeant with a hellpistol. **145 pts**

⊕ **Sniper** with a sniper rifle. **15 pts**

Troops

Infantry Platoon

COM | **Command Section**
Lieutenant with a shotgun.
4 Guardsmen with lasguns, two with meltaguns and one with a comm-link. **62 pts**

1/1
1/2 | **Infantry Squad**
10 Guardsmen with lasguns, one with a flamer, one with a missile launcher and one comm-link.
83 pts

2 | **10 Guardsmen** with lasguns, one with a flamer and one with a comm-link. **68 pts**

AF | **Armoured Fist Squad**
10 Guardsmen with lasguns and one flamer.

Chimera with a turret heavy flamer, a sponson heavy flamer, smoke launchers, extra armour and dozer blades. **160 pts**

Fast Attack

Sentinel with a heavy flamer and armoured crew compartment

Hellhound with a turret-mounted inferno cannon, extra armour, a dozer blade and smoke launchers. **83 pts**

Heavy Support

Griffon with a heavy mortar and hull-mounted heavy bolter. **75 pts**

Demolisher with a turret-mounted demolisher cannon, a heavy bolter, extra armour, dozer blades and smoke launchers. **168 pts**

1,029 pts

SPLITTING SQUADS

In Cityfight games the Imperial Guard are able to split their normal ten man squads into five man teams. This enables them to advance alternately with one team providing covering fire. Two of Rowland's squads had split in this way to provide greater flexibility.

TURN 1

NIGHT LORDS TURN 1

Graham won the roll for first move, and the Night Lords seized the initiative. Lord Gorsameth's leap took him to the foot of the ruins behind which the Griffon was lurking. He sheltered from view for a moment while he prepared a melta-bomb. In the centre of the precinct, the Veterans effortlessly scaled the precinct house wall and advanced into the crate-filled courtyard.

> Because the wall posed a serious obstacle to men on foot we decided that when crossing the wall, two D6 would be rolled and the LOWEST taken as the distance moved. Graham wasn't that worried as he rolled two 6s!

The Dreadnought Medraut lumbered, to a pile of covering debris, blazing away at the Cadian Platoon Command squad, supported by the lascannon in the ruined hab-block. Gothvell's squad broke cover, sprinting toward the manufactorum, firing on the run at the Storm Troopers. Two fell, and the rest turned on their heels, promptly fleeing to the jeers of the Guardsmen. More decisively, the autocannon on the cellarion roof rained shells on the Chimera, ripping its left track off, immobilising it, and disabling its turret flamer. The Raptors doused the Hellhound with their own flamer but their hopes of sparking a greater conflagration were thwarted by the Hellhound's armour. The Raptors fired their jump packs again and, rising high, they suddenly swooped down to the manufactorum gantry where the Cadian Sniper was lining up a shot at Gothvell. The Raptors shrieked with glee as they cut him down.


From their high vantage point, the Night Lords immobilise the Chimera

The 122nd Cadians advance through the ruins.

The wave of Cadian infantry swept impressively from the ruins, their ancient flag unfurled. In the vanguard, the Platoon Command squad's meltaguns immobilised the Chaos Dreadnought. The 1/2nd Squad, the Demolisher and the Griffon all fired on the rapidly closing Squad Gothvell, but only the Griffon found the range, killing three. The Hellhound rattled around the corner, returning the Raptors' flame attack with a far more potent one of its own. The Raptors' power armour saved them from the worst, although one still fell, and the remainder had no choice but to fall back before the furnace heat of the inferno cannon.

The retreating Storm Troopers refused to regroup and fled the battlefield. In the vanguard of the Imperial Guard advance, the Sentinel moved up to the precinct house ramp, but the Armoured Fist squad declined to move, staying under cover in their immobilised Chimera.
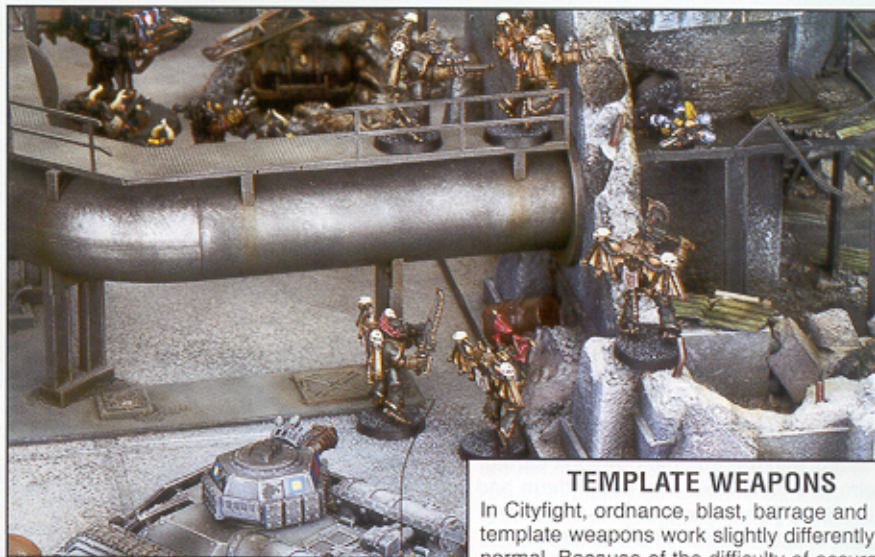
The Raptors slaughter the lone sniper; the Hellhound takes revenge.

TEMPLATE WEAPONS

In Cityfight, ordnance, blast, barrage and template weapons work slightly differently normal. Because of the difficulty of accura placing the various plastic templates over crowded city terrain, the number of casual is assessed by rolling a dice. Ordnance weapons and flamers cause D6 hits, blast barrage weapons cause D3 hits. When firi the inferno cannon, Rowland rolled a 6. Because it is not possible to hit any single model more than once, all excess hits are discarded. There were only five Raptors, s roll to wound was made for each and the s hit was discarded. Blast and barrage weapons, including ordnance, use a simila system though they must first roll to hit. Th represents the fact that in a city a slight mi can cause a shell to burst high above the battlefield or be deflected by rubble. This ti the Griffon hits squarely and, as an ordnan weapon, rolls a D6 scoring 5 hits. After sav three men from Gothvell's squad are remo testament to the Griffon's deadliness.
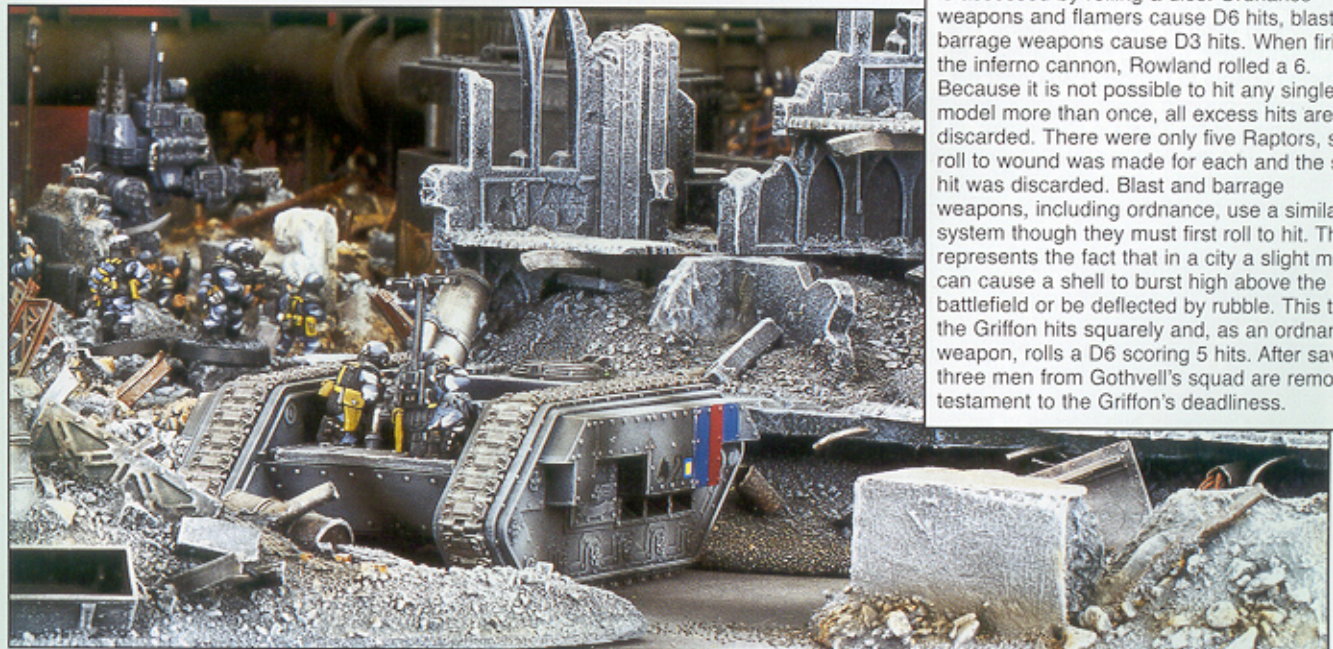
The Griffon rains death upon the Night Lords.

NIGHT LORDS TURN 2

From their eyrie on the cellarion, the squad with the autocannon took careful aim at the Hellhound beneath them and scored a penetrating hit that saw the tank erupt in flame. The Raptors regrouped, using the tangle of pipes for cover. Gothvell's squad immobilised the lightly armoured Sentinel with a hail of bolt pistol shots prior to charging the surviving team of Storm Troopers. The Dreadnought, roaring his frustration at being unable to rampage amongst his enemies, gunned down the front two members of the Platoon Command squad. The lascannon squad in the hab-block ruins continued to fire on Fane's Command squad as well, killing their meltagunner.

In the Assault phase, Gothvell's power fist shattered the spine of a Storm Trooper, but the combat was otherwise indecisive and the Storm Troopers stood their ground. On the left flank of the battle lines, Lord Gorsameth flipped over the ruins ahead of him landing in front of the Griffon, where he deftly attached a melta-bomb. The Griffon shuddered as the charge ripped through it, incinerating the crew.

At this point the Night Lords looked to have the Guard pinned down, but they reckoned without the rugged determination of the 122nd Cadian.
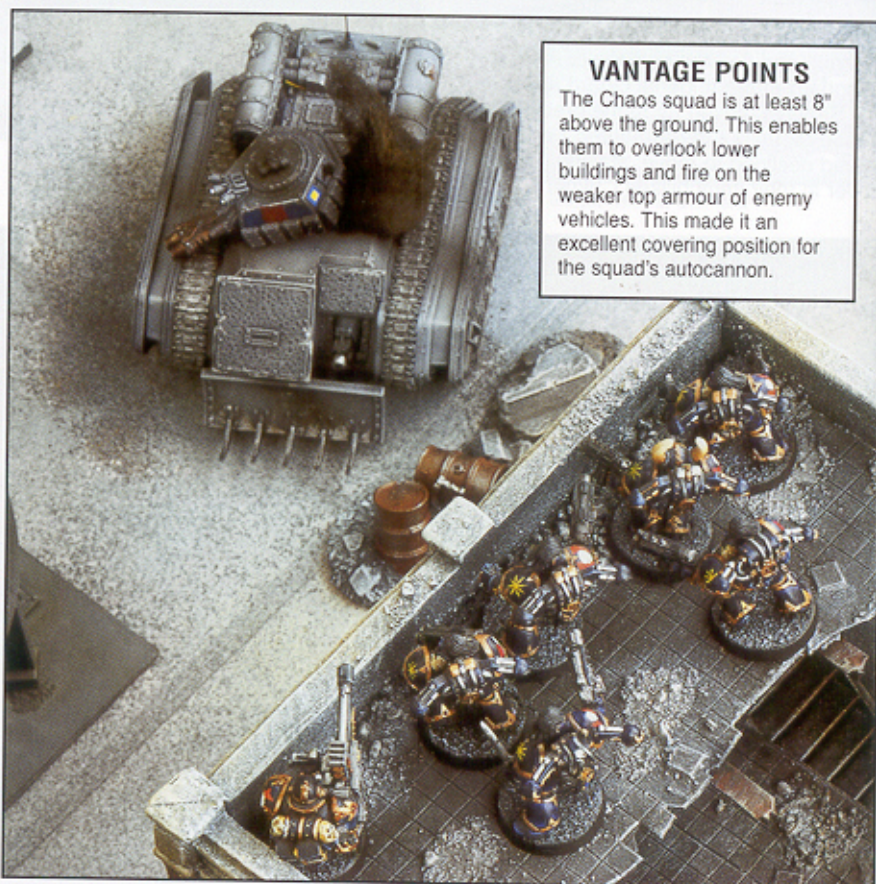
VANTAGE POINTS

The Chaos squad is at least 8" above the ground. This enables them to overlook lower buildings and fire on the weaker top armour of enemy vehicles. This made it an excellent covering position for the squad's autocannon.

From their perfect vantage point, the Night Lords destroy the Hellhound.

The Demolisher rumbled forward, its hull-mounted heavy bolter blazing, crushing abandoned ground cars beneath its tracks.

DIFFICULT GROUND

In Cityfight, just like in normal Warhammer 40,000, vehicles like tanks can be immobilised by crossing rubble. This type of terrain is much more common in Cityfight though. In this case, the Demolisher moved 6" and had to test to cross difficult ground, rolling a '1' which would normally immobilise it. Fortunately, though, it was equipped with dozer blades, which allowed the dice to be re-rolled. The Demolisher rolled a 4 and negotiated the debris successfully.

While the Demolisher and 1/2nd tried in vain to suppress the autocannon squad on their rooftop, Fane issued the order to fix bayonets. Gothvell gazed around his position to see dozens of Cadians charging at his squad. The Armoured Fist squad disembarked from the Chimera and rushed to complete the trap. The street was filled with fighting men, the Guardsmen swarming around their giant adversaries, stabbing and shooting.
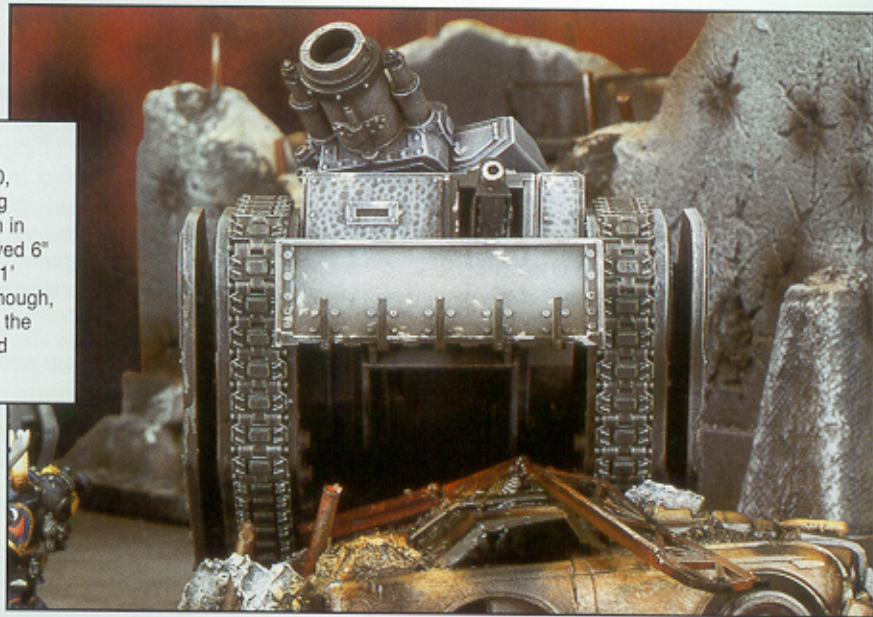
One by one the Night Lords fell, but though they died to a man they fought back desperately, slaying several Cadians. Gothvell himself fell with a Cadian neck still in the grip of his power fist. The Cadians consolidated toward the precinct house, wiped their bayonets

and checked their clips. The advance was back on again.

The power of numbers had been impressively demonstrated. Now fully deployed, the Cadians presented a formidable sight with little apparently standing between them and the Chaos Veterans in the precinct house.

The Demolisher effortlessly rumbles through the debris.

CLOSE COMBAT

In Cityfight the normal requirement to be in base to base contact or within 2" of the enemy in order to fight is relaxed. Instead, you can assault as long as one member of your unit can reach the enemy. When fighting, all models within 6" of the enemy get to fight with their full number of attacks. Hits cannot be allocated and all casualties are removed by the owning players. This results in bloody but decisive combats. This is because when fighting on city terrain, it can be almost impossible to balance models in exactly the right positions. Consequently the system is more forgiving and assumes that unit to unit combat is a swirling affair in which everyone is hacking at one another. The massed mêlée in this game is an example of how numbers can prevail in these circumstances.

The Imperial Guard wipe out the Night Lords in close combat through sheer weight of numbers.

NIGHT LORDS TURN 3

Its fury beyond control, Medraut raged at the puny Guardsmen as he went into fire frenzy and swept their ranks with plasma fire. The Raptors flanked the Guard to the right, firing into the press as the overlooking Chaos squads added to the salvo. Great holes were torn in the Guard's ranks as they advanced across the open ground. Gothvell's fatal charge had drawn the Guard platoon into a killing field. While the Guard wavered under the devastating fusillade, the Raptors swooped into the Armoured Fist squad at the rear of the Guard formation. By striking at the Guardsmen from the rear, the Raptors hoped to draw them away from their objective if they were tempted to counter-attack again. The Raptors killed two Guardsmen and the rest fled, chilled by their piercing screams.

The lascannon squad in the hab-block had run out of targets, so they climbed down to ground level and headed for the street.

The street echoed to the amplified roar of the Chaos Dreadnought, its plasma cannon glowing like a small sun as it disgorged raw energy, each bolt creating bubbling pools of molten matter where the road once was. The Cadians flinched from the heat only to find themselves under fire from the roof of the cellarion, the storm of explosive bolts forcing them back. A further burst from the roof of the precinct house forced them back the other way, men clutching at their flak jackets as the long range shots struck home. The whole platoon swayed under the terrible volley, cut down like wheat before the scythe. The high-flying Raptors landed to the rear of their formation and rushed into them shrieking like daemons. And yet through the din they heeded Fane's words,

"Are you not Cadians? Stand up and fight!"

One by one, they rose to their feet. Ignoring the sickening sight of the Armoured Fist squad being ripped apart by the Raptors, the 122nd turned once again to face the precinct house.

BUILDINGS

Detailed buildings add enormously to the enjoyment of Cityfight and the rules are designed to keep movement through them clear and simple. Models move through a building as they would any other difficult terrain, rolling two dice and selecting the higher score to determine movement distance. Models can also move up or down the same distance, while they move forward. When the Chaos squad leaves the hab-block it moves 4". This is enough to move the models down a level as well as 4" towards the street. If they had rolled higher, for example rolling a 2 and a 6, giving them a 6" move, they could have moved up or down 6" as well as 6" forward. This same principle is applied to all movement in buildings. Additionally, when in buildings the requirement that all members of a squad stay within 2" of each other is waived and troops remain a coherent unit as long as they are within 4" of each other. You'll find this really helpful to avoid having to balance models on piles of rubble or low walls.
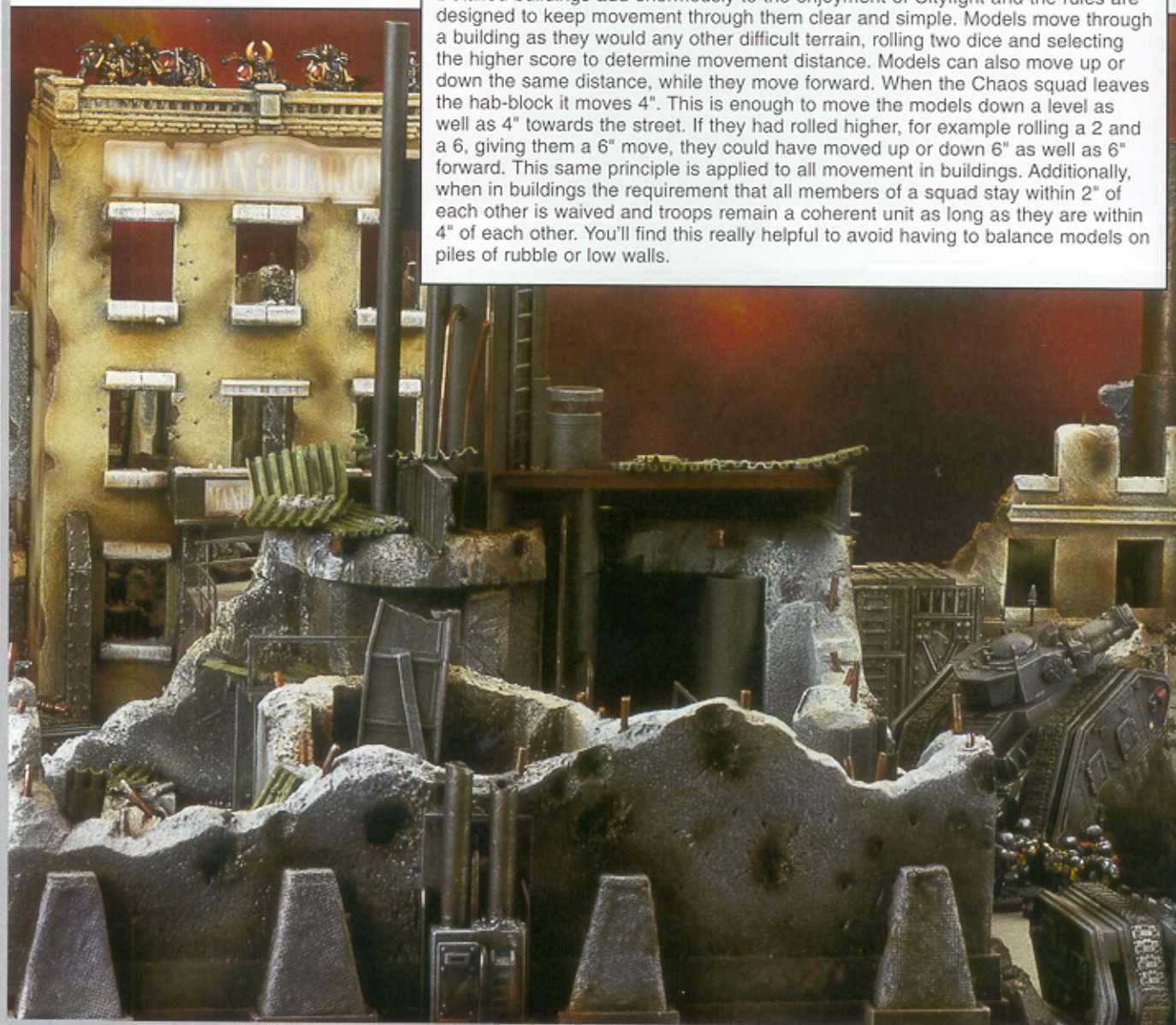
122nd CADIAN TURN 3

The Cadians were being shaken by every Chaos turn, but had little choice but to press on. Inspired by their comrades' stoicism, the Armoured Fist squad regrouped.

1/1st and 2nd Squads, supported by Fane's command group, advanced toward the precinct house ramp, passing the immobilised Sentinel. Meanwhile, Fane directed every other unit to fire at the Raptors. Even the immobilised Chimera was in range, although because the Raptors had consolidated into the cover of the ruins they managed to avoid the worst of the incoming fire.

Critically, the Demolisher missed again, it had now missed with every shot it had fired from its big gun. As the smoke cleared a single Raptor had survived the destruction. In desperation, the last Storm Trooper charged the Raptor, intent on finishing it in hand to hand combat. Their bitter duel was indecisive, though, with neither able to land a telling blow.

Troubles were mounting for the Imperial Guard. Beset by enemies on all sides, they had to be able to silence at least one threat a turn if they were to continue the advance. They lacked adequate heavy weapons for this amongst the infantry, and with their one surviving vehicle, the Demolisher, seemingly incapable of hitting, they were unable to deal out enough damage. At the end of the third turn it was clear that they were in danger of being slaughtered by the deadly crossfire laid down by the Night Lords.

REGROUPING

Normally a unit must be more than 6" from the enemy and at least half strength to regroup. There is no such limitation in Cityfight. When fighting in a city, troops spend every second fearful of the attention of an enemy sniper or that the next pile of rubble is booby trapped. They become desensitised and brutal, survival becomes less of an option as there is no escape, just the opportunity to strike back at your enemies and drag them down with you. Once the initial panic is passed then regrouping to fight on represents the only chance, however slim, of survival.
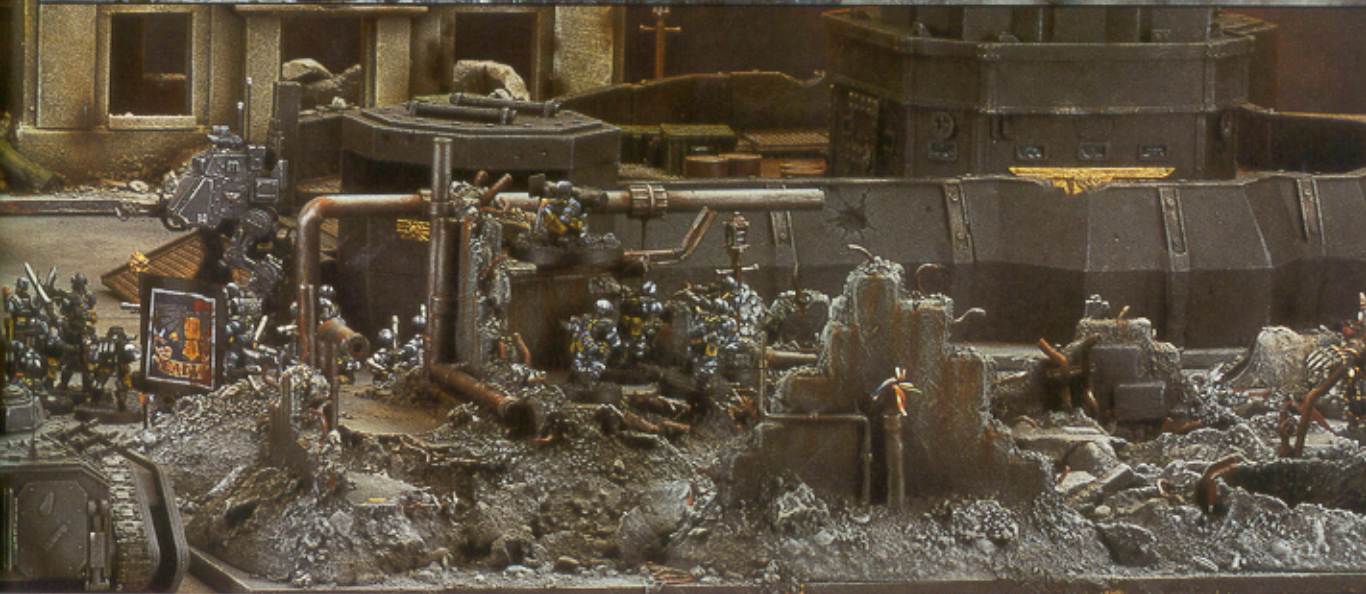
NIGHT LORDS TURN 4

In the shadow of the ruined buildings the lascannon squad exited the hab-block, and Lord Gorsameth leapt into position to charge into the Cadian rearguard.

Medraut fired on the Armoured Fist squad, killing four Guardsmen. Since its immobilisation, the Guard had ignored the Chaos Dreadnought, and this decision was proving to be very costly indeed.

The squads atop the cellarion and the precinct tower continued to fire on the embattled Cadian platoon, dropping the standard bearer. The remaining Raptor despatched the last Storm Trooper and prepared to return to the fray. Lord Gorsameth leapt at the Armoured Fist squad, a blur of motion dealing death at every side. All four surviving Guardsmen were killed, leaving the bloody-handed Chaos Lord and the last Raptor standing side by side after consolidation moves.

The Night Lords redeploy to find a better firing position.

The Chaos Lord rips into the Armoured Fist squad.

CONSOLIDATING AND SWEEPING ADVANCE

In urban warfare, all troops quickly learn the importance of looking before they leap. Unlike open-field battle, there is no sweeping advance in City fight. It is too easy for troops to fall back around a corner and be waiting ready for an over-eager pursuer. Consequently, the winner of a hand to hand combat can only perform a consolidation move and cannot use this to contact another opponent.

The Demolisher opens up on the precinct tower.

The Cadians were running out of options; the bulk of their infantry moved up the ramp into the precinct house courtyard. Those in range, supported by the Demolisher, fired on the Veteran squad in the precinct house tower, but their fire was hurried and inaccurate.

The Chimera's flamer fired at the Raptor but once again it survived. The Cadian 1/2nd had little choice but to fire at the Chaos Lord. Fortunately for him, the krak missile missed, but he was still wounded by a lucky lasgun shot.

The Demolisher finally managed to hit its target (the amount of collateral damage done by its misses to the surrounding district can only be guessed at !) and rolling a D6 for effect, scores 3 hits. Clearly the shell has hit the side of the bastion and caught three of the Chaos Marine Veterans in its blast. Rowland was not as successful when rolling to wound though, as two of the three dice were 1s, resulting in only one wound.

Even if more of the hits had wounded the Veterans, they could have still survived by making cover saves. In Cityfight, buildings confer a 4+ cover save.

As Private Wylie waited for his loader to choose the next target, he was startled to find a target choose them. At the edge of the ruins in front of them, a massive winged Chaos Marine rose from a crouch to his full height and turned to face them. Wylie heard his loader swear under his breath. Standing at least a foot taller than any of them, the Chaos Marine lifted his arms out to either side offering himself as a target, and he heard a voice of velvet edged with steel speak to him.

"Am I not a heretic? Punish me in the name of your false Emperor, but beware, for death and I are old friends."

Wylie heard his loader yelling, "Fire, fire, fire," and saw his squad mates' lasgun fire explode across the traitor's armour before he fired his missile launcher. Miraculously, one of the lasgun bolts found a weakness in the giant's kneepad and he tumbled to one side just as Wylie's krak missile slashed through the space he had been standing in. Wylie felt physically sick. He heard the rich laughter of his enemy coming closer, but didn't look up. He knew full well what was coming.
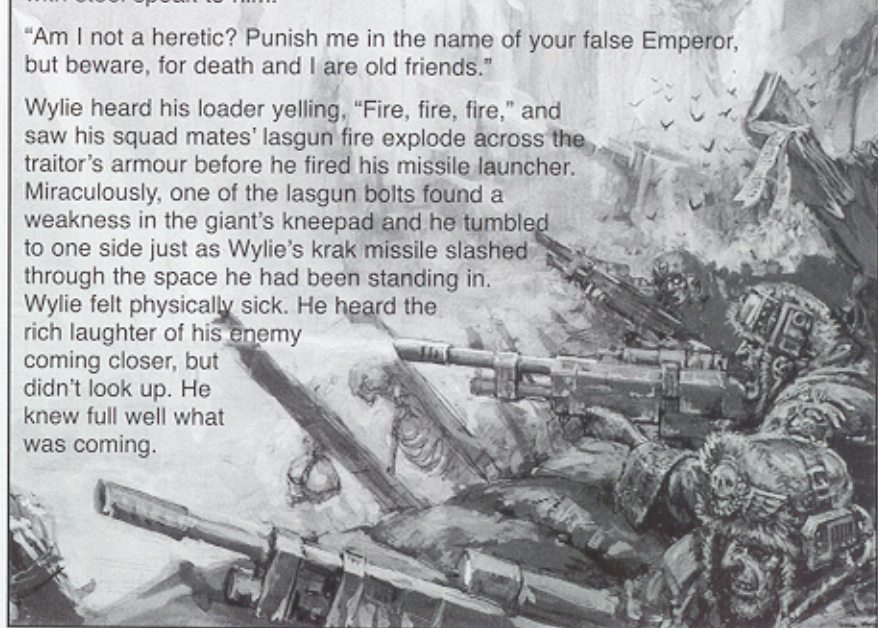
TURN 5

NIGHT LORDS

The Night Lords hungrily pressed on their attack, the objective within reach of their black claws. While one squad moved up to the precinct house compound wall, the two in elevated positions continued to pick off the Cadians desperately charging up the compound ramp.

Lord Gorsameth turned away from the Guardsmen and decided it was time to remove the threat of the Demolisher before its luck turned. He leapt towards its rear, preparing another melta-bomb.

Behind him, the lone Raptor continued to pass his 'All On Your Own' test and fired his flamer at the Cadian 1/2nd, killing one of them. The survivor fled, badly burned by the Chaos Marine's fire.

The Dreadnought, still immobilised, but with a view to plenty of targets, turned its steaming plasma cannon on the Chimera, destroying it with a fortunate shot.

Nearby, Lord Gorsameth calmly attached a melta-bomb to the stationary Demolisher and stood back as the shaped melta charge exploded. At first the siege tank just rocked on its tracks, but then a secondary explosion far greater than the first ripped through it as its ammunition detonated, flipping the massive machine over.

CADIAN 122ND

Left with a tiny handful of troops, Captain Fane prayed to the Emperor for a miracle, but didn't take his eyes off the objective.

Remarkably, the 1/1st actually got into the precinct house keep and, climbing the ladder, burst onto the roof. The Veteran Chaos Marines on the rooftop were grouped at one end of the tower, firing down into the courtyard. Sensing their last opportunity, the Cadians fired. Simultaneously, the remains of the 2nd squad down in the courtyard added their fire. But despite firing three flamers at the Chaos Marines, the Cadians did no damage whatsoever.

All hope had now gone for the Cadians, surrounded and outnumbered, they still refused to abandon their mission. Captain Fane drew his power sword and prepared for the inevitable counter-strike.

The Cadians finally make it into the precinct tower.

The Dreadnought targets the immobile Chimera.

"Traitors, heretics, turn and face us, it's cleansing time" Sergeant DeJano roared like a madman as he triggered his flamer. The line of Chaos Marines were engulfed in flame. From below the parapet, two further gouts of flame roared up and over the crenellated wall, wreathing the Night Lords in a sea of living flame. DeJano laughed and cried at the same time, certain that after their charge through hell to get here, the 122nd had once again triumphed. Then the flames died and the Chaos Marines turned to face DeJano and his comrades. Their ceramite armour was blackened but not one had fallen. With a precise click, a line of bolters was brought to bear.

Down in the courtyard Captain Fane heard the voice of Sergeant DeJano crying out in despair, ended by a burst of bolter fire and cruel laughter.

NIGHT LORDS

Urthvass' Veterans turned to face the Cadian 1st Squad on the tower. Laughing insanely, they emptied their bolt pistols into the Imperial Guardsmen, firing long after the bodies had stopped moving. There was no mercy in the army of the Night Lords.

The immobilised Sentinel stood helplessly at the bottom of the ramp, none of the Night Lords coming within range of its heavy flamer. The Sentinel driver gripped his laspistol and crouched down in the cockpit hoping not to be seen, wishing he had kept the multilaser rather than refitting with a heavy flamer. The single surviving Raptor leapt over to the walker and, in the cover of its shadow, planted krak grenades. Explosions rocked the Sentinel, but its armour held.

From above, the autocannon killed another Cadian, leaving only a desperate group of four Guardsmen and Captain Fane. It was time for a last stand.

With a deafening roar, Lord Gorsameth charged into the surviving Cadians in the precinct house courtyard as they gathered around their Captain.

Gorsameth screamed his triumph. Apart from the Storm Troopers who fled at the outset of the battle and the Sentinel pilot cowering in his cockpit, every Cadian was dead. Their bodies formed a gruesome trail from their start position in the ruins, up the ramp, to the position of Fane's last stand in the courtyard. The Cadians had proven extremely valiant, but their courage was no match for the cunning and power of the Night Lords.

The Lord Gorsameth continues to slaughter the beleaguered Cadians.

Lord Gorsameth and Captain Fane finally meet in close combat.

Rather than flying into combat, the Chaos Lord landed on the ramp to the courtyard and ran toward Fane in a low crouch. The first Guardsmen thrust too soon, a slight twist of Gorsameth's left claw deflected the bayonet, and before the Guardsman could recover his weapon the right claw raked his throat and he fell, gurgling, to the floor. The second Guardsman was more careful, waiting for the traitor's rush before stabbing. His bayonet glanced off the ceramite breastplate, jarring his shoulders and entangling in the raptor jump pack wing. A lightning swift slice of the assailant's claws cut off his hands, leaving the lasgun dangling from the towering Night Lord. With a sudden change of balance, Gorsameth kicked out, sending a crate of ammunition that must have weighed as much as a man flying at the surviving Cadians. The last Guardsman, Corporal Reille, shouldered Fane aside

and grunted as the crate smashed into him. He'd already thrown away his flamer, and a long fighting knife with a notched wooden handle was in his hand. Instinctively he dropped, rolling with the crate's impact just as the claws parted the air above him. Stabbing upward, he grappled with Gorsameth, desperation granting him the strength to hold back the massive Chaos Marine and shout "Captain. Now!" Back on guard, Captain Fane raised his power sword and saw that Gorsameth's guard was down as he shifted his grip on the brave Guardsman, his barbed claws slicing through armour.

From a nearby street the Sorcerer Asuramandos watched the battle through his minds' eye, and spoke quietly. "No, not before we have your soul," he said, his body tensing briefly and then relaxing.

In the precinct house courtyard, Fane's hand twisted involuntarily on the hilt as the blade descended, catching Gorsameth with the flat of the blade only. The next thing Fane heard was the Guardsman being crushed in Gorsameth's cold bearhug. Reille's bones cracked and he was dropped like a broken rag doll at Fane's feet. Fane stood alone, his sword hanging limply by his side, the bodies of his platoon stretching out before him. He felt despair and terror all around him like a shroud as the gaze of the Chaos Lord fell upon him. The urge to cower and beg, to promise anything to prevent his doom welled up inside him. Just then, his eyes glimpsed the banner of the 122nd lying in the dirt and a decade of martial pride pushed the tendrils of dark sorcery from his mind. Straightening, he met Gorsameth's gaze and spat "Traitor!" before the claws tore out his heart.

CONCLUSION

Pete: Having specifically armed most of his squads with flamers and meltaguns, one of the major problems that Rowland faced was his lack of ranged firepower. From their commanding positions, the Night Lords were able to pick the Guardsmen off while their assault specialists kept them in the open. The Cadian vehicles were relatively ineffective, although this was really due to accurate fire from the roof of the cellarion by the autocannon. Overall, Graham's squads fought a coordinated action, combining close assault and fire support, while Rowland's infantry were forced into an unwieldy mob that was gradually worn down.

Well, that's my take on the game, lets see if the guys agree.

The players shake hands after a well fought game.

ANNIHILATED!

Graham: The forces of Chaos have wiped out their enemies to a man!

Obviously the game went well for me – by my second turn I had more or less

Bwa-ha-ha...

neutralised four out of Rowland's five vehicles, fatally reducing his firepower. Surprisingly, it was the Guardsmen that took most killing. The cover saves gained from being in buildings in a Cityfight are far more

beneficial to poorly armoured troops than they are to power armoured Space Marines. Also, the modified assault rules allowed practically every model in Rowland's army to counter-charge with 2 Attacks each, completely wiping out the squad that was supposed to hold up the Guardsmen. That combat also allowed all those men to get much closer to the objective with their assault and consolidate moves. This effect led to my favourite ploy of the game, when I charged the remaining Raptors into the back of the Imperial

army instead of the lead units that were nearest the precinct tower. Rowland was forced to choose between pushing on to the objective or turning back to deal with the threat. Then my Lord arrived and proceeded to chop up what was left of the Guardsmen (helped by the fire-frenzying Dreadnought!). A handful of men did make it to the top of the tower, but it was nowhere near enough to shift the elite Veteran squad that was waiting for them.

Victory for the forces of night!

NOT IN THE FACE...

Rowland: Which fool let me choose this army! It was obviously broken, and cursed with bad luck! I lost the dice roll for choosing sides, for

...too late

deployment, and going first. Well, at least I was consistent. I think things went wrong somewhere between when I moved my army forward, and Graham destroying it to a man. In summary, Ouch. This must be the shortest battle report conclusion ever!

These insignificant misgivings aside, the whole battle went according to plan. The one very important consideration I underestimated was the sheer effectiveness of Graham's shooting; the crossfire from the Arbites tower and ruined buildings

reduced my assault to a trickle. I could overpower his heretical Legions at close range, even decimating a squad in close combat (a moral victory for any Imperial Guard commander!), but by the time I was close enough to the objective, my force had been whittled away. My own long-range firepower was terribly ineffective, my sniper got the chop on turn one, the Demolisher Siege tank accounted for only one Chaos scumbag, the missile launcher squad were just as incompetent, whilst the Griffon suffered the attention of Graham's all-conquering Chaos Lord. A special mention should go out to this regent of darkness, who accounted for virtually half my army! Damn him!

The inclusion of a powerful independent character can add a great tactical flexibility to your force

in a Cityfight. I just didn't know what to do about the Chaos Lord, and Graham positioned him so well that I couldn't put any effective firepower on him.

Cityfight is a great opportunity to revisit your army, and the rules and scenarios reflect siege and city fighting excellently, whilst not slowing down the game at all. I am currently going through my own Imperial Guard army and readying it for city fighting, and after some hard lessons I think elite infantry like Ogryns and Storm Troopers may be the answer. Ultimately, Graham was a cunning opponent, we both had a great game, and the squaring off of our commanders on the last turn was about as climactic as it comes. Who knows, next time I might even win!

CITYSCAPING

Of all the possible settings for games of Warhammer 40,000, none offer as many opportunities for modelling as cities. Within this section we take you step by step through the process of building and collecting your own city terrain.

Don't be concerned if you haven't got much experience of terrain building; the essential skills can soon be learned and satisfying results achieved quite quickly. Six individual projects are described in this section which start you off simply and help you to build your skills gradually. After you have mastered some techniques, you will be ready to try more challenging projects with a view to building your own city.

There is no absolute right or wrong approach to building terrain and, in time, you will develop your own individual ways of getting the effects you want. There are some basic principles that you should always follow, though.

Before you reach for the craft knife, reach for a pencil and paper so you can plan what you are going to build. Plans are useful on two levels. Firstly a plan ensures

that you build enough consistent terrain to fill your games table. Consistency is important as you want your terrain to blend together so that it looks like it all belongs in the same city. Your plan will specify the function of each building and the overall look you want to achieve. This plan can be a drawing or a plan on graph paper. It can be based on something presented in Warhammer 40,000 or be inspired by a favourite movie or comic book. Secondly your plan will help you make sure that you have all the components you need for each piece and allow you to work out how long each job will take so you can schedule the whole project. A simple list is all you need.

The most useful tools are shown below, these can be obtained from your local Games Workshop store, Mail Order or craft shops. You will not need all of the tools initially, and some hobbyists never use some at all. The chart is a guide to which tools are best used with which materials, and includes advice as to maximum thicknesses of materials.

Tool Guide	Card	Balsa Wood	Plastic	Metal, Wire, etc	Polystyrene
Scissors	√	X	√ (Approx. 2mm maximum)	X	X
Modelling knife	√	√	√	√	√
Modelling saw	X	√	√ (2mm minimum)	√	√
Clippers	X	X	√	√ (Approx. 2mm maximum)	X
Hot wire cutter	X	X	X	X	√
Hot glue gun	√	√	√	√	√
PVA glue	√	√	X	X	√
Super glue	√	√	√	√	X

Always put safety first. It is hard to play Warhammer 40,000 with your hands bandaged so please be careful when using the tools and make sure you follow all the instructions correctly. Remember that you are using hobbyist's tools and not toys, so treat them with care and respect.

MATERIALS

The only limitation on materials is your own imagination. Many items of household or garden junk are excellent raw materials for modelling projects. From polystyrene packing foam to old electric motors, virtually everything can be useful. Keep your eyes open for interesting items; often these will suggest projects to you. Remember, you can often break larger objects you find into smaller pieces if you want. If scavenging fails then your local DIY and craft stores will supply you with all the wood, tiles, paint and foamboard you need. Also, GW catalogues are full of bits that Mail Order can supply you with and model railway shops carry lots of useful items. Finally, remember that you don't have to build everything yourself, as those nice people at Forge World can supply you with invaluable accessories.

BUILDING A CITY BLOCK

By far the simplest and quickest way to put together a cityscape is to use polystyrene packaging blocks. With an absolute minimum of effort you can produce a maze of city blocks that will enable you to start playing Cityfight very quickly.

The virtue of starting with polystyrene block buildings is that you can quickly build a basic cityscape. Once you have enough blocks to satisfactorily cover your gaming table, you can start playing. Polystyrene packaging is a great material to start with; it is readily available, costs nothing and is very easy to work with. You only really need a few basic tools such as scissors and a modelling knife, although you will find a hot wire cutter very useful if you plan to extensively change the shape of your basic blocks. You could just just stop there if you wanted, perhaps adding a few little embellishments to what you have over time.

Start by looking at the basic shape of the blocks you have collected. Try to get an idea of what type of building it could be based upon your plan. Often an otherwise unsuitable block can be cut down to create ruined wall sections rather than being wasted. Also, hollow blocks can

be broken open to show cracked ceilings and walls. When you have cut your blocks into the shapes you want, it is best to mount them on card bases which help protect them in storage and make them more stable when you are using them in games.


Polystyrene is the ideal raw material for ruined buildings. The pieces shown in the photo above could be glued to a base, painted and used with no further work. If you follow the steps below, though, you will find that polystyrene tiles can be turned into something far more impressive.

MAKING A RUINED BUILDING OUT OF A POLYSTYRENE TILE
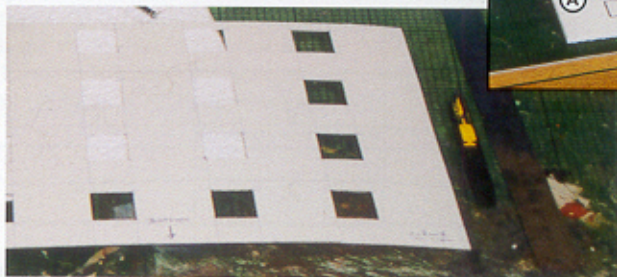
1. To ensure that your building has evenly spaced windows and floors, you will need to make a template showing the windows from thin card. Carefully cut out the windows with a craft knife. Prepare your tile by cutting off the chamfered edge then use the template to draw the desired number of windows. The general shape of the walls is then drawn on (A & B).
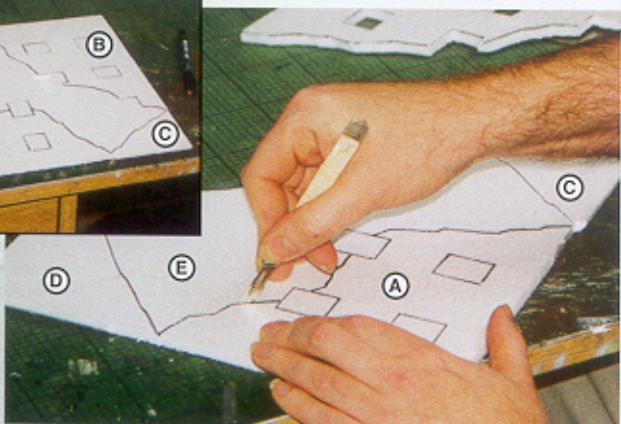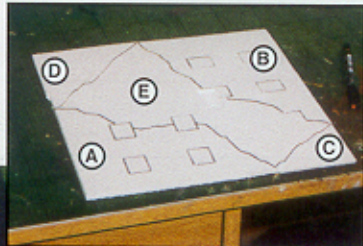
2. For this building you will need two corner pieces (A & B). When the tile is marked out then it can be cut with a knife. Be sure not to throw away the remaining polystyrene because you will need the other corners (C & D) for floors and the middle (E) for rubble later.
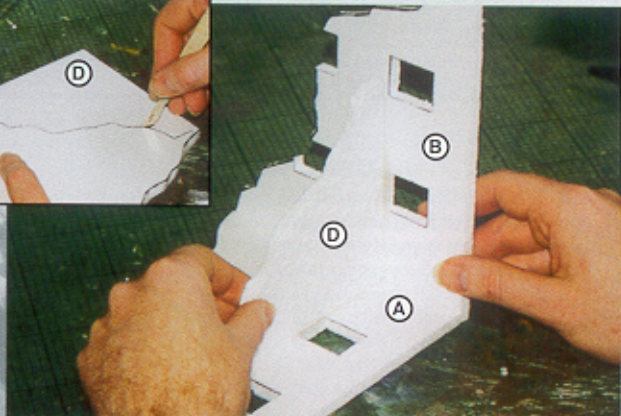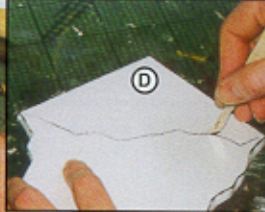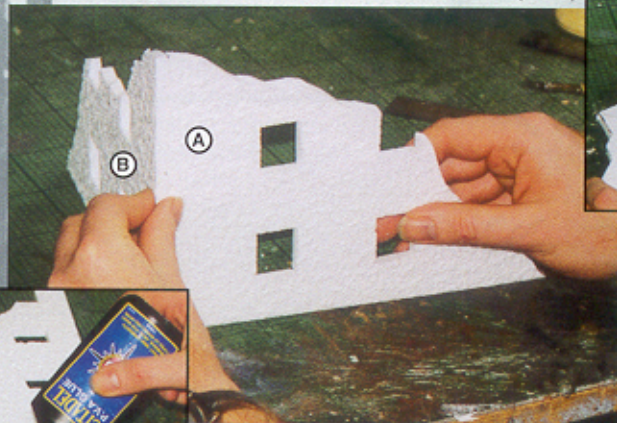
3. Using PVA glue, stick your tile sections together. Sections A & B are glued first. The join can be secured with pins while it dries.

4. Next cut out section C & D to use as floor sections. It is important to ensure that these do not overhang the wall sections. Add the floors (pieces C & D) to each storey. Floors are always useful as they add stability to the model.

The photos above show construction of another section of ruins made from a piece of polystyrene packing and broken up to make a ruin shape. A piece of tubing and a set of top hatch doors from a Rhino are the only components that haven't come out of a junk box.

After the textured paint has been added and the model has been drybrushed, it suddenly comes to life. Taking the time to paint the corrugated iron in a contrasting colour helps bring out the detail rather than obscuring it.

5. The last few pieces of the original polystyrene tile have been broken up and glued onto the base to create rubble. You can stop at this point if you wish and, after a coat of textured paint, the ruin is ready to use in a game of Cityfight. This way you will be able to use your terrain to play and can add additional detail at your leisure. This photo shows where the original pieces have ended up.
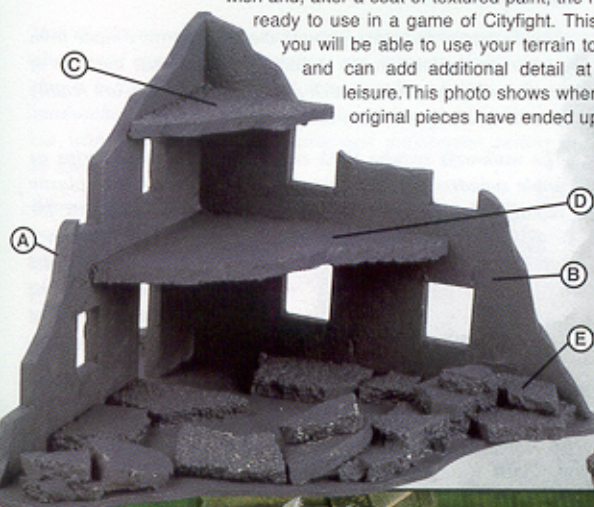
6. This picture shows the extra detail being added. Balsa wood has been used to add boards to the floors and include broken beams in the rubble.

Sand and gravel has been sprinkled on PVA glue to create a finer grained rubble that binds the rest together and looks great drybrushed.

You can use card to add window sills or to break up the flatness of the walls. This is more evident in the photo below right.

7. The base colour is applied using masonry textured paint. Next, scorched areas are painted black. The whole model is then sprayed with white paint from a distance of about 2' before white paint is drybrushed on. Use the biggest brush you can find for this!

RUINS AND DEBRIS

Cities might start out as neat rectangular blocks of ferro-concrete, but in Cityfight they don't stay that way long. Earthshaker cannon, mortars, orbital bombardment and careless Titans will quickly create a lot of rubble, ruins and debris. Representing this in your cityscape will add enormously to its look and feel, and will provide valuable cover for your troops.

At the start of this section we suggested that you should keep your eyes open for useful pieces of household scrap. Well, this is the project where this starts to pay off. What we are looking to do here is to build a number of smaller pieces of rubble and debris. These pieces are sometimes referred to as 'modular' terrain pieces. If you have already used the polystyrene tiles technique to create a basic city, these pieces can add a lot of variety to the set-ups you can use. There are only so many ways that large blocks can be realistically laid out on the table, and having a number of small flexible pieces that you can use to fill the gaps is a real advantage. The sooner your modelling efforts can be used in games, the more motivated you will be to do more.

In practice, these are the sort of pieces you can keep adding to your own terrain collection using surplus parts from model kits or plastic accessory frames. A lot of the materials you will need can be found in the bits left over from creating your basic city blocks. Take a look through your modelling 'bits box'. The more common items, such as spare lasguns and bolters from plastic frames, Rhino storage boxes and Chaos spiky bits, can add enormously to the overall 'look' of a debris module, but don't overdo it. Use special bits to embellish the rubble and debris, not obscure it. If you are running low on general debris then hang on to the frames from any kits or plastic figures and chop them up with a pair of clippers to create a pile of shattered girders.

With a little practice, you can start to combine these techniques with the previous project to create half demolished buildings and add extra detailing to the roofs and bases of your city blocks. An example of this is shown opposite, a ruined building that started out as a piece of polystyrene packing.

GENERATORIUM

Generatoriums are the source of a city's power supply. The methods used are very varied: whilst Vogen relies primarily on hydro power, many small factories rely on cheaper generators working with organic waste.

The building shown here started life as packaging for electrical goods. This is an excellent example of just how good a simple foam block can be made to look with a bit of thought. The real trick here is in seeing a shape within the block that you can use. Once you have that, the rest is easy.

The polystyrene block was marked out with guidelines before being cut with a carving knife. The resulting shape was glued to a base of 5mm MDF board. Next, the steel supports inside the concrete was made from old plastic frames.

The distinctive buttresses around the building were made from plastic seed planters cut in half. These are just the sort of component you need to watch out for, because they are readily available, cheap and easy to work with.

The walkways require thick card with balsa wood strips as angle supports. The chimneys were made from bits of plastic tubing and a few embellishments, added from the bits box, for instance the front hatch cover from a Rhino. Finally the whole model was painted with textured grey paint and drybrushed before picking out the details.
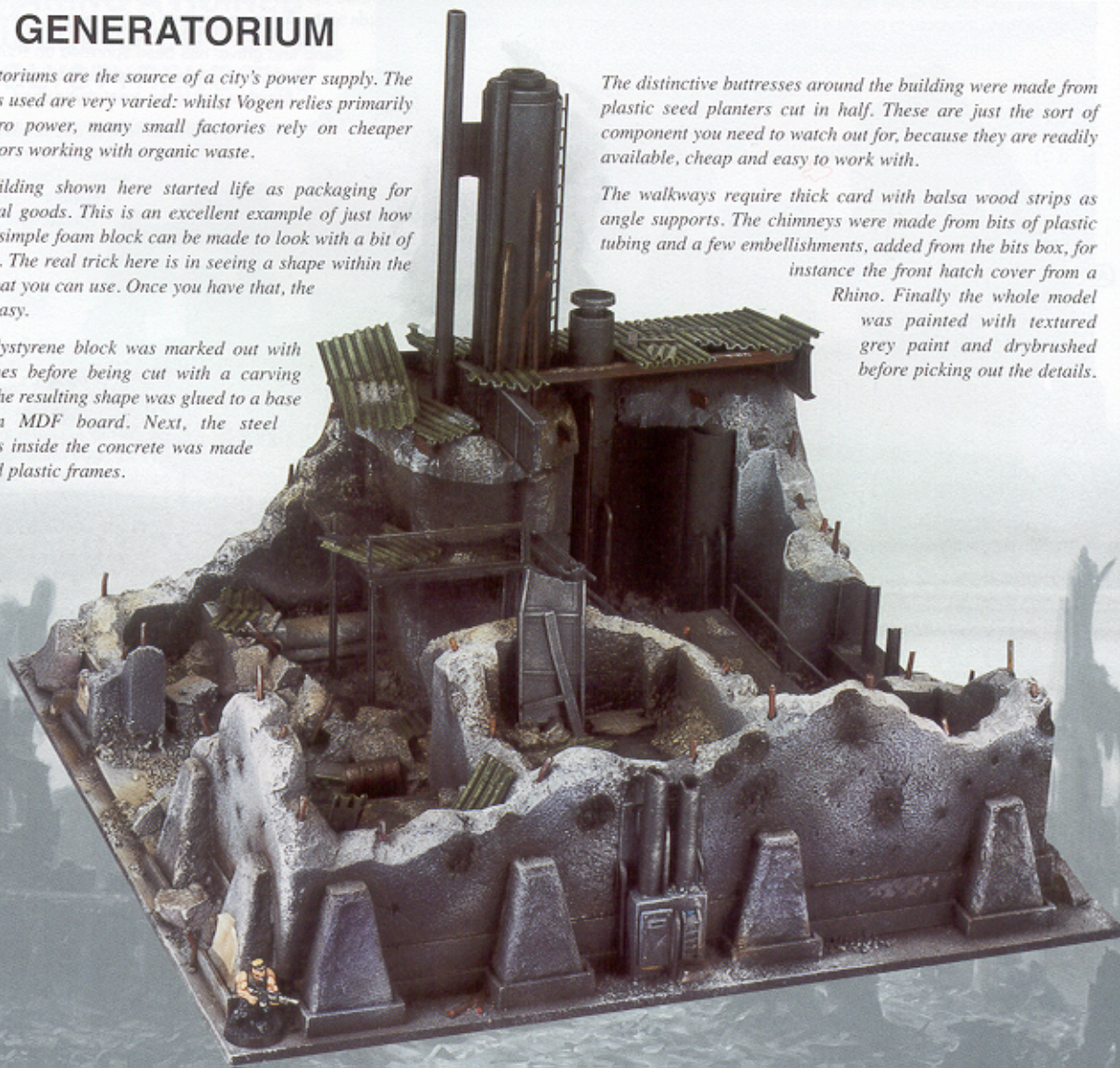
The raw material used for all the rubble shown above is lumps of polystyrene foam cut off while shaping your buildings. This type of small terrain piece adds to the realism of your city and will get plenty of use. The starting point for each mound of rubble is a base cut from thick card in an irregular shape. Squares and rectangles are dull, so avoid them.

The main technique used is to build up the rubble using small chunks of polystyrene foam secured with a hot glue gun. PVA glue can then be applied and covered with coarse sand to create the finer rubble. At this point you have a pile of wrecked masonry, and you could go on to paint and use it.

Alternatively, you can be creative and raid your bits box and junk pile to find some shapes to add a bit of character. This can include cardboard 'planks', tube 'piping' and even a toy ground car, suitably dented and battered with the aid of a hammer as shown above.

HAB-BLOCK LVII

Hab-blocks come in all shapes and sizes; some are little more than abandoned manufactorums, others are immense skyblocks. The model shown below was constructed from foamboard, thin polystyrene tiles sandwiched between cardboard. The card makes foamboard easier to cut with a modelling knife, although polystyrene ceiling tiles can be used.

When constructing this type of building, you really should start by drawing a careful plan, perhaps even making a version of the building in thin card to use as a pattern when cutting your foamboard.

Once the walls have been cut to shape, they are glued to the baseboard.

The overall structure of the model is strengthened by adding the floor sections so that they help brace the walls. The floor sections themselves are made using thin card and special wood-textured plasticard.

The plan for adding the rubble is the same as that used in the previous projects, although remember to put the rubble on thickly only in places where the walls have actually fallen down. Lengths of 'H' section plasticard was used to create the floor joists

The windows are made to look far better by simply gluing a strip of card in each to serve as a window ledge. Buildings made from foamboard are rather more resilient than those made entirely from foam blocks. The inner walls were painted a different colour to suggest that it was once used as a civilian building.

YOU ARE NOT ALONE

You will be glad to know that you don't have to do everything yourself. Games Workshop make terrain that you can buy and use straightaway.

The Games Workshop Cityscape terrain set can be assembled in a range of different configurations. There are also a number of card buildings produced for Warhammer, Warhammer 40,000 and Mordheim that you can use or adapt. Warhammer 40,000 gothic ruins can be used immediately and Necromunda bulkheads (shown right) are extremely useful accessories.
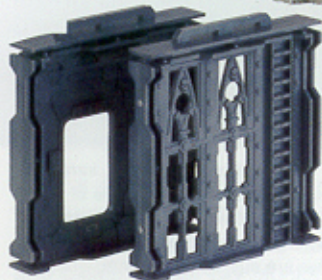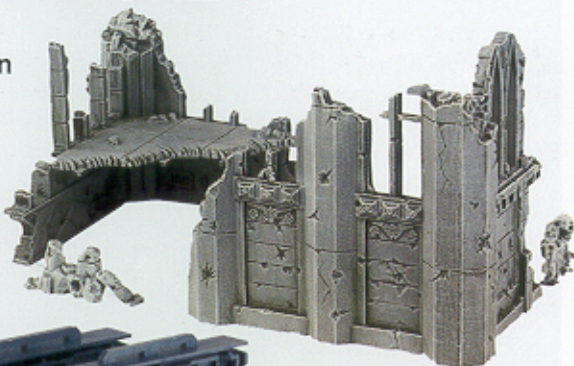
Necromunda bulkheads can be used to construct whole buildings, to add doorways or ladders to the outside of polystyrene block buildings, to provide interior walls or simply to create a metallic industrial look on the outside of a wall.
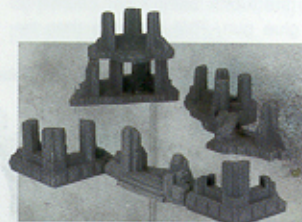
A single Cityscape set gives you enough ruins sections to make a large building. The pieces are cunningly sized so that the corner sections fit on top of one another to create multi-storey ruins.

The number of possible configurations can be increased by using two Cityscape sets. As demonstrated above, you can construct a large two storey ruin or cover an extensive area with ground floor ruins.

Of course, with three sets the opportunities for creating complex ruin layouts are immense.

Necromunda buildings can also be used to create a hive world look.
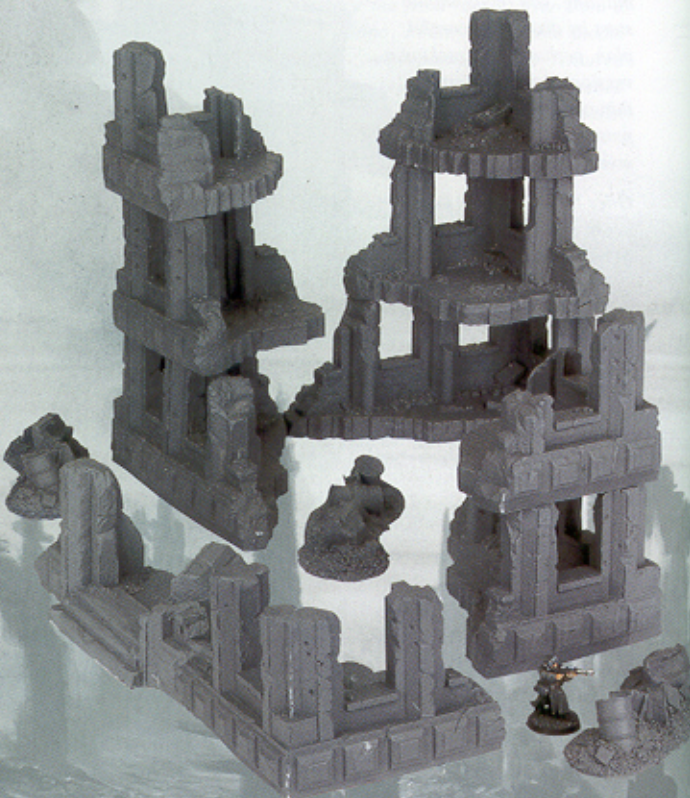
COMBINATIONS

The Games Workshop Cityscape set is designed to be modular and can be laid out in a wide variety of ways. You can build more spectacular set-ups by combining them with some of the new modelling techniques we have described.

Even if you plan to do most of the building work yourself, you will find these sets useful to provide a good structure, quickly allowing you to concentrate on the detailing. Again, planning is the key. On the right you can see Cityscape sections being placed prior to being glued to a baseboard to set out the main shape for a ruined hab-block.

Additional detail can then be modelled onto the base, in this case some steps leading up to where the main door was. If there is no obvious door then leave a gap when setting up your Cityscape sections to hint at one. If a building was originally quite tall then there will be more rubble on its base when it is ruined. Including at least one tall building really brings a three-dimensional look to your gaming table and makes a great key objective in your Cityfight games.

By using Cityscape sections you also create the impression of consistent architecture across your whole city. The use of Cityscape sections in the Manufactorum model below gives it a look which is consistent with that of the hab-block, whilst at the same time being a completely different model with its own unique style features.

MANUFACTORUM

Manufactorum are the factories of the Imperium. Strongly built, they will often become defensive strongpoints. This model combines the Cityscape ruins with scratch-built terrain. Signs were produced on a word processor (and are available as downloads from the GW website). The internal stairs were bought from model railway suppliers and the balcony made from foamboard. Note how the ground level has been raised to match the stairs from the kerb, and how subtle painting tones have been used to stop the building becoming a uniform grey.

FORGE WORLD

In addition to Games Workshop terrain, Forge World produce a wide variety of resin accessories that can either be used as they are or included in larger projects of your own. The presence of a few carefully selected Forge World items in your Cityscape will make your handmade terrain look even better.

At the time of writing, the Forge World catalogue contains a variety of models that are immensely useful in cityscaping. Some models can be used immediately. For example 'Dragons Teeth' tank traps. Others can be incorporated into a larger model that you are building

yourself, such as the bunkers in the Arbites Precinct shown below. Forge World produce great fortifications and just a few of their models can make a big difference to the look of your city. More information can be obtained from Forge World or by looking at the Games Workshop web site.

Imperial Defence Line and 'Dragons Teeth' tank traps from Forge World

ARBITES PRECINCT
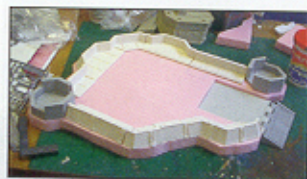
The Vogen Arbites precinct house was central to the fighting in Vogen. This model uses two Forge World pill boxes, a bridge, fortifications and the outpost. The Forge World pieces were glued in place on a MDF baseboard first then foamboard was cut to fit. The floor sections were created by drawing on panel lines and drybrushing. The ramp is made from the Forge World bridge. The searchlight consists of the lid from a film can, the Land Raider lascannon mechanism and a transparent bit of plastic from the bits box. It was painted in black textured paint and drybrushed grey. The floors are a Red Gore and Dark Flesh mix.

PLANNING A CITYSCAPE

Right at the start of the section we mentioned the importance of planning your city. A vital part of this is working out what surface you are going to put your buildings on. This will determine the total area you have to fill with buildings and gives you an opportunity to think about the baseboard.

A simple baseboard can be made by painting the reverse side of your normal gaming board or by draping a grey cloth over your table. Alternatively, either hardboard, plywood or chipboard can be used to make a special Cityfight baseboard.

For the Vogen cityscape we used a flat base board and made all the terrain pieces freestanding so that they could be rearranged to produce lots of different layouts. More articles about making terrain boards can be found in back editions of White Dwarf and on the Games Workshop website.
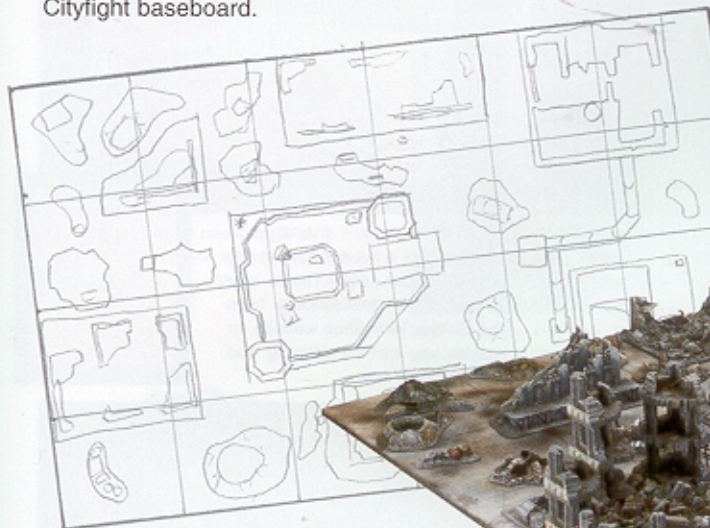
The diagram above shows the plan drawn up for the Vogen cityscape. Before doing too much work we wanted to be sure that the terrain pieces we had in mind would fill the available space and look good in relation to each other.
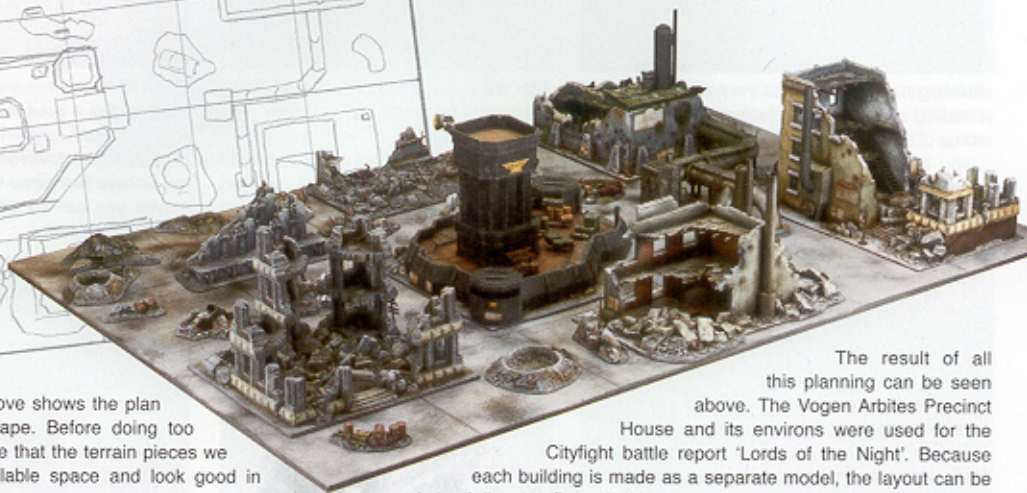
The result of all this planning can be seen above. The Vogen Arbites Precinct House and its environs were used for the Cityfight battle report 'Lords of the Night'. Because each building is made as a separate model, the layout can be substantially reconfigured with ease.

THE IMPERIAL CITY OF TSARAGRAD

Tsaragrad is the name of an Imperial city that Warwick Kinrade invented for his Imperial Guard force to fight in (based on the Battle of Stalingrad in World War II). The board was built with three 2'x 4' sheets of MDF board covered in various thicknesses of polystyrene sheet, glued with PVA. He used ceiling tiles to make raised city block areas and roads and then added squares of card to make paving stones. Warwick covered the whole board with a mixture of gravel, sand, PVA glue and stones to make it look covered in rubble. The ruined buildings were made from foamboard which were also covered in textured paint for a concrete-like effect. Here you can see Warwick's Imperial Guard fighting Adrian Wood's Orks.

You can see more of Warwick Kinrade's city terrain and Imperial Guard army in Codex: Imperial Guard

THE MASTERCLASS

We have described the main techniques for putting together a city, but perhaps you now want to go further and learn the deepest, darkest secrets of the modelmaker's craft. In this project we describe the techniques used by the Games Workshop modelmakers, extracted under the direst of threats.

Building name signs are a very effective way of breaking up otherwise blank walls and adding some character to your city. These are produced using a PC and glued into place. Many of the signs that you will see on the walls of the Vogen models can be downloaded from the Games Workshop website.

This is an example of how a well-chosen accessory can add to a model. The Adeptus Mechanicus symbol shown above is available from Forge World and has simply been glued on and painted in dark tones to stand out from the building.

Imperial style propaganda posters give a lived-in look to the whole terrain set. These are available for downloading from the Games Workshop website, or maybe you can try drawing and painting your own.
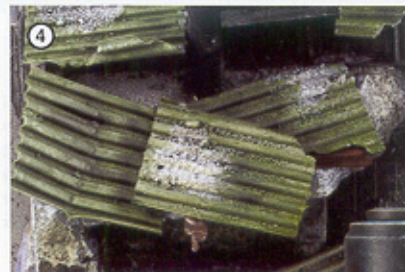
Corrugated iron is mimicked using corrugated card, cut to shape and painted. Drybrushing really brings out the ridged pattern.
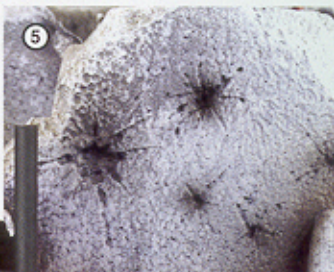
These realistic bullet holes have been made using polystyrene glue. A small blob of glue is placed on the polystyrene and worked with a pin or needle to burn the right shape. Make sure that you do this outside as fumes will be given off.

The building was given a generous floor covering of rubble made from the bits of foam discarded while cutting the shape. The foam is secured with a hot glue gun and surrounded by finer rubble created with watered down PVA glue covered in coarse sand.

This view of the completed Manufactorum shows how the different techniques described above have been incorporated into a single model.
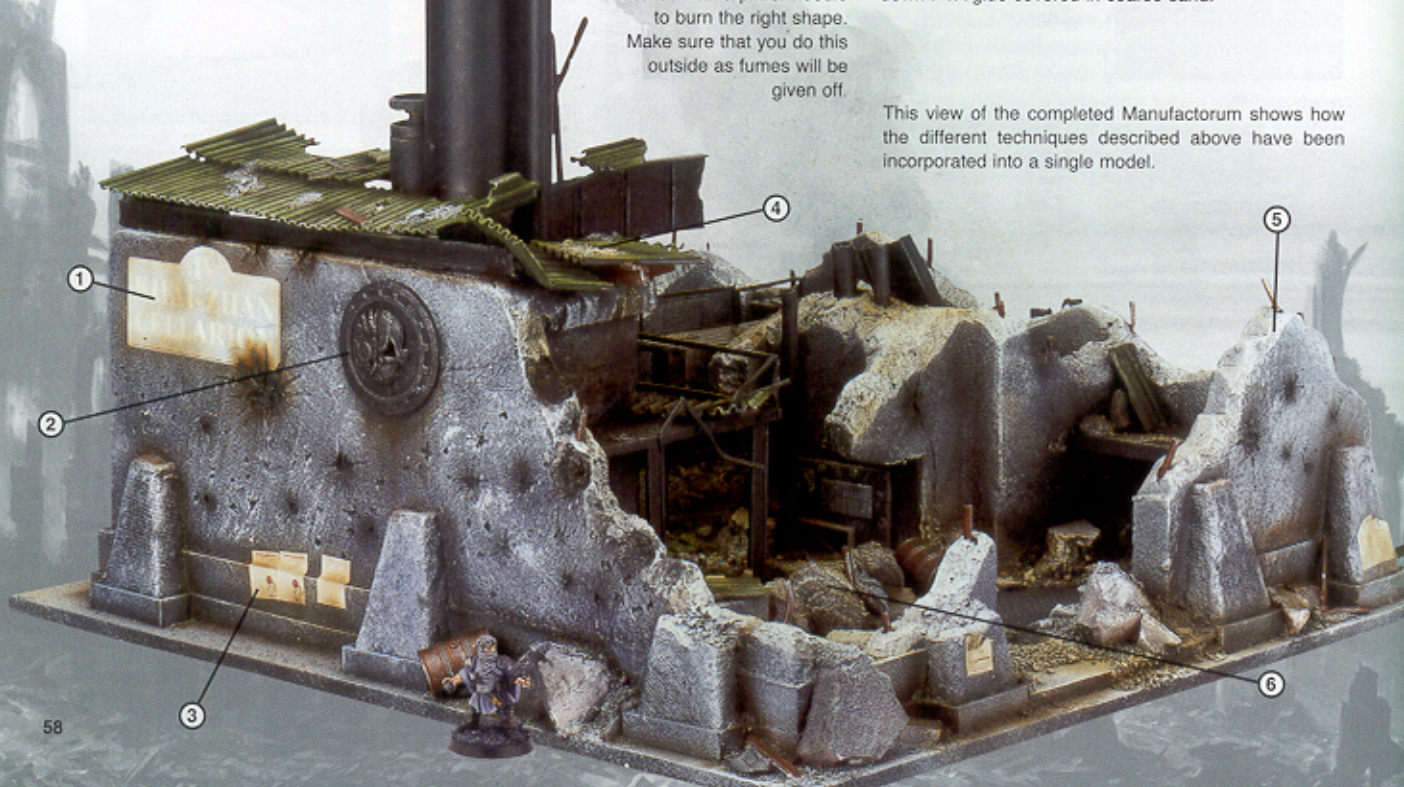
THE MASTERCLASS

None of the techniques shown here are essential, and a perfectly good cityscape can be built without them, but if you lie awake worrying why there are no street names or business names, find yourself wondering how the streets were lit or which way it is to the spaceport, then this is the section for you.

Bullet cases have been made by cutting up brass tubing. Any tubing will do, but if you use brass then there is no need to paint it!

The building entrance is an example of the benefit of keeping a close eye on what you throw out. The entire door is made from a child's doll house. If you aren't fortunate enough to have this sort of stuff in your junk box then the basic shape could be made out of card. The whole building is made from foamboard, and cardboard has been used to create a facia to stop it appearing too featureless.

Clear plastic from a blister pack has been used to make the window, with some strips of thin balsa to make the window frame in the same way as the door frame. The gargoyle is a Mordheim accessory.

Road signs really help to set the mood for urban terrain.

The tile effect shown above is easily obtained through the use of textured plastic card. This is available in many patterns and only needs to be stuck to foamboard and drybrushed.

ASTRA
ERCITUS
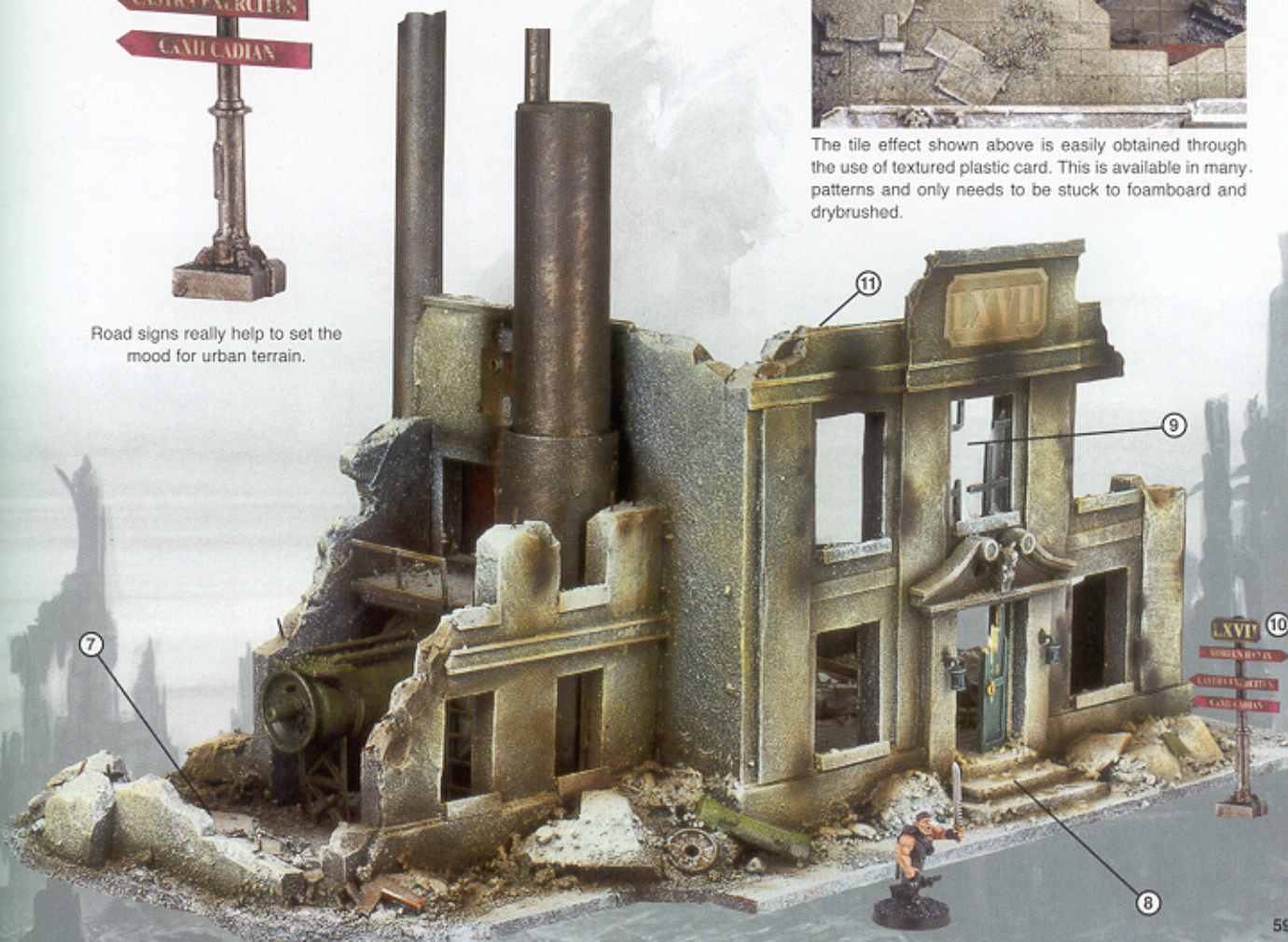
PUTTING IT ALL TOGETHER

If you need to be reminded why the effort of building a cityscape is worthwhile then just look at this panorama of the city of Vogen, torn apart by battle between the 122nd Cadian Regiment of the Imperial Guard and the Night Lords Chaos Space Marine Legion. The buildings shown here are the product of the project workshops in this book and demonstrate the effects you can get when you put all of them together. The projects in this book will teach how you can soon be fighting battles over terrain like this. Remember, if you are part of a gaming club then everyone can contribute a building, creating a whole city in a matter of days.
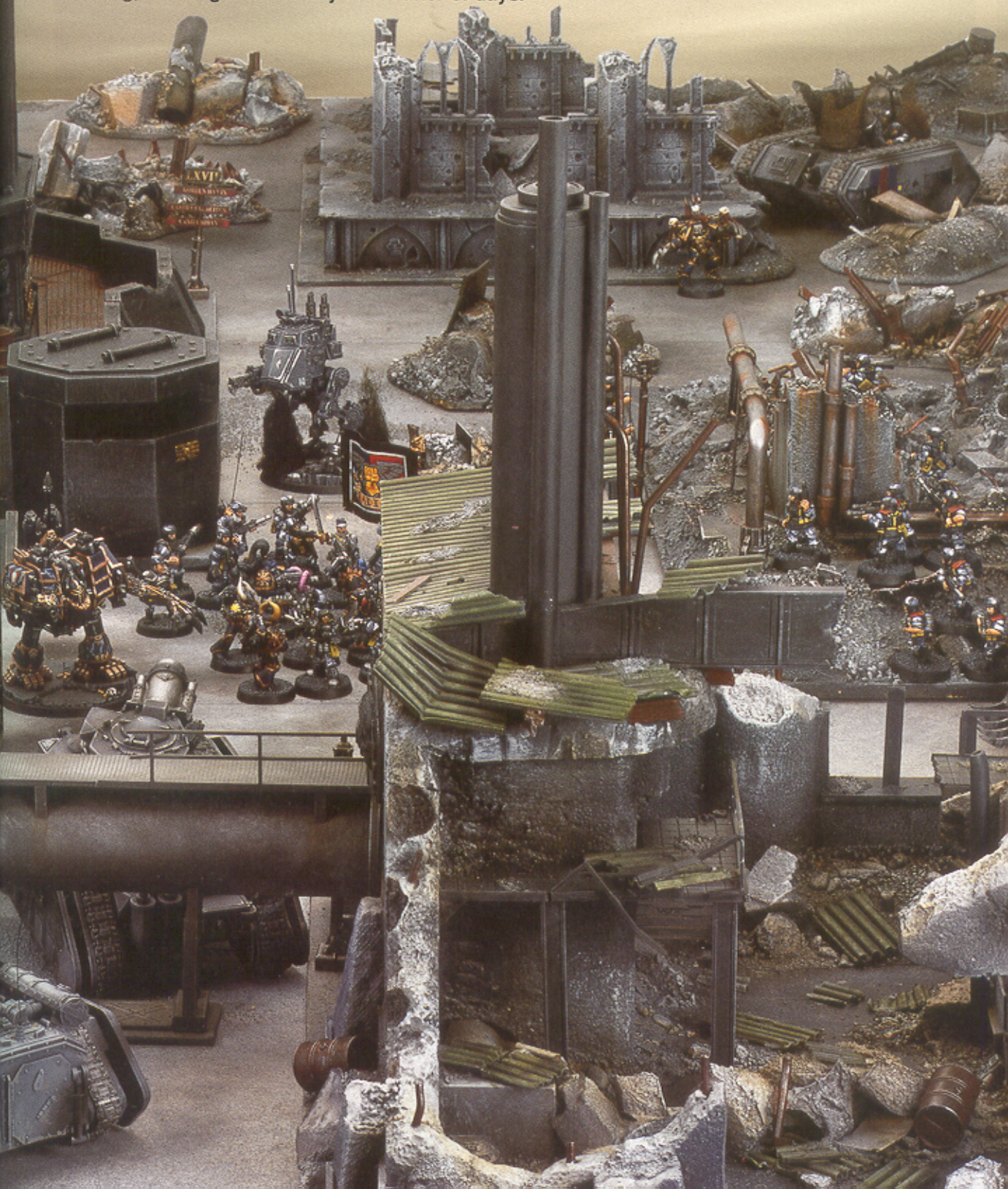
IT'S A BIG UNIVERSE

The emphasis in each of the projects presented so far is to create an instantly recognisable city of the Imperium. It doesn't end there though. The Imperium contains a million worlds with an immense diversity of habitats, so with a little bit of imagination you can build a truly distinctive city. Perhaps a desert city appeals, or an ice hive, a feral world or a world enslaved by the Orks. It's really up to you.

You don't need a mighty hive to play Cityfight; a shantytown makes for a distinctive setting.

One of the real modelling challenges of Cityfight is building a distinctive type of city to use for your games. These can be as ambitious as you want them to be; if you start with a carefully drawn up plan you can build even the largest set up one piece at a time.

From the twisting streets of a feral world, to the hives of Armageddon.
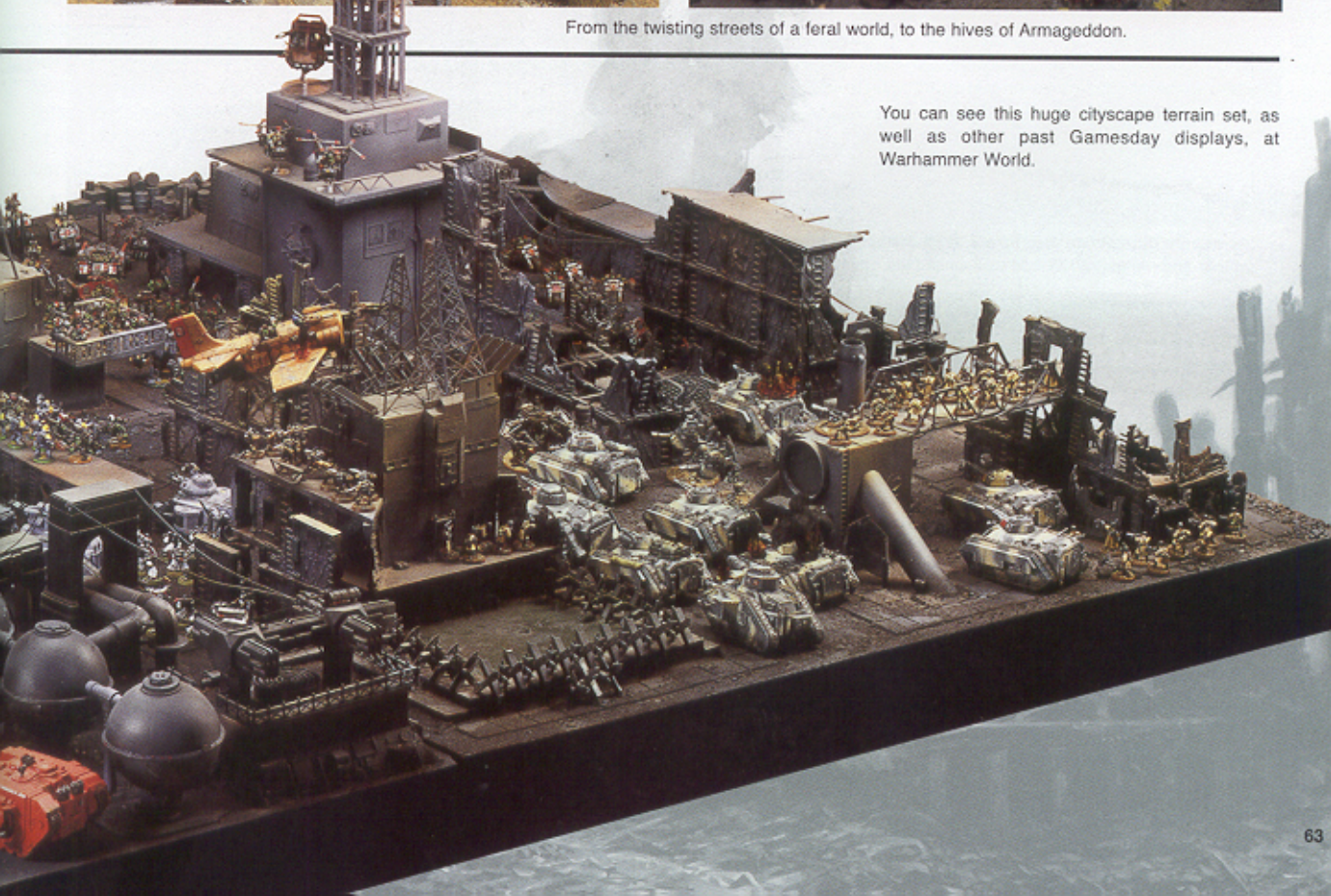
You can see this huge cityscape terrain set, as well as other past Gamesday displays, at Warhammer World.

CITYFIGHTER COLOURS

Cityfight is all about playing your games in a new and challenging environment with a different look and feel to your normal games. Cityfight terrain is one part of this, another is changing the look of your armies to match the terrain.

Once you have a city to fight battles in then you will probably want to make sure your armies look as if they belong there. This can be done by adopting a basing style that uses sand and gravel rather than static flock, and which are edged in dark grey as shown in the photos below. Examples of possible Imperial Guard urban colour schemes can be found in Codex: Imperial Guard, but these are far from being definitive. Historical reference books can also be very useful, but you should never be afraid to invent your own colour scheme.

It is not necessary to depict everybody in urban camouflage. Whilst this can be very effective, as shown with the Valhallan mortar team below left, an alternative is to paint using colours which complement the terrain without actually being a camouflage pattern. For example, the Mordian Iron Guard are known for their habit of fighting in dress uniform so it is inappropriate to depict them in common battledress. If you portray them in grey dress uniforms, though, they retain their own character and fit in much better, as can be seen in the photo below right.

The Ice Warriors of Valhalla. A Sergeant leads his mortar team.

A Lieutenant and Command squad from the Mordian Iron Guard.

Apart from giving them grey bases, alien troops need far less work to enable them to blend into the cityscape. In the case of the Orks their dirty leather and metal garb blends well amidst the devastation. However, the bright colours favoured by the Eldar simply make for a striking contrast.

CITYFIGHT CAMPAIGNS

"And so our time in Vogen dragged on, the days blurring into one long continuous battle, the only respite being a few moments of fitful sleep snatched when we could. But even here the horror could intrude in the form of nightmares that, if anything, seemed more real than the horror which induced them. The battle for the city simply went on and on, an interminable assault on the senses, until you felt that all you had ever known was war and death..."

Veteran Sergeant Hessel, 122nd Cadian Regiment

Except in certain rare cases, the battle for a city will never be decided quickly. The nature of the terrain makes an easy victory very difficult, and most campaigns will be long drawn out affairs, with the result of a day's fighting measured in yards rather than miles.

Because of this, Cityfight is well suited to campaign play, and indeed many veteran players would say that this is really the only way to capture anything like the real 'feel' of what such fighting would be like. At its simplest level you can run a Cityfight campaign by simply linking games together using the rules for experience points in the Campaigns and Experience section of the Warhammer 40,000 rulebook. In this type of campaign there is no need for a map and the scenarios you play are decided randomly in the normal manner, but your units will grow more experienced and battle-hardened over the course of the games that you play.

If you are willing to put in a little bit more work, it is very easy to devise ladder campaigns and tree campaigns for Cityfight by following the guidelines in the Warhammer 40,000 rulebook. This really only involves linking together the scenarios from this book, preferably leading up to a Grand Assault as the concluding battle in the series. If combined with the rules for experience mentioned above such a campaign can be very exciting, especially if you have picked one of the characters in your army as a 'player-character'.

The benefit of the types of campaign mentioned above are that they are very easy to run and require very little record-keeping in order to make them work. However, there is something about the combination of the dense terrain, the relatively limited area covered by the city, and the small sizes of the forces involved that makes Cityfight games excellent candidates for use as the basis of a map-based campaign.

Whereas in a map-based campaign for a normal game of Warhammer 40,000 you'd need to map a huge geographical area in great detail, with a Cityfight campaign all you need is a map of a city. These are very easy to get hold of, just use the tour map of the last city you went on holiday to – on the right you can see just one that we found. The map will probably already have a grid, and if not it is easy to add. More importantly, tour maps tend to limit the amount of detail to the major features that a tourist (or would-be conqueror!) would be interested in without overwhelming you with fussy detail that you don't really need to know. Mount the map on a piece of card, use map pins to show the locations of your forces, and you'll have everything you need to fight an excellent map-based campaign.

One word of warning: avoid making the campaign rules for movement, supply and reinforcements, etc, too complicated. In the author's experience such rules serve little other than to slow the campaign down. One simple method is for both sides to pick a single army using the normal rules, and then to record the location of the units in the army on the map with map pins. One map pin can be used for each unit, or a single map pin used for a group of units all in the same square. Players with large collections of models might want to pick an army made up of several detachments, as described in the section for very large games on page 131 of the Warhammer 40,000 rulebook.

The players then simply take it in turn to move their map pins one square on the map. When you end up with two opposing map pins in the same square, fight a standard scenario to see who wins, and the loser must retreat back into the last square they occupied and spend their next turn stationary in order to regroup. To avoid units getting wiped out too quickly, and to reflect the fact that not all the casualties suffered in a game are fatal roll a dice for each model killed or vehicle destroyed. On a roll of 1-2 the model or vehicle is gone for good and should be deleted from the army roster, and on a roll of 3-6 it will be back in action for the next game.

To decide who has won the campaign, give a Victory point value to each 'notable feature' on your campaign map. You can either use the same value for all features, or vary them depending on their importance. At any given time the player with the highest number of Victory points is winning the campaign. You can then either play until one side gives up, or for a certain number of map moves, or until one side has reached a certain Victory points total.

Once you've played a simple campaign like this you'll come away eager for another go, and with a whole bunch of ideas for new rules to add to the campaign the next time you play. You might want to allow reinforcements to be added, or to vary the number of squares units can move depending on how fast their tabletop move is. Another option is to allow units to 'dig in' instead of moving; to clear a dug-in defender from a location would require the attacker to win a Grand Assault scenario, with both sides getting a certain number of points to be spent on special equipment. The possibilities really are endless!
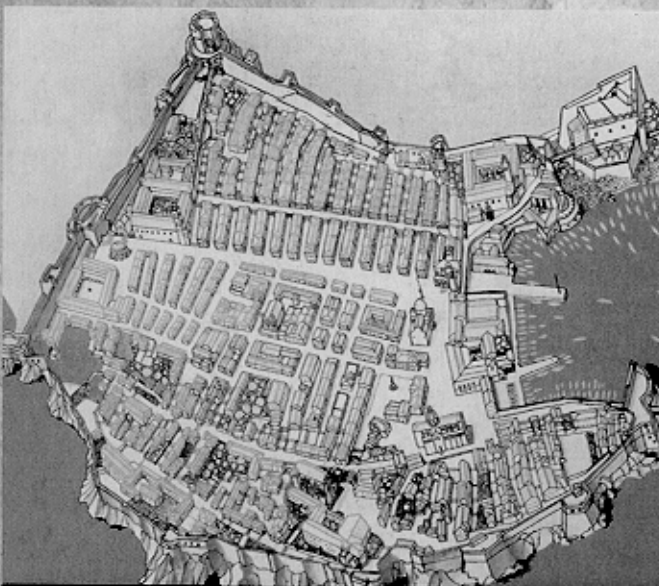
The old city and walls of Dubrovnik

EXPERIENCE IN CAMPAIGNS

One of the most interesting aspects of playing a campaign is that you can follow the progress of your men as they change from raw recruits into grizzled, battle-scarred veterans.

Because Cityfight missions are fought at such close quarters, survivors tend to become veteran a little more quickly than normal. Squads can accumulate experience as detailed in the Campaigns and Experience section of the Warhammer 40,000 rulebook. When consulting the EARNING EXPERIENCE table, amend it as follows:

> **Fought in Battle** . . . .**+200**
> For every Cityfight battle the unit takes part in it earns +200 experience.

Below, you will find an extension of the Experience in Different Scenarios table (again from the Campaigns and Experience section of the main rulebook) which covers the missions in this book.

If you decide to fight an experience-based campaign then infantry units can choose to roll on the Cityfight Battle Honours table below instead of the Infantry Battle Honours table found in the Warhammer 40,000 rulebook, which better represents the unique skills they would acquire fighting in city terrain. If you are playing a campaign like this then the author highly recommends you pick one of the characters in the army as a 'player-character' who represents you in the campaign. Trying to keep your character alive over a series of games can be a salutary lesson in just how dangerous cityfighting would be.

THE NARRATIVE APPROACH

A narrative approach to campaigns works well on several levels. It is easy to set up, doesn't require much in the way of plotting and planning between battles, is far more likely to get finished and is in many ways more realistic.

A simple example of a narrative campaign should serve to show why this is the case.

Take the Battle for Vogen as the larger picture in which a campaign is to be fought between an Imperial Guard player with a Cadian army and a Chaos Space Marine player with a Night Lords army. Rather than draw up complex maps the players decide to fight a narrative campaign focusing on the Battle for Gibbet Hill, the Vogen Law Courts based in the Administratum Quarter. The hill is less than 15 metres above sea level but provides vantage points from which the Imperial Palace can be observed. The assumption is that capturing the courts is an essential precursor to an assault on the palace. Knowing this the Chaos forces have moved the Night Lords to this sector to quickly blunt any attack.

Before going further it is a good idea for participants to read the Standard Missions carefully. A full understanding is essential if they are to be incorporated into a narrative. Another consideration is what terrain is available to represent Gibbet Hill and the Law Court buildings. Obviously the exact setting can be changed around to suit your terrain collection or you can use the campaign as motivation to produce some new terrain.

After some thought the players select MEETING ENGAGEMENT as the first mission in the narrative

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Meeting Engagement: The unit is responsible for holding a table quarter at the end of the game – gain +100 experience. If the quarter in question is the enemy's starting quarter gain +200 experience if held, +100 if contested.

High Ground: If a unit is in the tallest building at the end of the game – gain +100 experience. If they have won the special round of combat to secure the building then they gain +200 experience.

Relief Force: Any unit in the objective building at the end of the game gains +100 experience. If it is a defender and started the game in the building then it gains +250 experience.

Fire Sweep: Any unit that begins the game in an on-table concentration gets an extra +100 experience.

Coup de Main: If a unit is in the objective building at the end of the game – gain +100 experience, if they have won the special round of combat to secure the building then they gain +200 experience.

The Gauntlet: Any unit which succeeds in exiting the table gains an extra +100 experience.

Grand Assault: Any unit which fights in a Grand Assault gains an extra +100 experience.

CITYFIGHT BATTLE HONOURS TABLE

City Fighters	If the unit is in cover then its saving throw for cover is increased by +1 point.
Guerrillas	The unit rolls an extra D6 when moving through difficult terrain, and picks the highest for its movement as usual. Units with jump packs (or items that count as jump packs) re-roll this skill.
Tank Hunters	The unit always passes any tests for tank shock and adds +1 to all Armour Penetration rolls.
Sewer Rats	The unit knows the sewers and tunnels below the city like the back of its hand. It may use the scenario special rules for Subterranean Movement to deploy, even in scenarios where these rules are not normally used.
Stealthy	The unit is expert at moving silently and unseen. To represent this they may set up using the Infiltrators rule. If Infiltrators are not allowed in the scenario being played then the unit may make a free move immediately after both sides have deployed.
Cunning	Members of the unit have set up a booby-trap in the area over which the battle will be fought. You may set up one booby-trap of your choice each game using the rules in the 'Special Equipment' section of this book.

campaign. The assumption is that the Night Lords have sent out patrols on the most likely approaches to the hill and that these will attempt to delay the approaching Imperial assault for as long as possible. Working together the two players can fill in the narrative around the game until it becomes a unique scenario personalised for their forces rather than a standard mission.

One of the most amusing things about campaigns is that you get consequences. In a one-off game you can lose your entire army and still turn up at full strength the next week and start again. In a campaign a defeat may push you down a course of action that you do not really like. It is often best to draw up a simple decision tree to show what the consequences of victory or defeat may be. Just as the first mission was chosen collectively the successive missions can be too.

Logically, if the Night Lords win they will have slowed the Imperial assault, whereas if they lose they will have been hurried back to their main position with the Guard on their heels. Again, the players read through the missions and decide that RELIEF FORCE can be used to represent a Chaos win. In this case the assumption is that in trying to hold on too far from their main lines the Night Lords have risked being isolated. Now this may not seem to be too advantageous a position for an army that has just won but the point is that they are still preventing the Imperials attacking the real objective (Gibbet Hill). If the Imperial Guard wins the first battle the next will be HIGH GROUND as they make their presence felt on the hill itself.

The final stage will be a Grand Assault. Normally in Grand Assaults the attacker gets twice as many points as the defender, however this will be subject to the earlier results.

If the Night Lords have won twice they will have established a defensive position well in advance of their original lines and have forced the Imperial Guard to move around them to get to the hill. The Imperial Guard only gets to play with 60% more points in the final game.

If the Imperial Guard have won twice then they have succeeded in cutting through the Night Lords' perimeter and establishing a position on Gibbet Hill itself ready for the final assault. The Night Lords have taken serious losses before the real fight begins and only have 80% of the originally planned total points for the final game.

This sets things up nicely for the final battle. By this time the armies will be familiar to one another and have developed grudges aplenty. If the Imperial Guard win then the hill is taken and the player can take pride in his force having been instrumental in the liberation of Vogen. If the Night Lords player wins then he has bragging rights about how Vogen would never have been liberated if von Guyan's troops had even come close to matching the Night Lords' skill.

With the narrative technique a series of games can be played simply and with minimum preparation that provides virtually all the feel and atmosphere of a much more complex campaign.

MASTER ROSTERS

An additional quirk that can be introduced is for both sides to write up a master roster with approximately 50% more points available than are needed for any one game. Any squads reduced to half strength or less, characters who are wounded or vehicles that are damaged cannot be selected for the next game. Squads that are wiped out, characters that are killed and vehicles that are destroyed cannot be used in any of the following games. This rule could be relaxed if you are planning a long narrative with a lot of games. For example you may decide the unit/vehicle/character misses one game and then rolls a dice, on a 1 or 2 it never returns, on a 3 or more it is back on the roster.

The master roster does not have to conform to the force organisation chart so it is possible to have three HQs for example. You will however be limited to the force organisation chart when picking an army for a game.

With this system in effect it pays to decide early on which units HAVE to be involved in the GRAND ASSAULT so that they can be kept safe until they are needed. Alternatively, you can throw them in from the start in the hope that they will have a useful battle honour for the final conflict. Often the best way to design a master roster is to include several units of approximately the same points so they can be switched at will depending on the mission. Because of this it is recommended that unless a lot of games are planned you do not adjust the points values of units to reflect their experience during the campaign. This will minimise bookkeeping and avoid messing up a carefully built roster.

The added interest of your most successful units winning battle honours is considerable. Often players will miss out on this additional fun because they think that campaigns are complex and difficult. As should be apparent from the examples given here this really isn't the case. Some of you may aspire to running very detailed campaigns with written orders, resources to be spent on replacements, supplies to be accounted for and massive armies. Sometimes the most complex campaigns are the best but often detail is an obstacle rather than a feature. Start simple and add detail to suit both yourself and your opponents and you will find campaigns to be an easy and refreshing alternative to one-off games.

THE BATTLE FOR BLADEN
THE GOTHIC WAR – 143.M41

At the start of the Gothic War the Imperial Navy anchorage above the Hive World of Bladen in the Lysades sub-sector was devastated by Abaddon's surprise attack. The Traitor Marines of the Black Legion took the opportunity to attack Massena Hive. The Ecclesiarchy was strong on Bladen and Massena was the site of their greatest cathedral. The Mission of the Emperor Triumphant was the oldest Ecclesiarchy building in the sub-sector, built on the site of an Apothecarion said to have been founded during the Great Crusade it was a place where the Emperor himself was believed to have trod.

The Chaos fleet subjected the hive to a sustained bombardment, the city shield held but the Imperial forces in the city were blinded to events outside. The Black Legion landed as close to Massena as the bombardment allowed and blasted their way through to a subterranean rail-link running from Massena to Tegus hive. Passing beneath the shield the rail-link was secured by a series of massive gates, these were opened by insurgents to admit Abaddon's forces.

Before the Cathedral was the Square of Final Redemption, surrounded on the other three sides by the towering buildings of the Administratum. In the square the men of the 35th Cadian threw a line of improvised defences across the approaches and took up positions in a few carefully selected buildings which they fortified as best they could. The balance of the force and all their vehicles took their stand at the foot of the steps leading up to the Cathedral gates. Cardinal Andrallos stood behind them under the Ecclesiarchal banner surrounded by his Confessors.

The initial attack came in the north, the fortified Imperial Exchange building was rocked by repeated salvos of missiles before a wave of Black Legionaries swarmed through the desperate fire of the defenders and using meltabombs forced entry in half a dozen places. The Traitor Marines cleared a foothold with their flamers before squads of vile Plague Marines forced their way in and crushed all resistance. The defenders found the Plague Marines to be virtually invulnerable and one by one they fell to the festering plague knives, weakened by the aura of corruption and decay that shrouded their enemies.

The roof of the Imperial Exchange was soon packed with Black Legion havoc squads. Almost at once a firefight erupted across the ancient plaza as the havocs engaged the Imperial forces around the square. Suddenly the barricades blocking the roads entering the square to either side of the Imperial Exchange were smashed aside by lumbering Chaos Dreadnoughts leading a veritable sea of summoned daemons. Everywhere the morale of the defenders wavered. Only the forces gathered around the Cardinal kept their nerve and buried themselves in the litany of loading and firing. The daemonic horde was halted some fifty paces from the steps and then driven back inexorably by the unceasing volley fire. The many statues of saints and martyrs that adorned the square were destroyed alongside the abominations of Chaos. The daemons began to fade, their grip on the real universe waning under the physical bombardment of the Guardsmen and the faith of the Ecclesiarchy. Left alone the Chaos Dreadnoughts rampaged on but were unable to break through the line although one overturned a Leman Russ and set a clawed foot on the Cathedral steps before it was destroyed.

As the last Dreadnought was reduced to mangled metal an unearthly screech from above announced the arrival of the Chaos Raptors. Dropping onto the Cardinal's, retinue they were soon engaged in a merciless hand to hand battle, which raged up and down the cathedral steps. Atop the steps, reality turned inside out and the smell of ozone mingled with daemon ichor and human fear. The Black Legions' Chaos Terminators had teleported into the thick of the action. Their initial salvo cut through the Cardinal's guards bringing down Andrallos' banner along with the Cardinal himself. With his death resistance crumbled.

The ways in which the Cathedral was defiled were gross and barbarous. Thousands of citizens were slaughtered to complete the desecration. Such was the horror that even after Abaddon's departure the city was a place of madness and corruption. The taint of Chaos was upon it and in 159.M41, sixteen years after it fell to the dark gods Massena was put to rest by a blessed Exterminatus at the command of Lord Admiral Ravensburg and the Inquisitor Lord Proccuppio Vex.

UNIQUE CITY TYPES

"The Chaos taint had only embraced Urthwart for a few months but when we landed to retake it a nightmare awaited us. Flayed human skin flapped from every streetlight, everywhere you looked grinning skulls were piled in pyramids and always just around the next corner was an infernal giggling and cackling that seemed to come from the walls themselves. We lost almost as many men to madness as we did to enemy action....."

Veteran Sergeant Hessel, 122nd Cadian Regiment

The Warhammer 40,000 universe contains an immense variety of city types. Human cities alone can vary from towering hives to sprawling industrial complexes to feral shanty towns. More challenging still are the elegant Eldar craftworlds and the insane geometry of chaos-tainted cities along the edge of the Eye of Terror. This section serves as a brief travelogue around these diverse environments to provide a few ideas for modelling and gaming in them.

ELDAR CRAFTWORLDS

The vast space-borne cities of the Eldar ply the darkness of space and are home to the remnants of this once proud race. Constructed, or more accurately, grown by beings whose capacity for art and culture is boundless, they are graceful beyond imagining and beautiful beyond compare. By necessity, Craftworlds are self-contained and self-sufficient creations, composed of sprawling forest domes which act as giant lungs for the Craftworld as well as peaceful areas for quiet contemplation and meditation. These exist in harmony with graceful urban areas of flowing, elegant simplicity and realms where there is little to distinguish the two. The exterior of the Craftworld is studded with enormous docking bays and these house the Craftworld's fleet of starships.

The heart of each Craftworld is composed of a psychotropic material known as wraithbone, which forms the basic structure of the gigantic vessel. A sub-sect of the Eldar known as Bonesingers utilise their psychomorphic talents to accelerate the growth of wraithbone crystals to mould them to the desired form. In this way the Eldar shape the structure of the Craftworld to their desires and echoes of their haunting shape-songs can be seen in the beauty of their creations. The wraithbone acts in much the same way as a living organism's skeletal structure, but also as its central nervous system. It resonates with psychic energy and is connected to all things within the Craftworld,

particularly a secret place hidden within the Craftworld known as the Dome of the Crystal Seers. This sacred place houses the heart of the Infinity Circuit, where the spirit stones of the dead are laid to rest. A deeply spiritual location, it is here that the revered ancestors take root within the wraithbone core of the Craftworld and become part of the Eternal Matrix.

Each craftworld is a unique creation of its Bonesingers, yet there are many features common to them all. At each Craftworld's centre is the shrine to the Kaela Mensha Khaine, the Bloody-Handed God, the embodiment of the Eldar's warlike nature. When the Eldar go to war, the wraithbone core pulses with the heartbeat of the awakening Avatar and the Eldar are filled with thoughts of death and bloodshed. Scattered throughout the Craftworld, the shrines of each of the Eldar warrior aspects pulse with vitality as the Eldar arm themselves for battle.

To fight battles set upon an Eldar Craftworld demands a certain amount of modelling skill as there's little in the way of ready made scenery available to buy. You could try seeking inspiration from reference books on architecture to give modelling your Craftworld a particular flavour (particularly prominent architects such as Renzo Piano, Le Corbusier and Zaha Hadid).

Because a Craftworld is an enclosed environment, all barrage and 'indirect' weapons require line of sight since they cannot lob shells high into the air for fear of breaching the wraithbone hull.

ORK WORLDS

Some Ork worlds fit well into the Feral category, with walled cities and a generally low level of technology. Orks are migratory however and the world they are found on is simply the most recent one they have conquered. This means that the addition of a few Ork buildings can change the look of an Imperial city to be one that is under Ork dominion.

In general Ork cities are unplanned and anarchic, there is no real road net and it is quite common for the more important dwellings to be protected by fortifications entirely separate to those of the city at large. Whilst most buildings will be lightly constructed there will be others formed from massive stone blocks that count as heavily constructed. Some key objectives might be protected by Ork kustom force fields, particularly the workshops of prominent Mekboyz. These improve the save modifier of the building by +1 and will generally require a lot of 'gubbins' to be built onto the roof and walls.

Ork cities will always contain slaves. If the city is a conquered one they will be an underclass living in ghettos. If it is an Ork city then there will be extensive slave pits. Central to many Ork cities are fighting pits, deeply dug with stake and spike studded edges they are used to settle disputes between Orks in a mutually agreeable fashion and serve a similar function to assembly buildings, law courts and prisons rolled into one.

The twisting alleys of an Ork city make a dangerous combat zone and it is not surprising that most Imperial generals prefer to level them with artillery than storm them. Sometimes though it is not possible to wait for the artillery to do its job and an assault is unavoidable. Ork cities built on solid rock will often have a network of subterranean tunnels burrowed out beneath them. Whilst these are only really used by Grots to get away from too much Ork supervision, in the event of an attack they can be used to provide shelter from bombardment or air attack. Even when the city itself is flattened cleansing the tunnels beneath remains an extremely hazardous operation.

"In the open field armies are commanded by their generals. In cities, armies are commanded by their sergeants."

Colonel Tolsten Hart M38

All cities are full of the sort of shadowed moist ground needed by Orks to spore. It is likely therefore that any city occupied by the Orks will need completely cleansing before it can be reoccupied. The extent to which this happens will be decided by how many Orks already live in the region. If their numbers were seriously reduced storming a city the Orks will spore more freely and any relief force will encounter new born Orks very quickly.
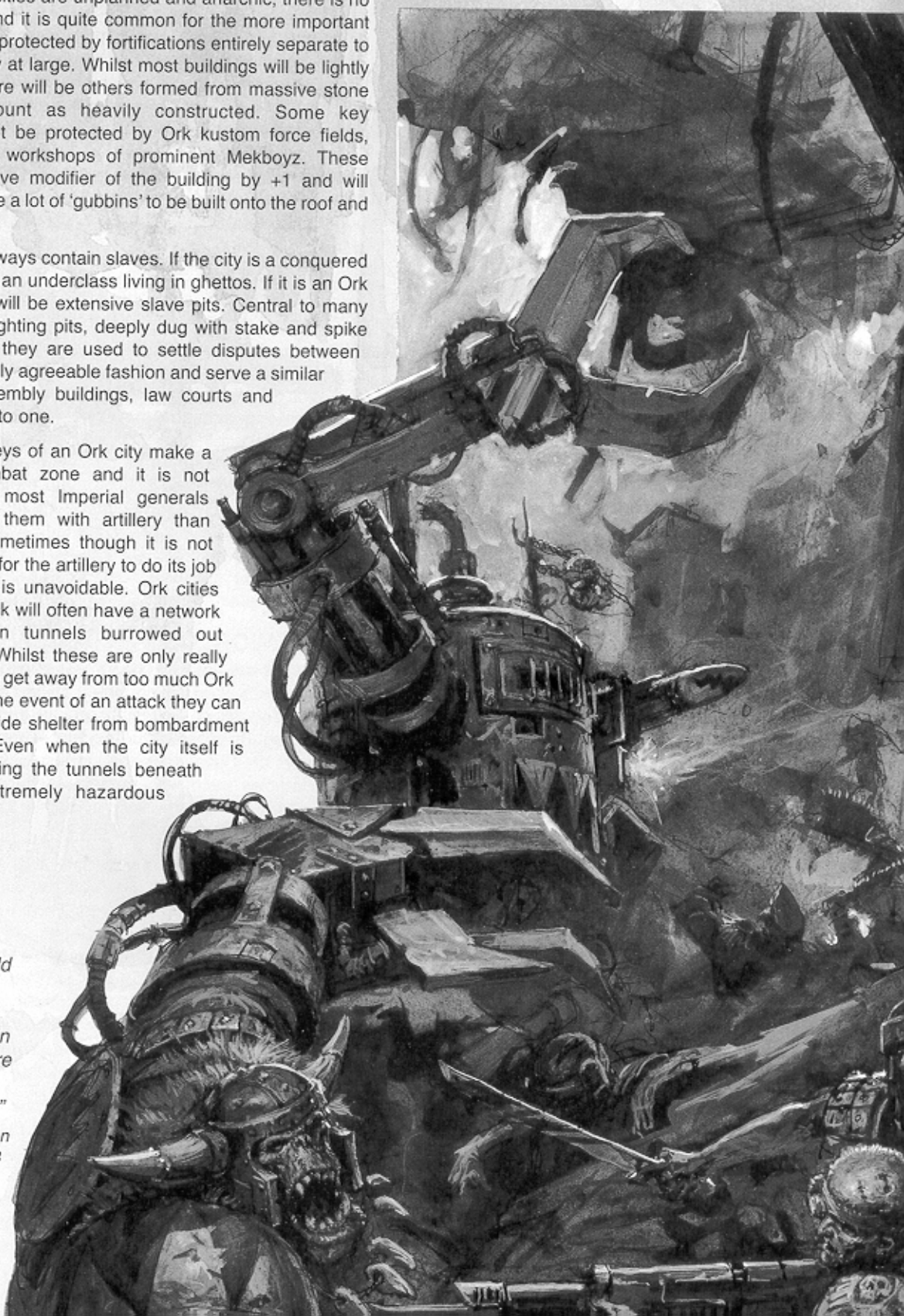
HIVE CITIES

Virtually every human community has within it the potential to become a hive city. Humans reproduce quickly and are adept at specialising so that each becomes an expert at a given task. The result is a rapidly increasing population that must be accommodated. Hive cities are not constructed with any overall vision, instead they grow as their population grows and can be as diverse as the planets on which they are situated.

The most common are hives such as are encountered on Armageddon and Necromunda. Vast mountainous spires rising from among foothills of waste and debris like giant ant hills. On ice worlds such as Valhalla and Inwit, the hives are tunnelled out of the ice and rock, galleries and chambers plunging deep beneath the surface of an inhospitable world. Rarer are worlds like Fathom which are predominantly water covered and the few solid pieces of land are used as a foundation for tall citadels surrounded by floating shanty towns of old sea vessels bound together and used to support additional buildings. On the fabled Black Planet the hives are built within huge geothermal heat exchangers which stand side by side in the mile deep chasms opened up by unrestrained strip mining during the Dark Age of Technology. Here, each great rectangular block is a city in its own right and a variety of gravitic vehicles ply between them right down to the thick fog that obscures the deeps and the block's foundations. More common is the sprawl – this is a type of emergent hive. Already there might be several huge towers but the bulk of the city is a network of industrial zones and habitats still open to the sky. Such a city might be walled.
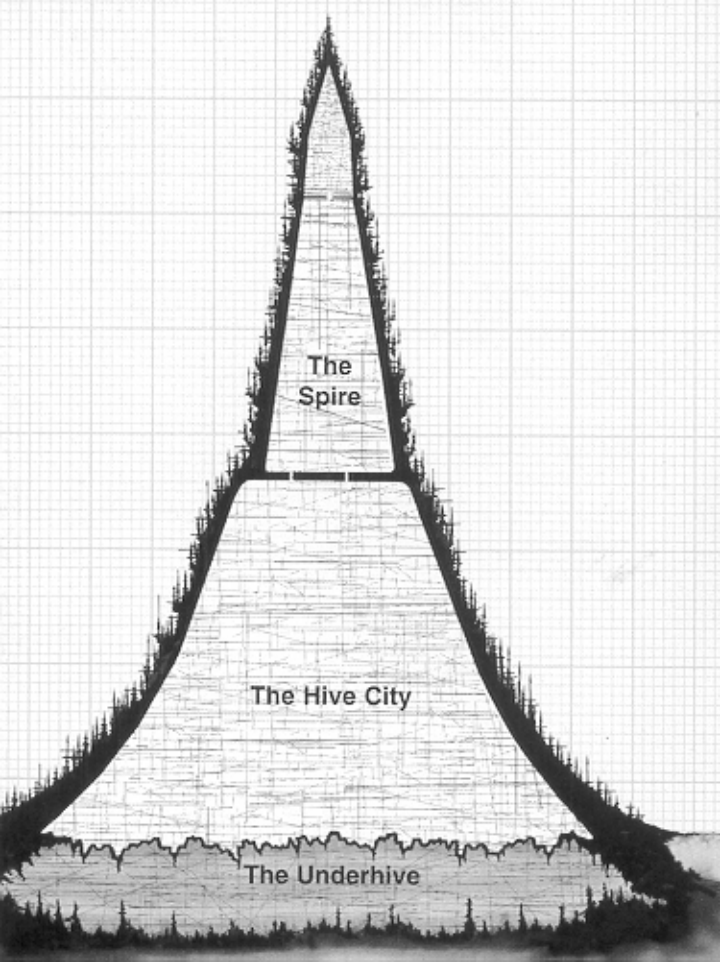
Because of this diversity there are few common features in hives apart from the existence of roofs or domes. Enclosed spaces impose some limitations – in an enclosed space Guess range weapons lose their ability to fire indirectly and any kind of Deep Strike involving flight becomes impossible. Others are enclosed to the point they become a maze of connecting corridors and caverns varying in size from a few yards across to being large enough to accommodate a small town.

Often the key battles in determining whether a hive will stand or fall are actually fought around its perimeter. Hives by their very nature are not self-supporting. Provisions and other supplies have to be shipped in from the region, the planet or sometimes another system. If a hive can be besieged by being cut off from the outside world then its massive population will consume any supplies very quickly and when they run out start to riot in their search for more. Hives are huge however and cutting them off completely can be very difficult. For the purposes of Cityfight battles to control key road and rail links, starports, airports and harbours can be fought over to determine the siege's success without any need to construct a hive in your garden!

Battles are frequently fought in the same place as earlier battles. The Cadian Gate has such strategic significance that any Black Crusade must have a way of bypassing it or fighting its way through if it is to be successful. The same is true of hives; certain approaches will always be preferred and it is here that fighting will be concentrated. In the Battle for Vogen the Arbites precinct house and the Palace of Peace became key objectives. When modelling terrain for a cityfight it is a good idea to ask yourself how the city might be attacked so that you can build the key features that are needed for it. In this way your hive terrain becomes as much a part of your collection as your armies.

FERAL WORLDS

Feral worlds are not well enough developed to support large cities. In most cases it is not until a culture reaches a level of development akin to Sixteenth century Earth that cities get large enough to stage a true cityfight. There are exceptions obviously, on Duvatis stands an acropolis containing 70 major temples each with numerous chapels and ancillary buildings the whole area being some five miles square. This would be an ideal setting for a cityfight.

Early feral terrain will be very similar to that used in the Mordheim game so if you wish you can quickly start playing Cityfight using Mordheim buildings. Feral worlds are unlikely to be the object of great campaigns but for slavers and raiders such as the Dark Eldar they are a rich source of prey if they are able to strike, capture slaves and withdraw before more technologically developed humans arrive. A series of Cityfight games could easily follow the opening of a warp gate portal within a feral city or perhaps the discovery of an ancient long dead city that holds something of value.

Normally feral cities will be lightly constructed and are unlikely to survive the punishment that the weapons of the Imperium and its enemies can deal out. Other than in the early stages of an action they should be depicted with a high ratio of ruins and with few multi-storey buildings standing. Feral fortifications are likely to be weaker than they appear as they lack the foundation and internal support that advanced building techniques provide.

Necromunda Hive Primus

The Spire

The Hive City

The Underhive

DAEMON CITIES

Deep within the Eye of Terror, the natural laws of reality are flouted as Daemon Princes use their enormous powers to shape their world to their unnatural desires. Here, madness serves as architect and planner, with a daemon's whims given form in stone and flesh. The streets writhe in eternal motion, faces leer from liquid walls and screams issue from eyeless creatures bound forever to the substance of the city. Every conceivable form and possibility is given shape upon a daemon world and sights that defy description are commonplace. Vast, continent-spanning factories belch fumes into bloody skies, churning out weapons for the daemon armies that populate the world. Life is cheap and these worlds are populated by human renegades and creatures that are barely recognisable as human any more. The Traitor Legions that turned against the Emperor thousands of years ago make their homes within the Eye of Terror and their worlds are terrible to behold.

Whole planets echo to the sound of worship, as entire populations unite in cries of adoration to their infernal masters. On one world, daemonic bells, larger than starships and requiring the labour of millions to sound, ring out over twisted cities and the thunder of their peals can be heard for thousands of light years. Yet another world resonates with the dolorous chanting of billions of daemons of Nurgle as they endlessly circle the globe, counting the number of plagues that ravage the universe.

The cities of daemons can be as varied as you like, because as far as Chaos is concerned, anything goes and your imagination can run riot! However, almost all the cities of a particular Chaos god will have some broadly similar features. Cities of Khorne are filled with sacrificial altars, blood pools, executioner's blocks and all manner of implements of pain and death, while those of Nurgle are pestilential nightmares of contagion and delerium. To venture within such places is to bear witness to fly-choked thoroughfares, stinking hovels of indescribable filth and enormous vats of diseased, liquefied flesh. Charnel pits overflow with the decaying corpses of those who have succumbed to Nurgle's Rot, only to rise again as daemonic servants of the Plague Lord.
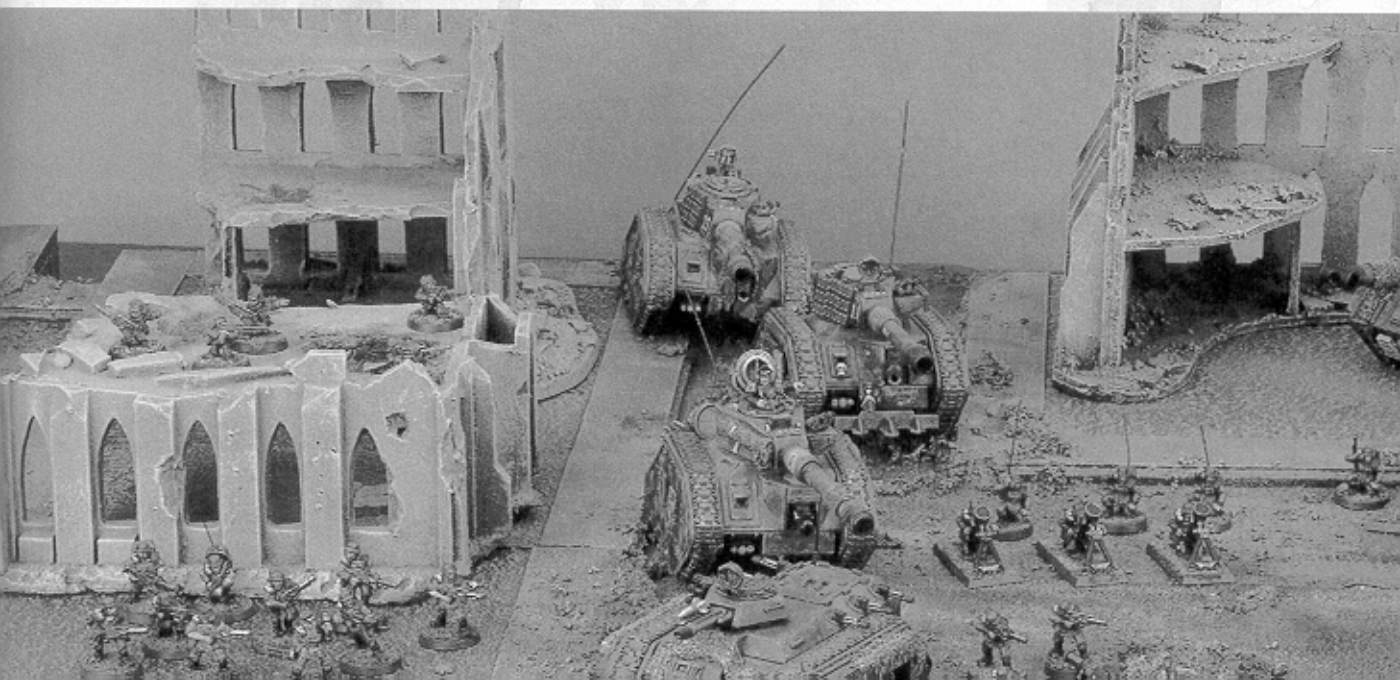
Cities of Slaanesh are places of such sensory overload that even to look upon their majestic excesses is to invite corruption and madness. Everywhere are shrines to hedonism in all its multitudinous forms. Temples to excess in noise, colour, lust, knowledge, torture and insanity abound. No form of self-indulgence is frowned upon and on every street corner the worshippers of Slaanesh pursue their desires with no thought for the morrow. The Changer of the Ways, Tzeentch, has cities, but they are so deeply saturated in magical energy that they can readily be reshaped by an adept of sufficient power. Despite this the servants of Tzeentch have a predilection for silver towers and their cities are often crowned with them.

FORTIFIED CITIES

The Warhammer 40,000 universe is full of cities that either have a specially built set of defences or that can have one improvised by a well-motivated population. City defences can include walls of rockcrete hundreds of yards high, massed turret-mounted weapons batteries, multiple belts of razorwire and dragons teeth, plus void shield generators. Attacking such structures would be challenging even with the Cityfight rules to help you so you may find it simpler to start your games after a breach has been forced.

Whilst the Cityfight rules can be used to play out an assault against fortifications, running across open ground towards well dug-in enemy is really not the objective. Rather than conduct storming operations it is often much easier to make the assumption that prolonged bombardment has opened a breach in the fortifications and that the part of the table your first unit marches on from is that breach. The wall is therefore assumed to be just off table.

Once inside the perimeter defences the internal defences can be represented with the special equipment detailed for Grand Assaults. Over time as well as levelling the city the continued fighting will create a network of supply dumps concealed in cellars, observation posts atop ruined city blocks, factories fortified to act as small castles and lines of improvised barricades and fortifications across every open area. This type of apocalyptic ruin is in many ways the best setting for Cityfight and the most evocative.

THE BATTLE FOR VOGEN

THE KHAI-ZHAN UPRISING, 968.M41

THE CADIAN SECTOR

HALO ZONE

SEGMENTUM OBSCURUS

SKALATHRAX
(OBSERVED M.37)

WARP STORM
'OARBARETH
OMEGA (M.32)

SEGMENTUM
PACIFICUS

SEGMENTUM
SOLAR

ULTIMA
SEGMENTUM

SEGMENTUM
TEMPESTUS

WARP STORM
'CACIDARNAE
(PRE M.32)

URTHWART

CADIA

WARP STORM
BAPHOMAEL
(PRE M.32)

KHAI-ZHAN

MASKOS

WARP ROUTES

OMEGAN SURGE
(M.41 837-956)

VOGEN

WATER

KHAI-ZHAN

KZ1.04

1.10G/Temp 18°

Water world

Tithe Grade: Exactis Particular

Aestimare: C700

Population: 4,000,000

Khai-Zhan Rebellion 968.M41

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space called the Cadian Gate. This forms the one and only predictable passage between the Chaos-infested Daemon Worlds of the Eye of Terror and Earth. Although Khai-Zhan lies well over a hundred light years from the Eye Of Terror, its loss would be a terrible blow to Imperial defences.

Khai-Zhan is a stable planet, little troubled by subterranean activity, while its twin moons are so small and distant as to have very little effect on the planet's surface. It is the most important producer of food-stuffs in the Cadian Sector, and Khai-Zhan kelp cakes form over half of the dietary requirements of the human populations on planets within a hundred light year radius. The nutritious seaweed which is used to produce Khai-Zhan's main export is collected and processed by huge mile-long harvesting ships, which constantly criss-cross the shallow oceans that make up 98.3% of the planet's surface.

Khai-Zhan is home to some four million Imperial citizens, most of whom work on the harvesting ships and in the towns and ports that service them. All of the planet's population centres are located on the land mass located at Khai-Zhan's northern pole, which forms the planet's only solid land above sea level. This population hugs the coast of this continent, leaving the heavily forested interior untouched apart from the small settlements and outposts scattered along the roads and trails which link the coastal population centres.

The fleet of harvesting ships are owned and run by a number of family cartels, each of which is based in a different port. There is great rivalry between the different cartels, and open warfare between them over the right to harvest a particularly lush kelp bed is not unknown. The only neutral ground where members of the different cartels are willing to mix without outright war breaking out is in the city of Vogen.

Vogen is Khai-Zhan's capital and from here the planet's Imperial Governor rules in the name of the Imperium. It is the only city on Khai-Zhan that has a spaceport. Because of this all of the cartels must bring their goods to Vogen in order to have them exported, and for most of Khai-Zhan's history this has allowed the planet's governor to keep the unruly family business empires in line with Imperial policy.

In the early hours of the morning of the twelfth day of the fifth bi-lunar cycle, the Imperial planet of Khai-Zhan was riven by open revolt. All across the planet covens of Chaos cultists, aided and abetted by other disaffected elements of the population, attacked vital strategic locations. Within hours Khai-Zhan was in turmoil, as battles between loyal Imperial forces and the cultists and their allies erupted everywhere. To compound the problem for the defenders, reports soon started coming in that units of darkly-armoured Chaos Space Marines from the Night Lords Traitor Legion were involved in the fighting. By the end of the first day's confused fighting over half of Khai-Zhan's major population centres were controlled by the rebels. Most vital of these was the planet's capital, the ancient Imperial city of Vogen. The battle for control of the city was to last for the duration of the uprising, and matched in intensity and ferociousness any cityfight in recent Imperial history.

PLANETARY DETAILS

Khai-Zhan is an α-class Agri World located approximately seventy-five light years to the galactic south of the important Imperial planet of Cadia. The Cadian Sector stands upon the edge of the Eye Of Terror within a narrow corridor of stable

THE KHAI-ZHAN UPRISING

The tragedy of the Khai-Zhan uprising was that it could have been easily avoided. It came about through the greed and misjudgement of one man, Imperial Governor Harikon Kadulus. As already noted, all goods exported from Khai-Zhan had to leave from Vogen's single spaceport. Since the founding of the planet a tax had been levied on the goods exported, technically to pay for the support and upkeep of the spaceport and Planetary Defence Force. It had been long accepted that some of these taxes found their way into the pockets of the staff and officials of the planetary government. Governor Kadulus, however, was a vain and greedy man, and he demanded a bigger and bigger share of the money raised from the charges levied on the cartels for using the spaceport. This had a two-fold effect; it led to cut-backs in the planet's defences in order to help pay for Kadulus' excesses, and it led to growing discontent amongst the planet's population as the cartels began passing on their increased costs to the workforce. Within a decade of Kadulus being appointed Governor the situation was ripe for disaster. All that was required was a spark to set it off.

The spark came in the form of von Guyen, a petty thief and con-man who was wanted in over a dozen Imperial systems for impersonating officials of the Ecclesiarchy and convincing gullible citizens to donate their savings to him for 'the betterment of the Imperial Cult'. Until he arrived on Khai-Zhan, von Guyen had simply used his ill-gotten gains to finance an extravagant and luxurious lifestyle. At some point, however, he clearly came into contact with agents of the Chaos gods, who found in him a very useful servant.

When von Guyen arrived on Khai-Zhan he immediately set about founding covens dedicated to the gods of Chaos, his honeyed words and promises of wealth and freedom from Imperial oppression falling on the fertile ground tilled by Kadulus' corruption and greed. Very quickly von Guyen was able to build up a network of covens dedicated to overthrowing the government of the planet. Once they were strong enough in numbers von Guyan's followers began arming themselves and preparing for war. Word was sent by nefarious means to the Night Lords Traitor Legion, who despatched their hardened warriors to aid Guyan. On the twelfth day of the Khai-Zhan's fifth bi-lunar cycle, just over a decade after von Guyan had arrived on the planet, the rebels struck.

THE REBEL FORCES

The rebel forces that took part in the Khai-Zhan uprising ranged from bands of untrained cultists armed with home-made weapons, through to battle-hardened Chaos Space Marines of the Night Lords Traitor Legion, and just about everything in between. As well as human warriors, the rebels were aided by daemonic creatures summoned to the battlefield from the warp. However, the actual number of such summonings was very small indeed. The exact reason for this is unclear, but it would appear that Vogen's great distance from the Eye of Terror and the lack of real devotion to any of the Chaos cults shown by von Guyan's followers and the Night Lords Space Marines may have been contributory factors. Whatever the reason, it was human warriors rather than supernatural monsters which did most of the fighting during the Khai-Zhan uprising.

The bulk of von Guyan's army was made up of cultists. Although they lacked heavy equipment in the form of armoured vehicles or heavy artillery, many of the cultists were well-armed with lasguns and heavy weapons such as missile-launchers and heavy bolters which had been stolen from the Planetary Defence Force or smuggled onto the planet. At the start of the uprising the cultists had little training or experience, but this was quickly learned over the course of the campaign, and by the end of the fighting the best cultist units were the equal of any of the Cadian Imperial Guard units that they fought.

The cultists were backed up by a large number of trained military units from Khai-Zhan's Planetary Defence Force (KZ-PDF). About a third of the KZ-PDF went over to the rebels, providing von Guyan with a cadre of well-trained and equipped personnel which proved invaluable. Rebel KZ-PDF armour and artillery were particularly useful, especially in the early stages of the uprising, where they were used to crush Imperial strongpoints and bastions. Later in the campaign the arrival of Imperial Navy fighters and orbiting spacecraft made it increasingly difficult for rebel armour and artillery to operate successfully, but even under these conditions they proved a constant thorn in the side of the Imperial forces. However, probably the most important result of the disloyalty of so many KZ-PDF units was that the Imperial Guard and Space Marine forces drafted in to suppress the rebellion did not trust or respect the ones that had remained loyal. In many cases this distrust was completely unjustified, but nonetheless it led to a number of situations where attacks were aborted or held up because Imperial Commanders did not trust loyal KZ-PDF which were fighting alongside them.

The least numerous but most dangerous element in the rebel army were the units from the Night Lords Chaos Space Marine legion. The Night Lords do not appear to worship any one of the Chaos Gods and, following the Horus Heresy, have instead become cynical, hard-bitten and frighteningly ruthless warriors. They fight for the pleasure of it and for the material rewards it can bring, and not because they worship some deity. Over the millennia the Night Lords have seeded many uninhabited planets close in the Cadian Gate with their forces in order to take advantage of just such an opportunity as the Khai-Zhan uprising. Even though the Night Lords must have known it was unlikely that Khai-Zhan would fall to von Guyan's forces, they despatched small numbers of Night Lord Chaos Space Marines to take part in the fighting. It seems clear now that their aim was to draw as many Imperial units as possible from elsewhere in the sector into the battle, in the hope that the disruption caused by the uprising would provide them with rich pickings from the neglected worlds.

Although it is unlikely that more than one hundred Night Lord Chaos Space Marines took part in the uprising, the effect of their presence was out of all proportion to their numbers. Panic spread like wild-fire when word that Chaos Space Marines were on the planet, and the presence of just a squad of these fearsome warriors was enough to break the will of all but the bravest defenders. Later in the campaign, squads of Night Lords were used to bolster the defence of the most vital strongpoints, and to lead sudden counter-attacks to capture lost ground. It was only with the arrival of the 5th and 9th Imperial Fists Space Marine companies that the Imperial forces were really able to deal adequately with the Night Lord units that were fighting on the planet.

THE IMPERIAL FORCES

The Imperial forces on Khai-Zhan can be split into three distinct groups; the loyal Planetary Defence Force, Cadian Imperial Guard units, and Space Marines from the Imperial Fists Space Marine Chapter.

The troops that made up the (KZ-PDF) were of very mixed quality. Almost a third joined the rebels at the start of the campaign, and many of those that remained were of dubious quality. Endemic corruption affected many units, and Governor Kadulus' policy of awarding positions in the PDF to his cronies and sycophants meant that combat efficiency suffered. There were very notable exceptions, however. In particular, the troops of the elite Khai-Zhan Commando and Khai-Zhan Mountain Ranger regiments fought extremely valiantly. But these were the exception rather than the rule, and the bulk of the hard fighting to quell the Khai-Zhan uprising was performed by the Imperial Guard and Space Marines fighting on the planet.

Almost all of the Imperial Guard units that fought on Khai-Zhan were from Cadia, and it was they who bore the brunt of the fighting in the campaign. The 122nd Cadian Regiment was already stationed on the planet at the start of the campaign, and offered the only really serious opposition to the rebels in the early hours and days of the uprising. Later the 9th and 72nd Cadian Infantry Regiments were transported to the planet, along with elements of the 3rd Cadian Heavy Tank Regiment, whose Baneblades and Shadowswords proved invaluable in reducing the rebel strongholds in the Dragonspine Mountains to rubble. The Cadians were well equipped and trained, and had been honed by years of fighting against Chaos raids near the Cadian Gate. Nevertheless, the ferocity of the fighting matched anything in Cadian military history, and by the end of the campaign almost a third of the Cadian troops involved had been killed or wounded.

Towards the end of the uprising the loyal KZ-PDF and Imperial Guard regiments were reinforced by the 5th and 9th Companies of the Imperial Fists Space Marine Chapter. The Imperial Fists, a First Founding Chapter, have been famed for their skill at siege warfare ever since the days of the Emperor's Great Crusade. Their expertise at city fighting was put to good use in the desperate battle for the Palace Of Peace, which marked the closing stages of the Battle for Vogen.

THE CAPTURE OF VOGEN

The Battle for Vogen began as it was to end; in blood, death, and confusion. The rebels' presence on Khai-Zhan and their preparations for war had not gone completely unnoticed by the planet's defence forces. However the huge scale of the rebellion, and the extent of their preparations came as a terrible shock.

The rebels had chosen the time for the beginning of their uprising very carefully; it was the date of Imperial Governor Kadulus' birthday, and had been proclaimed a public holiday. Over half of the Planetary Defence Force had been given leave so they could join in with the celebrations. Those PDF units that were on duty were mainly von Guyen's followers, who had volunteered to serve that day. The rebels possessed detailed information about Vogen. They had divided the city into four attack zones and had pinpointed nearly every military installation. Units

were assigned to each location and given orders to capture it no matter the cost in lives. Cult leaders had prepared a detailed list of over two hundred targets and had listed individual Imperial officials to be captured or killed.

Inside the city, Colonel Karnow, commander of the 122nd Cadian Regiment, which was stationed on the planet, was worried. He felt that all signs pointed to an imminent uprising. Cancelling all leave, he placed his units on alert and gathered his staff in the regiment's HQ compound, which was located in the city. He decided to leave the bulk of the regiment in their containments located outside Vogen, trusting to the KZ-PDF to be able to deal with any trouble that occurred inside the city. This proved to be a mistake, for when the attack came the only other loyal troops located in the city were the Adeptus Arbites units based in their precinct house to the south of the city. When the uprising began the Adeptus Arbites precinct house and the 122nd Regiment's HQ were to become the only two islands of resistance in the city.

The attack started when mobs of cultists poured into the city streets. Those loyal citizens that did not join the rebellion were forced to hide in their houses or be killed by the mob, which had been whipped into a frenzy of hatred by the leaders of the cultist covens. All across Vogen people that failed to escape were sacrificed upon makeshift altars dedicated to the gods of Chaos. The streets ran with blood and the air was rent by the gurgling screams of sacrificial victims. Walls were daubed with the marks of the Chaos gods, and any icons of the Imperial cult were desecrated or destroyed. Buildings were torched, the fires running unchecked and lighting the city with a dreadful hellish glow. Monstrous creatures, drawn from the warp by these nightmare scenes, appeared and rampaged through the city, killing all that got in their way, rebel or loyalist alike.

At the centre of Vogen lay the Imperial Governor's residence, a mighty citadel known as the Palace of Peace. When the uprising began, Governor Kadulus and his closest cronies were taking part in a debauched birthday celebration. Unknown to them most of the Palace Guard had been infiltrated by cultists, and those guards that were still loyal were quickly and quietly despatched. The revellers did not even know that anything was untoward until von Guyan himself strode into the banqueting hall. Snapping his fingers he ordered the guards to hurl Kadulus and his followers in the Palace's dungeons, where he would deal with them at his leisure. The strongest bastion in the city of Vogen had fallen without a shot being fired.

Meanwhile a sea of cultists were attacking the Adeptus Arbites precinct house and the 122nd Regiments HQ. Again and again the cultists hurled themselves against these objectives, but both positions were heavily fortified and surrounded by razor-wire and minefields, and it proved impossible for the lightly armed cultists to take them. Even the blood-crazed leaders of the cultist mobs soon realised that further attacks were futile, so they changed tactics and tried to subdue the defenders with heavy weapons and sniper fire from overlooking buildings. Surrounded and cut off, unaware that rebel attacks were happening across the entire planet, the Arbites and Guard garrisons could do little other than hold out and pray to the Emperor for help.

All around these compounds, rebel units from the KZ-PDF and their cultist comrades controlled the city. While the PDF troops began fortifying their positions and preparing defences, the cultists carried on hunting down any loyal Imperial citizens trapped in the city. Above the Palace of Peace a huge banner was unfurled bearing the mark of Chaos Undivided. As if this were a signal, at the very moment the banner was unfurled a Thunderhawk gunship belonging to the Night Lords Chapter roared down from orbit and landed in the Palace courtyard, disgorging half a dozen squads of Chaos Space Marines to help secure the city. It had taken the rebels two hours to capture Vogen, the planet's capital and largest city.

HOLDING OUT

Although von Guyen and his followers did not know it, this was to mark the high point of the uprising. All over Khai-Zhan the cultists had been successful and the Imperial defenders had been caught unprepared. But now the defenders knew what they were up against and, more importantly, they knew who their enemy was. Although hundreds of thousands had joined the Chaos covens, and a third of the KZ-PDF had joined the rebellion, the majority of the population remained loyal to the Imperium, and they now started fighting back. Within days the outnumbered rebels were forced back on the defensive.

The poorly armed and poorly trained cultists suffered especially badly in those early days, with thousands dying in futile wave attacks on Imperial strong-points. The monsters that had appeared to aid the rebels in the first days fighting were either slain in these battles or returned to the shadowy realm from whence they came, leaving the rebels to fight on unaided. Finally von Guyen realised that these attacks did little other than to deplete the ranks of his followers and called them off, but by then two in every three of the cultists were already dead. The KZ-PDF and Night Lords fared better, but they were stretched very thin. The arrival of fresh Cadian troops, just three weeks after the rebellion began, sealed the fate of the rebels and meant it was only a matter of time before the rebellion was crushed.

Within Vogen the 122nd Regiment HQ and the Adeptus Arbites' compounds proved to be two terrible thorns in the side of the rebels. Both lay just within the city walls, and allowed Imperial reinforcements to get within the city without having to fight their way in. Instead of having a secure and heavily fortified position, the rebels had to defend against multiple threats from within what they had thought would be their defensive perimeter. In the early days of the rebellion von Guyen launched several furious assaults against each stronghold, but even with the aid of the rebel artillery to pound the defenders, and with Daemons and Night Lords Chaos Space Marines to spear-head the assaults, it proved impossible for the rebels to fully capture the compounds.

Outnumbered and out-gunned the defenders gritted their teeth and held on as best they could, selling their lives as dearly as possible, and making the rebels pay in blood for every yard of ground they took. By the end of the first day there were only half a dozen men in the 122nd Regiment HQ who were unwounded, and the situation was little better in the Arbites precinct house. It seemed impossible that the two positions would not fall, but wounded and unwounded men alike kept on fighting furiously. This desperate defence through that terrible night as shells exploded on the compound and monsters howled in the darkness bought just enough time for a relief column to fight its way the twelve kilometres from the regiment's main camp to the two

compounds. When the rebels attacked again at dawn on the second day they were met by fresh Imperial Guard troops and were driven back with heavy losses. Half-hearted rebel attacks continued for the rest of the day, but none made any headway. Reluctantly, von Guyen was forced to yield the initiative, dig-in and await the Imperial counter-attack.

THE RECONQUEST

Starting with the third day of the Battle for Vogen, troops from the 122nd Regiment, eventually reinforced by troops from two other Cadian regiments and the Imperial Fists Space Marine Chapter, began the building by building reconquest of the city. Every alley, street corner, window and wall harboured potential death. The only way to advance was to blast an entrance in a wall with a grenade or plasma charge, and then charge through the breach. Casualties amongst the assault troops were very high; just to make such an assault once called for great courage, but the Guardsmen of the 122nd regiment were called upon to do so again and again, day after day, week after week. Very few survived such fighting unscathed, either in body or mind.

The terrain in Vogen aided the defenders and denied the attackers advantages in terms of mobility and heavy support. The rebels quickly learned that their best tactic was to stay as close to the attackers as possible, making it impossible for Imperial artillery or air support to be used without risk of hitting friendly troops. The fighting became a bloody close-quarters fight, with quarter neither asked nor given.

The rebels, aided by local cultists and captured slave labour turned each building into a fortress. Heavy weapons were carefully positioned to cover streets and alleyways. The city's sewers were used to allow squads to move quickly to a threatened location or to make a sudden and unexpected counter-attack. The attackers countered such threats by sending their own troops down into the sewers, so that fierce battles were fought between the 'sewer rats' of both sides in the darkened tunnels that lay below Vogen's streets.

On the surface Leman Russ battle tanks were used to support squads as they assaulted a building. The tank would advance along the street, blasting any rebel heavy weapons that they could see. The infantry assault team would work their way from building to building, methodically reducing each rebel position and clawing the city back. From high vantage points snipers from both sides fired down into the streets below. Deadly man-to-man sniper duels were not uncommon.

While the Cadians battled in the south of the city, loyal KZ-PDF units were operating to the north. Using the Adeptus Arbites precinct house as their jumping-off point troops from the 2nd and 6th KZ-PDF Regiments began to clear the north wall of the city. After four days of hard fighting the 6th Regiment was able to capture the North Road Gate, making it possible for loyal KZ-PDF units to start entering the city. Facing opposition every bit as determined as that faced by the Cadians the KZ-PDF regiments continued their advance. Slowly the Cadians and loyal Khai-Zhan troops began pulling the noose tight on the rebels.

After three weeks of continuous fighting the rebels had been driven back into their final strongholds in and around the Palace of Peace. But although Imperial troops had recaptured over three-quarters of the city, the rebels were by no means beaten. They still held strong positions, and were perfectly capable of launching bold counter-attacks. The Night Lord Chaos Space Marines, were still a potent threat, leading counter-attacks and carrying out raids behind Imperial lines. What was more, the attackers had been bled dry in the fierce fighting, and were all but exhausted. For nearly another month the fighting in Vogen became locked into a grinding war of attrition, with neither side able to break the deadlock.

THE FINAL ASSAULT

But although the rebels had weathered the storm of the first Imperial assault on the city, the result in the long run was not in doubt. Soon fresh Imperial troops joined the battered troops already in the city. Most important of these were two full companies of Imperial Fist Space Marines. The presence of these champions of the Imperium, renowned throughout the galaxy as one of the great First Founding Chapters, did much to restore the spirit of the troops that had been fighting for seven weeks in the ruined streets of Vogen. Within days of their arrival, the final assault on von Guyen's stronghold in the Palace Of Peace began.

The Imperial Fists were famous for their skill at siege warfare, but nonetheless the difficulty of the assault on the Palace of Peace matched anything in their history. Imperial tanks could not operate in the narrow streets and alleyways that made up the palace grounds. The palace walls were thick and heavily fortified, and making a breach was often difficult if not impossible. The fighting degenerated into a series of headlong assaults, with the attackers having to fight their way forward across the bodies of their fallen comrades. Yet the relentless advance continued, and slowly the rebels were driven back.

Finally, after almost three months of heavy fighting, only a few dozen rebels were left alive. By order of the High Command, the surviving members of Vogen's Adeptus Arbites were allowed to lead the final assault. The Arbites charged forward, roaring their Litanies of Justice Served as they advanced, some carrying scaling ladders to get over the walls and into the last stronghold. The rebels fought hard, but were horribly overmatched, and died to a man. Von Guyen's body was found in the palace dungeon, not far from the hideously tortured body of former Governor Kadulus. Von Guyen had taken poison rather than been captured. Meanwhile, far above the dungeons, the troops of the Adeptus Arbites hauled down the Chaos banner that had flown over the Palace Of Peace for the duration of the rebellion. The Khai-Zhan uprising was over.

DESIGNERS' NOTES

If asked "What is Cityfight all about then?" I think I could summarise the answer as "Cityfight is all about providing a completely different setting for games of Warhammer 40,000 with minimum changes to the core rules." Players are used to picking armies to fight on open battlefields with unrestricted fields of fire for their tanks and plenty of room for their buggies to roar around. A city environment changes all this and in so doing creates a fresh new form of Warhammer 40,000 for everyone to enjoy.

The setting is undoubtedly an evocative one. Popular movies such as 'Enemy at the Gate', 'Saving Private Ryan' and old favourites such as 'Kelly's Heroes' all contain dramatic Cityfights. There's something about fighting in cities that makes you expect your characters to be that much more heroic, which is just as well because they will have to be. From a military history perspective, street fighting is one of the most intensive, bloody and uncompromising forms of warfare. Combine the technology of the 41st millennium with the brutality of historical battles like Stalingrad and you will begin to see what Cityfight is all about.

The game mechanisms are a simplification of the normal Warhammer 40,000 rules. They have to be because once you start moving and fighting around a cityscape the last thing you need are rules that make life difficult. This simplicity encourages the use of well-modelled buildings and ruins. Good terrain really makes Cityfight a visual treat as well as making for interesting games and the Cityfight book contains lots of help and advice about modelling buildings. Have a go at some of the projects – you will be genuinely surprised by the results you can achieve.

The core rules deal elegantly with movement in and around buildings by making a few (quite reasonable) assumptions. It is impossible to predict exactly what form each modeller's buildings will take but the approach adopted in Cityfight should be able to cope with whatever you can model.

Templates and blast markers are not used, partly because it is frequently difficult to place them accurately over buildings and partly because models huddled together on the one bit of an area of ruins that they can stand up on are an unfairly good target. The result is actually faster combat resolution especially when firing multiple barrage weapons.

Assault is substantially revised to remove the need to precisely line models up. The details of who gets hit are dealt with in the same way as shooting. You will find the effect is well-balanced. While at first glance individual heroes benefit from wounds being absorbed by their troops, the reality is that it is easier to bring superior numbers to bear. The special attacks of the heroes become less relevant amongst lots of attacks and, as the battle report shows, a large force can overwhelm individually more powerful enemies.

The other factor to be taken into consideration when fighting in cities is cover. Virtually every square foot of games table will have some terrain in it that you can hide in or behind. This drastically reduces the effectiveness of high strength and high armour penetration weaponry. Like everything in Cityfight though, there is a balancing factor. Hugging cover makes movement unpredictable and hinders coordination between units. This in turn makes control of the road net and any overlooking buildings vitally important, often creating 'games within games' around a key crossroads.

In Cityfight, victory is most commonly achieved by controlling key buildings. Casualties do not directly determine results so your game plan can be focused entirely on achieving the objective. This works well because it stops games ending early. If the last unit in your army can secure the objective on the last move you will win even if you haven't inflicted a casualty. This is a great leveller and rewards a sound plan over turn-to-turn opportunism.

Cityfight has, I think, achieved its objective. The game is simpler and quicker than normal in Warhammer 40,000 yet the changes force players to re-evaluate virtually all their tactics to cope with the urban battlefield. It's going to be interesting to see how players respond to the challenge.

Have Fun.

CITYFIGHT SUMMARY

MOVEMENT PHASE

Buildings and rubble are difficult terrain, streets are open terrain.

Infantry and walkers
When moving in difficult terrain, roll 2d6 and take the highest as their movement rate. Infantry and walkers in a building may move up or down to the limit of their possible move in addition to any lateral movement.

Bikes
May not enter buildings and take a difficult terrain test in rubble.

Cavalry
May not enter buildings but otherwise move as infantry.

Jet bikes
May not enter buildings.

Skimmers
May end their move hovering over buildings. This does not cause a difficult terrain test but the model is visible to all enemy on the tabletop.

Vehicles
Moving along streets in excess of 12"must take a difficult terrain test.

Tanks
May enter buildings but may not move more than 6". They must roll two difficult terrain dice. If they roll a single one the tank is immobilised, double one and the tank is destroyed along with all on board.

COHERENCY

A model in a building is in coherency if it is within 4" of another model in the same unit.

SHOOTING PHASE

Visibility
A unit can see up to 6" through buildings.

Blast, Ordnance and Template weapons
All weapons including ordnance weapons and indirect fire weapons should roll to hit using their ballistic skill.

Ordnance weapons can hit d6 models.

Blast weapons can hit d3 models.

Template weapons can hit d6 models.

Cover Saving Throws
Lightly constructed building or rubble	5+
Typical building	4+
Heavily constructed building	3+

  -1 if under attack by ordnance

  -2 if under attack by S9/10 ordnance or a demolition charge

Height Advantage
Firer must be at least 8" above target to benefit. If they are they may:

- Fire over buildings at least 8" lower except into a dead zone extending 8" from the obstructing building.

- Targets' cover saves are reduced by -1.

- Vehicles within 18" may attack the rear armour of enemy vehicles (re-roll penetration against open-topped vehicles).

ASSAULT

To make an assault at least one charging model must be within their assault range of a model in the target unit.

Multiple enemy units may be contacted if they are in coherency of each other.

Assaulting troops may come within 1" of the enemy and may move up to their full assault distance. They must move closer to the enemy.

In close combat all models within 6" of the enemy may fight with their full number of attacks and with all special abilities such as power fists.

Attacks must be allocated to the closest enemy unit.

MORALE

Units may regroup as long as they are in coherency. Being below half strength or within 6" of the enemy does not matter.