WARHAMMER
40,000

DEATH WORLDS

WARHAMMER 40,000 BATTLE MISSIONS

DEATH WORLDS OF THE IMPERIUM

❝We've run into scorpions the size of battle tanks, three men died from Eyerot in the night, an insect's bite will kill you and you better keep an eye on the trees – they move closer when you're not looking... Emperor help me, I love this place!❞

The Imperium of Man spans the galaxy from end to end, a grand sprawl of a million worlds capable of supporting life. But wherever there is life there is also death, and some of those planets taken in the Emperor's name are lethal beyond measure. Amongst the dizzying variety of planets that comprise the realm of Mankind there are those worlds so hostile, so inimical to existence, that they have been classified as death worlds. Woe betide those who make war upon such a world, for they fight the planet itself just as much as the forces of the enemy. Only the truly heroic can hope to join battle upon a death world and survive.

It is almost impossible to imagine how vast the Imperium is, and how thinly spread the planets claimed and inhabited in the Emperor's name are. And yet each world is dutifully codified and placed into one of several classifications. These broad categories represent the merest hint of what a planet's climate, environment, population and cultural outlook are like; although its classification will be enough for a savant of the Administratum half a galaxy away to apportion the correct tithe grade.

All planets in the Imperium fall under one of the main categories, or even a sub-classification. From forge worlds to agri worlds and the many in between: cardinal worlds, garden worlds, ghost worlds, feral worlds and feudal planets. Then, of course, there are the death worlds.

IMPOSSIBLE PLANETS

Death worlds are planets deemed too dangerous to support widespread human settlements. Such worlds are nearly impossible to colonise, but have some intrinsic value – either strategic or mineral – that necessitates the provision of outposts or other facilities. The exact nature of a death world's threat varies from planet to planet. Catachan is infamous for its continent-spanning jungles and myriad forms of carnivorous life, while Praxeti is a barren and blasted rockscape, riven with ion storms that strike with enough force to shatter rocks.

Other death world threats are stranger still – the living planet of Croatoa, the psychic storms of Sycorax or Kragadam's indestructible crystalline fauna, to name but a few. From the endless deserts of Luther Mcintyre to the burning sulphur fields of Jjojos, any population able to scratch out an existence on a death world will have to overcome threats far beyond the imagination of most Imperial citizens. Such hard-bitten folk are ideal recruits for the Imperial Guard, a detail that justifies the settlement of a death world regardless of other factors.

Unfortunately, the very same reasons that lead Mankind to a death world will often lure in other threats as well. Resources are few and far between in the vast pall of the galaxy. And so when a planet – no matter how inhospitable – is found to have substantial wealth, whether that is in mineral form or some other commodity, then conflict is inevitable.

IMPERIUS DOMINATUS

ADMINISTRATUM AUDIT OF PROMINENT δτ-CLASS PLANETS

FENRIS

Orb. Dist. 0.4AU - 5.4AU

Adeptus Astartes Chapter Planet

Tithe Grade: Aptus Non

Aestimare: D400

Population: Survey Failed

Comments: Chapter planet of the Space Wolves. Noted for its highly unusual elliptical orbit that will take the planet close to its parent star in one season, and then far from it during the next prolonged period. Either season is punishing to the planet's population, whether it's a permafrost winter, or the dreaded Season of Fire.

Fenris, maximum orbit

Fenris, minimum orbit

SYCORAX

Orb. Dist. 3.2AU

Adeptus Astra Telepathica Training Planet

Tithe Grade: Aptus Non

Aestimare: G30

Population: Approx. 360,000

Comments: A planet riven with psychic storms. Any psykers on the planet's surface act as a literal lightning rod. The psyker will need to wield his talents to bend the storm around himself or die. An Adeptus Astra Telepathica training facility has been installed on this planet to take advantage of the extreme environment.

Piscina

Croatoa

Praxeti

Jijojos

Kragadam

Nocturne

Miral

Krieg

LUTHER McINTYRE

Orb. Dist. 0.8AU

Imperial Planet

Tithe Grade: Solutio Tetrious

Aestimare: D120

Population: Approx. 16,000

Comments: A planet-wide desert, raked by sand storms known to have flayed the skin off those caught on the surface. It is also the home world to some extremely dangerous subterranean fauna, including burrowing ambulls and razor-toothed mica-dragons.
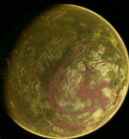
### CATACHAN

Orb. Dist. 1.2AU

Imperial Guard Recruiting Planet

Tithe Grade: Solutio Primus

Aestimare: D10

Population: Approx. 12,000,000

Comments: Infamous for its inhospitable and aggressive flora. Permanent structures need constant maintenance or be consumed by the encroaching undergrowth. The people of Catachan are hardy and resourceful. Those that survive to adulthood make excellent Imperial Guardsmen.
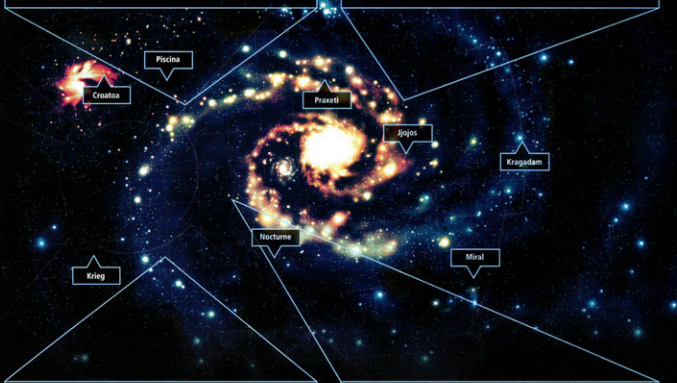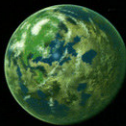
BATTLE MISSIONS: DEATH WORLDS

❝Tread carefully, brother, for here even the battlefield itself is your enemy.❞

Fighting a battle anywhere in the 41st Millennium is no easy thing, but to successfully execute a well-honed strategy on a death world is a different matter entirely. For you are not just fighting the enemy but the environment itself. Acid rain, fire storms, earthquakes and widening chasms can all reduce your squad numbers before you've even encountered your foe. But it's not just the elements, as the flora and fauna on a death world are highly aggressive and dangerous, treating the visiting armies as prey and an opportunistic chance to feed. As force commander be wary, for they are not called death worlds without reason…

WHERE ANGELS FEAR TO TREAD

Phil Kelly: In a death world mission, your army will almost certainly suffer casualties from the world itself as well as from the actions of enemy troops. Games set upon death worlds are not for the faint of heart – only the most hard-core of 40K players need apply!

Still, if you're brave enough, you should have a lot of fun – you will get to inflict all manner of horrible fates upon your opponent's troops as you roll on the Death World Hazards tables and apply the effects. Everything from eruptions of lava to deadly monsters to gravitic anomalies that can hurl units into the sky are represented here. Canny use of the death world hazards can tip a game your way at a critical point – it's a lot of fun to take a bite out of your opponent's HQ with a giant carnivorous plant, for example.

Each Hazard table has a specific theme – these give you the rules you need to represent a hostile planetary environment. If your opponent agrees, you can use the Hazard tables in conjunction with any of the standard missions in the main Warhammer 40,000 rulebook. Alternatively, when choosing a scenario to play from the Battle Missions book, you can opt to play the Death World Hazard tables in addition to whatever mission you roll up.

Lastly, if you want the full death world experience, you can play one of the three special Battle Missions presented over the next few pages. If you are using the random selection method, these missions occupy the following 'slots' on the Random Battle Mission table:

1,1 Search and Rescue
1,2 Breakthrough
1,3 Weather the Storm

USING THE DEATH WORLD HAZARD TABLES

When playing a death world mission, at the beginning of each of your turns, roll a D6 and consult the following table to see which Hazard table you will use for that turn.

HAZARD RANDOMISER TABLE

D6   Hazard Table used:

1   Your opponent chooses which table is used.

2   Environmental Hazards

3   Indigenous Hazards

4   Seismic Hazards

5   Hellscape Hazards

6   You choose which table is used.

SCORING UNITS

Death worlds are planets so inimical to life that every soldier, regardless of rank, does whatever necessary to get the job done. Because of this, all infantry, jump infantry, cavalry and bike units are scoring units in any mission that uses the Death World Hazard tables or the Death World Battle Missions.

CHOOSE YOUR POISON

Different Hazard tables have different effects, so you'll want to choose the one that will have the greatest impact. The Environmental Hazards table affects the entire battlefield – it's deadly against lightly armoured troops, but not such a big deal for those in power armour. The Seismic Hazards table usually affects troops in the open, whereas the Indigenous Hazards table affects those in cover – that's where the death world's beasties like to hide! The Hellscape Hazards table has the nastiest results of all, though uniquely it has a couple that may actually end up benefiting the opposing army, so it's a bit of a gamble. As you become familiar with your hostile environment, you'll learn how best to use the death world's own unique brand of carnage as another weapon in your arsenal. It's a simple evolutionary principle common to such deadly planets – adapt or die!

ENVIRONMENTAL HAZARDS

D6 Effect

1. **Flaystorm:** The razorhail pelts down with such fury it flays skin from bone. All non-vehicle units are treated as being in difficult terrain this turn. If a unit makes a difficult terrain roll and the combined total of the dice is less than 7, that unit takes 3D6 S1, AP – hits.

2. **Deathly Miasma:** A suffocating fog drifts up from the earth. All units in play take 2D6 S1, AP4 hits.

3. **Rain of Oil:** Oily rain falls from the sky. Non-vehicle models treat the board as difficult terrain this turn. Immobilised vehicles may move as if not immobilised.

4. **Suffocation:** The air itself suddenly becomes thin and unbreathable. All units with a majority saving throw of 4+ or worse treat the entire board as difficult terrain this turn, and both difficult and dangerous terrain next turn.

5. **Rain of Vitriol:** Acid rain falls from the skies. All units that are not inside buildings or transport vehicles take 2D6 S1, AP5 hits. Units in open-topped buildings or transport vehicles also suffer these hits.

6. **Seeker Lightning:** The glowering skies spit out a great lance of electrical force. The model closest to the ceiling (factor in banner poles, wings, flying stands, terrain and so forth) takes 2D6 S8, AP 5 hits.

INDIGENOUS HAZARDS

D6 Effect

1. **Self-Detonating Fauna:** An indigenous lifeform turns out to have an explosive defence mechanism. Centre the blast marker over an unengaged model that is wholly in area terrain. All models touched by the marker take a S8 AP3 hit.

2. **Carnivorous Flora:** Alien foliage wraps its tendrils around the intruders. Choose a terrain piece. All models at least partially in the terrain piece must pass an Initiative test or take a S4 AP – hit. If the terrain is a wood, these hits are resolved at S6 AP 5 instead.

3. **The Swarm:** A swarm of mind-eating psychneuein stirs into action. All psykers on the battlefield suffer D3 S3, AP2 hits (roll separately for each psyker).

4. **Deadly Spores:** Puffballs disgorge choking spores. Choose a terrain piece. All models at least partially in the terrain must pass a Toughness test or take a S1 AP3 hit. Models from Codex: Orks ignore this result.

5. **Indigenous Beast:** A great predatory beast attacks. Choose an unengaged model that is at least partially in a terrain piece. That model takes D6 S5 AP – hits.

6. **Lasher Nest:** Lasher tendrils grasp the trespassers. Choose a terrain piece. All models that are at least partially in that terrain piece take a S2 AP – hit.

SEISMIC HAZARDS

D6 Effect

1. **Ground Collapse:** The ground gives way. Choose an unengaged infantry model. That model must pass an Initiative test or be removed from play. If the Initiative test is failed, choose another model within 2" and repeat. Continue until an Initiative test is passed.

2. **Treacherous Footing:** The earth shifts underfoot. Place a counter next to D3 terrain pieces. These terrain pieces are treated as dangerous terrain.

3. **Gnashing Earth:** The ground gnaws like a living thing. Choose an unengaged infantry unit with none of its models in terrain. All models must pass an Initiative test or take a S3 AP - hit.

4. **Tectonic Shift:** The planet's tectonic plates convulse. Choose one deployment zone. All non-vehicle units in that zone must take a Pinning test.

5. **Magma Eruption:** Red hot lava fountains into the air. Choose an unengaged infantry unit with none of its models in terrain. Roll a D6 for each model in that unit – on a 4+ it takes a S4 AP5 hit.

6. **Acid Geyser:** A great column of boiling acid bursts forth. Choose a single point on the battlefield that is not within terrain. All models within D6" of that point take a S2 AP3 hit.

HELLSCAPE HAZARDS

D6 Effect

1. **Haven of Sanctity:** Safe ground has been found. Choose a fleeing unit. That unit automatically rallies. You must choose a fleeing unit, even an enemy.

2. **Meteor Strike:** A fiery meteor strikes. Centre the blast marker over an enemy model and scatter it 2D6". All models at least partially under the marker's final position take a S7 AP2 hit. All models within 3" of the template take a S3 AP – hit.

3. **Gravitic Anomaly:** A pocket of low gravity appears. Choose an unengaged infantry unit and roll a D6. On a 1-3, that unit may move as Jump Infantry this turn. On a 4-6, it is placed in reserve and will re-enter play by Deep Strike in its next turn.

4. **Burning Skies:** The skies themselves burst into flame. All units that enter play by Deep Strike this turn are treated as being deployed in dangerous terrain.

5. **Ghastly Hallucinations:** The toxic atmosphere plays tricks on the mind. Choose D3 units without the Fearless rule. Those units must take a Pinning test.

6. **Meteor Storm:** A shower of meteors rains down. Apply the Meteor Strike result, though you may choose D3+1 units to be affected. The same unit may not be chosen more than once.

SEARCH AND RESCUE

" What does 'retrieval imperative, subsequent redeploy at officer's discretion' mean?
It means grab the goods and get out of this hellhole, that's what it means! **"**

Despite being the most dangerous planets, death worlds are often the most valuable, the source of great mineral wealth or exotic goods. Many are the operations that have scoured the face of a death world for a priceless artefact or person, just as the death world itself is trying to scour them from existence. Such search and rescue missions often end in conflict, for truly valuable resources have a nasty habit of already being claimed.

OBJECTIVES

The objective of the game is to capture as many objectives as possible. Before deciding deployment zones, the players must place D3+1 objectives. The winner of a roll-off chooses a point on the table and places an objective upon it. Then the opponent does the same, and the players alternate until the position of all the objectives has been determined. These objectives may not be in impassable terrain or within 12" of a table edge or another objective.

DEPLOYMENT

Split the table into halves and roll off to see which player chooses the table half they will deploy in. The opposing player deploys in the opposite half. Next, the player that chose table half deploys one of his units. Then his opponent deploys one of his own units, alternating placement until all units are deployed. No unit may be deployed within 18" of an enemy.

RESERVES

Players may place any number of units in reserve.

FIRST TURN

The players roll off to see who takes the first turn.

GAME LENGTH

The player that chose deployment zones rolls a dice at the end of game turn 4. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the same player rolls a D6 again at the end of game turn 5; this time the game ends immediately on the roll of a 1-3, and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 6.

VICTORY CONDITIONS

At the end of the game, the player controlling the most objectives wins. If the players control the same number of objectives, the game is a draw.

SPECIAL RULES

Death World Hazards: This mission uses the Death World Hazard tables as described earlier.

Mobile Objectives: Any infantry model can pick up an objective by moving into base contact with it during the Movement phase. From that point on, move the objective marker with the model. If the model falls back, or is removed as a casualty, the objective is dropped. Note that an objective cannot be brought aboard a transport vehicle. If an objective is dropped in impassable terrain, place it as close as possible to the point where it was dropped that is not impassable terrain.


ALFROST

The death world of Alfrost was rightly named. A planet far from its feeble star, it is a world sheathed in thick ice. The weather can shift from an icy chill to a hail storm of frozen boulders in an instant. The surface of the world is criss-crossed with deep chasms, many of which are hidden, covered by a thin glacial layer. The Valhallans discovered this at great cost, losing several Leman Russ squadrons – the only warning was the ominous cracking of ice before the tanks plunged into the misty chasms below.

Nevertheless, the Valhallans continued to strengthen their defences, even as the greenskins landed. Like the Imperium, the Orks were drawn to Alfrost for the mineral known locally as starglass. This unique and valuable element could be found in clusters strewn across the chasmed surface of Alfrost. With the greenskin invasion, the Imperial harvesting operation was halted and the Valhallans were sent forth to wrest control of the quarries from the Orks. The Valhallan 74th regiment advanced on the greenskin horde, taking the fight to the eager foe. That's when the berserker ice bears joined the fray, and the slaughter really began in earnest.

The Valhallan 74th leave the protection of their bunkers to face both the Ork horde and the freezing elements of the death world's surface.

SEARCH AND RESCUE DEPLOYMENT MAP

Player 2 deployment zone

Player 1 deployment zone.
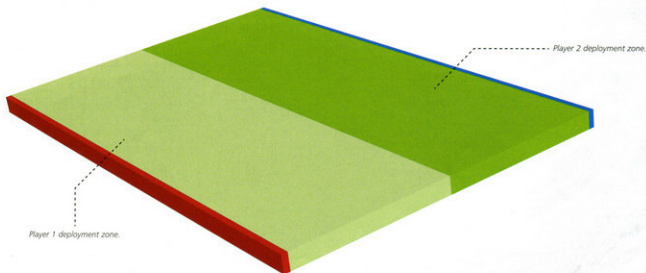
Set-up Summary

• Take it in turns to set up D3+1 objective markers at least 12" from a table edge or another objective.

• Roll-off for deployment areas.

• Players alternate placing units in their table half, more than 18" from any enemy model.

• Any number of units may be placed into reserve.

BREAKTHROUGH

"Mission accomplished? Holy Emperor, we've been waiting for this vox for days! Shame it's too late for the rest of the 122nd..."

For the ground-pounders stranded planetside, the nightmare is almost over. High command has sent through the orders to advance toward a drop site where the withdrawal can be made in earnest. The strike force receives the news with elation; every hour on the planet has claimed the lives of those dispatched to it, and not one of the soldiers fighting on-planet wishes to spend another minute there.

Unfortunately, there remains the small matter of the enemy forces locked in combat with those who remain. If anything the foe seem to be doing everything in their power to force their way through enemy lines, relocating to a target site of their own. Will there be anything left of the two forces once they've fought their way across the death world's last reaches?

OBJECTIVES
The objective of the game is to get as many units into the enemy deployment zone as possible.

DEPLOYMENT
Split the table into halves and roll off to see which player chooses the table half they will deploy in. The opposing player deploys in the opposite half.

Next, the player that chose a table half deploys one of his units at least 12" from the centre line. Then his opponent deploys one of his own units, alternating placement until all units are deployed.

RESERVES
Players may place any number of units in reserve.

FIRST TURN
The players roll off to see who takes the first turn.

GAME LENGTH
The player that chose deployment zones rolls a dice at the end of game turn 4. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the same player rolls a D6 again at the end of game turn 5; this time the game ends immediately on a roll of a 1-3, and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 6.

VICTORY CONDITIONS
At the end of the game, each player totals the number of units he has in the opponent's deployment zone (any unit, whether scoring or not). Troops units count double towards this total – hence a player with one Fast Attack unit and one Troops unit in his opponent's deployment zone would score three points. The player with the highest total is the winner. If the totals are the same, the game is a draw.

SPECIAL RULES
Death World Hazards: This mission uses the Death World Hazard tables as described earlier.

Frayed, Fragged and Frazzled: The two armies have been stranded on the death world for far too long, and the constant barrage of trauma is leading to a breakdown of discipline, nerves or synaptic interference. All units have a negative modifier to their Leadership equal to half the current turn number (rounding up). For instance, on Turn 5, all units will have a -3 modifier to their Leadership.

Furthermore, those whose frayed nerves finally break will run pell-mell for their target site. To represent this, units that flee will make their flee move towards the enemy table edge instead of their own table edge.


TYRANNOFORMED WORLDS
In the wake of a Tyranid invasion, even the most idyllic of maiden worlds can become akin to a death world. As it first approaches a prey world, a bio-fleet seeds the planet with billions of alien spores, spurring the native flora into unnatural growth to maximise the potential biomass. As the Tyranids invade, the world is transformed into a nightmarish landscape as the world itself begins to turn into a bioform. In the latter stages of invasion, as the last of the defenders are defeated, the process of consumption begins, as acidic digestion pools are bored into the planet's crust to render the bodies of the fallen down into biological gruel to feed to the descending hive ships. Finally, as the hive fleet departs for another world, the planet is left barren and utterly lifeless.

Stranded planetside as the hive fleet begins to digest the world itself, Ragnar Blackmane leads his Space Wolves in a spirited breakout.

BREAKTHROUGH DEPLOYMENT MAP
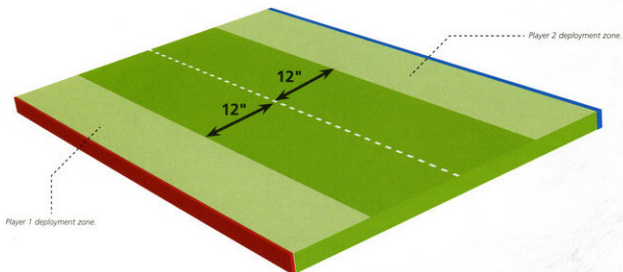
Player 2 deployment zone.

12"

12"

Player 1 deployment zone.

Set-up Summary

- Roll-off for deployment areas.
- Players alternate placing units in their table half more than 12" away from the centre line.

- Any number of units may be placed into reserve.

WEATHER THE STORM

" *Stuck on this Emperor-forsaken hell of a planet, right in the middle of a blazin' electrical storm?
Something tells me the top brass don't want us around no more...* **"**

The storms that ravage death worlds are a class of their own. The skies rage and growl, the atmosphere boils, and thunderheads hang low in the skies. As armies clash on the heaving ground below, the planet itself writhes with the titanic forces exerted upon it. Deadly lightning arcs down to ground itself on the troops below.

Abandoned on the surface of an exceptionally violent death world, the two armies have been laying into each other with every weapon at their disposal. The battle lines have become confused in the carnage and both sides form coherent battle lines more through luck than design. Each soldier secretly believes it can't get any worse; that is, until the skies darken and an electrical storm of unprecedented magnitude rolls in.

OBJECTIVES
There are no objectives in this mission, other than to survive the hostile environment!

DEPLOYMENT
Split the table into six equal sections as shown in the deployment map (this is very easy to do if you have a Realm of Battle board, as it is already divided into six such zones). Then divide the board lengthwise, and roll off to see which player chooses the table

half they will deploy in. The opposing player deploys in the opposite half. Next, the player that chose a table half deploys one of his units. Then his opponent deploys one of his own units, alternating placement until all units are deployed. No unit may be deployed within 18" of an enemy.

Before deploying a unit, roll a D6. That unit must be deployed wholly within the section of their deployment that corresponds to the D6 result (see deployment map).

RESERVES
Players may place up to half of their units in reserve.

FIRST TURN
The players roll off to see who takes the first turn.

GAME LENGTH
The player that chose deployment zones rolls a dice at the end of game turn 4. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the same player rolls a D6 again at the end of game turn 5; this time the game ends immediately on the roll of a 1-3, and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 6.

VICTORY CONDITIONS

At the end of the game, each player counts up the number of units he has left in play, and adds one to the result for each enemy unit he has destroyed. The player with the highest total is the winner. If the totals are the same, the game is a draw.

SPECIAL RULES

Death World Hazards: This mission uses the Death World Hazard tables as described earlier.

Deafening Thunder: Due to the shrieking gales and rumbling thunder that constantly rolls through the clouds above, communication is all but impossible. Morale tests must be taken using the majority Leadership of the unit, not the highest Leadership in the unit. For instance, a unit of five Grey Hunters (Ld 8) joined by a Wolf Lord (Ld 10) must use the Grey Hunters' Leadership of 8 for Morale tests.

Lightning Strikes Twice: Once you have resolved the usual roll on the Death World Hazards tables at the beginning of the turn, roll a separate D6. The Seeker Lightning result is triggered at the beginning of the turn on the roll of a 4+. See the Environmental Hazards table for details.

CONTEXTUALISING DEATH WORLDS

There are many types of death world scattered across the stars so you may want to interpret the Death World Hazard results to fit with your own battlescape. In the sub-zero temperatures of an ice planet, for instance, the Magma Eruption might be a fountain of freezing liquid – adapted to fit that style of death world, but no less deadly for it. On a jungle world, the Indigenous Beast might be a many-legged Catachan Devil, whereas on a lava world it might be a flame-skinned salamander. Some players may wish to go one further, customising the Hazard Randomiser table to their own needs. The ice world of Fenris may not use the Hellscape Hazards table (it's absolutely freezing, but at least it obeys the laws of physics) but could instead replace it with another Seismic Hazards result to represent the shifting, cracking ice floes underfoot. Conversely, a mechanical Daemon world might have two Hellscape Hazards results on the table, one of which replaces the Indigenous Hazards result – even predatory fauna doesn't stand a chance!

WEATHER THE STORM DEPLOYMENT MAP
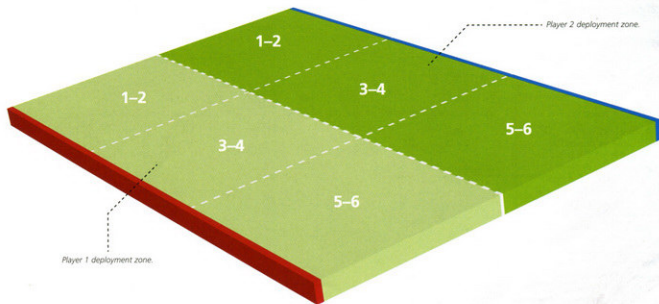
Player 2 deployment zone.

	1–2	
1–2		3–4
	3–4		5–6
		5–6

Player 1 deployment zone.

Set-up Summary

- Roll-off for deployment areas.
- Players alternate placing units in their table half, rolling a D6 for each unit and placing it in the corresponding table area more than 18" from any enemy model.
- Up to half the units may be placed into reserve.